



SHADOWRUN[®]

BATTLE ROYALE ADVENTURE



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INTRODUCTION

Welcome to *Battle Royale*, an adventure designed for introducing the *Shadowrun Sixth World Beginner Box* rules. As the adventure name implies, there will be a massive battle with several sides, of which the runners are only one. *Battle Royale* is a prime example of the “drag the players into someone else’s problems”-type of scenario. The characters are shopping at a local convenience store when they hear a commotion outside. Due to the innate curiosity shared by most runners, they take a peek and spot a high-end limousine being harassed by gangers as it limps into a warehouse facility directly across the street. Problem is, there are a lot of gangs rolling in—a total of four different ones, in fact. When the runners exit the store to investigate further—or just to watch the chaos—they encounter several gangers looking to keep them in their place as more gangers bedecked in a variety of different colors continue to descend on the area. As the gangers set up to block their path, the runners can spot a well-dressed woman looking nervously out the rear window of her limousine as the limo passes the entrance to the warehouse complex, along with several mobs of gangers all crowding around. Shoving and fighting begins, and they see an opportunity to make some nuyen by saving her. The players’ goals are to outmatch the gangers, save the woman, and escape before the gangers realize they’re losing their prize.

Remember to have fun with this. Use the Ganger Maker (p. 12), a random ganger generator, to make up the gangers they encounter, and don’t forget the classic Food Fight table (p. 12) we’ve thrown in to fling around some random goo during the battle inside the warehouse. Use it a lot, use it a little, but make it fun.

BEFORE THE RUN: GAMEMASTER ADVICE

Are you ready to manage the chaos of the Sixth World and throw others into it? Then, let’s do this, chummer! Welcome to the Sixth World!

For any gamemaster (abbreviated GM), be they a first-timer or a veteran GM of many years, the task of running a game for their players can seem daunting when you’re dealing with a new rule set. And that’s okay. Being the GM for a game can be very complex, requiring the balancing of several game concepts and elements at the same time, all while trying to keep the game fun and interesting

for the players. It’s a lot to take in and process. But then, it can also be a fantastic experience unlike any other—which is why you’ll keep coming back! So the first piece of advice is to prepare as if people will have fun, because most likely, they will.

Also, a note to new GMs: A lot of the information presented here focuses primarily on how to run *Battle Royale*. But this information and advice can be applied to other *Shadowrun* adventures, campaigns, home games, or general gaming sessions.

HELPFUL HINTS: GM BULLET POINTS AND PLOT HOOKS



While running/reading through this intro adventure, at various spots a specific point or issue that GMs may have to deal with will be highlighted. These Bullet Points will give the GM some background or focused advice on how they might deal with said situations. Also, there may be additional plot hooks located throughout. These can be used by the GM if they desire to make the game more interesting, or they may simply provide additional background information about the *Shadowrun* universe setting.

WHAT THE FRAG DOES A GM DO?

Glad you asked! In *Shadowrun*, the GM fulfills several critical roles during a gaming session.

First and foremost, they’re a storyteller for the players and their characters. A GM is responsible for setting up and maintaining the session’s narrative or story, which in turn gives the players something to do and experience. Now, these stories can be something original that the GM created, or something they’re working from, such as a pre-generated adventure (called a “pre-gen”) such as *Battle Royale*. Either way, it’s up to the GM to get their players from the beginning to the end—along with every side-trip, detour, obstacles and plot twists encountered along the way—of whatever they’re running, be it a simple scenario, a more complex adventure, or even a series of interconnected adventures known as campaigns.

But let’s not get too far ahead of ourselves! While different GMs will develop their own style of running games over time, it’s still up to them to get and keep their players interested in playing the game by presenting the story or situation to them. They are the main point of contact between the players and the Sixth World of *Shadowrun*.

FIND YOUR GM STYLE



The cyberpunk-fantasy dystopia of *Shadowrun* is a vibrant universe full of excitement and possibilities in endless combinations for both players and GMs. The basic level of GM activity is setting the stage for the players, offering basic, bare-bones descriptions of what's going on and how adversaries will react to the players or how they can overcome obstacles is one style. This is a good start. Or a GM can offer a more immersive experience, complete with detailed descriptions of the situation, setting, opposition, interactions with non-player characters, and most importantly: the action! They can also do things like incorporate maps or figures of some kind to represent the player's characters. The right ambient music can also bring the mood, as can additional images of gear, locations, and people you show the players from a tablet. Or, a GM can require players to remain in-character for the entire session. Or any combination of the above ideas listed. The trick is to find a method of running a game (or GMing) that works not only for you, but also satisfies your players.

USE, DON'T ABUSE, YOUR AUTHORITY



One of the biggest points of contention between players and their GM is often the interpretation of rules. This usually doesn't cover basic/core game mechanics (i.e. how to shoot a gun, cast a spell, punch someone in the face, etc.), but instead comes into play during circumstances such as "how would X factor affect Y in this situation?" Such issues are only exacerbated when a PC is facing death or, even worse, if there's a disagreement between GM and player regarding a rule interpretation or implementation. Gamemasters are responsible for finding a solution or making a final ruling. And in doing so, a GM can sometimes be or perceived as being heavy handed or power-tripping, either of which can disrupt or even ruin a game if the situation is mishandled. There are multiple ways a GM can try to defuse the situation, such as agreeing to a temporary compromise and doing more rule research later to keep the game moving. It's recommended that GMs be even-handed in their rulings and never blatantly use their authority unfairly against their players. The GM gets the final call, but they also need to help everyone have fun, rather than just try to make rulings that make life easier for them.

Second, the GM is a combination of adversary, ally, and guide to their players. In *Shadowrun*, or any RPG for that matter, the GM controls everything in the game setting that the players and their characters will encounter. This includes but is not limited to: enemies to fight and obstacles to overcome, and potential allies, neutral parties, or items that may aid the players. At any given time, the GM is both trying to hurt *and* help the players. Any characters within the game that are not the player characters (PCs) are known as non-player characters (NPCs), and they can be anyone or anything the GM needs. All NPCs are under the GM's direct control, unless there are special circumstances. Additionally, a GM

is responsible for guiding the PCs through the game—not just with regards to the game plot or narrative, but also when it comes to game rules and concepts. For example, players, especially new ones, can sometimes get stuck or frustrated during a game because of something rule-related. They may forget how a game mechanic works and need help figuring it out. Or, they may have forgotten an important rule(s) that could have serious repercussions for them, their team, or even the adventure as a whole. Or they may find themselves in a situation where they feel stuck with no apparent way out. It's ultimately the GM's job to decide how best to deal with a situation, both in and out of game.

Third, the GM is the referee and ultimate authority in the game. Not only is the GM responsible for moving the story along, providing a challenge/experience for the players, and everything listed above, they're also the supreme arbiter regarding game rules during a game session. This means that when there's question regarding rules interpretation, or when a situation inevitably arises that is not specifically covered in said rules, or when applying the rules in any given game situation, the GM has the ultimate final say on how things proceed. However, GMs must be judicious and cautious in doing so. After all, the game is all about making sure everyone has fun.

PREPPING FOR A GAME

One of the fastest ways for GMs, especially new ones, to bring their game to a screeching halt is to do little or no preparation for their game. While every GM eventually develops their own game-running style, there are a few basics that everyone should follow, no matter what your skill level and experience is.

PREP POINT NUMBER ONE: KNOW YOUR ADVENTURE

If a GM has their own original, or home-grown adventure, they should have at least a basic idea or outline of how the adventure plays out. While a GM doesn't have to have every minute detail written down (although that *can* be helpful for some), at least know where the players will start and where you want them to end. But when running a pre-gen adventure such as *Battle Royale*, a GM should always *read the adventure first*. Doing so not only helps keep the game flowing, but also allows a GM to identify potential problems or obstacles that may come up. For example, an adventure with heavy combat may not be the adventure for a group or runner team with little to no combat skills. Knowing this, a GM may elect to change the adventure or scenario a bit to better conform to a team's dynamic. And speaking of a shadowrunner team ...

PREP POINT NUMBER TWO: HAVE YOUR MATERIALS READY TO GO.

If a GM is making their own adventure, make sure to have adventure notes, maps, stats for adversaries, and all that fun stuff ready to go. It will make running a game much easier! If running a pre-gen, have a copy of the adventure handy on either a device of some kind, or a good old-fashioned paper book. If you're running *Battle Royale*, congrats! Because if you're reading this, you already have most of that stuff!

PREP POINT NUMBER THREE: KNOW WHAT YOUR PLAYERS ARE BRINGING TO THE TABLE!

While this one may not always be possible, it's highly recommended that a GM know what characters their players are bringing to the table before the game session begins. If the players are bringing in original characters, the GM is better able to help their players play said characters and answer questions that inevitably come up. Thankfully, this box set has pre-generated characters, so you know who will be at the table! Still, a GM should not only read the adventure, but also read over the pre-generated characters.

Now that we've talked about preparing for a game ...

RUNNING THE GAME

Next comes the fun part: running a *Shadowrun* game!

For most GMs, this is the most challenging part of a *Shadowrun* game session, because it's when all the prep work comes together. In reading the adventure, the GM will have noticed that *Battle Royale* has been organized into several different scenes that are further divided into sections. This is to assist the GM in organizing and making sense of the information contained within the adventure. Each of these sections contains information pertaining to how the scene is intended to play out and how to deal with potential issues as they arise. Each scene in *Battle Royale* will contain most, but not necessarily all, of the following:

- **Scan** This is a summary of the scene, a snapshot to let the GM know what's going on.
- **Hooks** are suggestions on what the mood or tone of the scene could be or how to get/keep the players' attention. This section also contains potential plot twists or information the player characters may or may not discover.
- **Tell It to Them Straight** is meant to be read out loud directly to the players. Examples of what this section includes: direct dialogue to PCs or NPCs, descriptions of the scene or setting, specific instructions, or things that PCs can read such as signs.
- **Behind the Scenes** is the basic mechanics of the scene. It includes how the scene should play out, NPC motivations, secrets, and special instructions or information. Think of it as pertinent background information the GM needs to know to make the scene work. Places of interest and NPC stats are also found in this section.
- **Debugging** is information designed to help a GM deal with potential problems the players may have within the scene. Not every possible contingency or situation will be listed, so sometimes the GM may need to work things out on their own.

Once the game session begins, the GM typically starts the scene by reading information contained in the *Tell It to Them Straight* section. Or, the GM can choose to start the players in another location and work in the details of the adventure scene as they play, using the information contained in the various scene sections to help the players progress through the scene. Their decisions will determine

GAME ITEMS



Playing *Shadowrun*, or any RPG for that matter, can seem quite involved and require a lot of materials. But when you get down to it, a session can be played with just a few items: dice for both GM and players, character sheets for the players, and writing utensils of some kind to keep track of changes in a PC's status, such as ammo expenditure or wounds. Other items such as rulebooks and other game book supplements can also be helpful for both player and GM during a game but are not necessary to play *Battle Royale* (this is an introductory adventure after all). Other miscellaneous items such as notebooks, notepads, or even simple pieces of scratch paper can also be extremely handy but are not strictly necessary. For the beginning GM, it's best to have as much material as you think you'll need at first. Experience will eventually reveal what is necessary for a game session.

NO PLAN SURVIVES CONTACT...



One of the biggest challenges a GM may face is when their players take the game "off the rails." This means that they may accidentally, or in some cases deliberately, do something or make choices that go against or runs counter to the adventure or scene's planned narrative. This is going to happen eventually, so don't panic or become frustrated. Being ready for it is the key reason why reading the adventure beforehand is important. Knowing the adventure's details can help a GM guide the players back to where they need to be.

Or, if the GM feels like it, they can let the players run with what they've done and adjust the adventure accordingly. Some of the best moments come from such "the players' ran off the rails" situations. That's part of the fun of being a GM!

how the scene ultimately plays out, whether they ultimately succeed or fail, or fall somewhere in-between. Maybe they'll even come up with a solution to the problem or situation that no one expected. That's all part of the game.

However, it should be noted for the GM that the information contained in the sections is not necessarily meant to be used in chronological order. Sometimes information on the scenes overlap, especially when dealing with information from the *Tell It to Them Straight* and *Behind the Scenes* sections. The sections are not always a step-by-step progression for the players to follow. They're simply pertinent information for the GM to use while running the scene. Again, this is why it's important for the GM to read through the adventure before attempting to run it—to avoid missing critical information, as well as allowing for smooth game play. But no matter what, the goal for all parties involved is to—and this can't be stressed enough—**HAVE FUN**. Other than that, there is really nothing else for the gamemaster and players to do but start playing.

And as the old adage in *Shadowrun* goes: Watch your back, shoot straight, conserve ammo, and *never* cut a deal with a dragon!

ADVENTURE SYNOPSIS

There's trouble brewing in the shadows of 2080. Seattle and the United Canadian and American States (UCAS) are having some relationship problems. Since North America got split up by the rise of the Native American Nations and the collapse of the good ol' U.S. of A., Seattle has been an island and bastion of UCAS turf on the West Coast. With all the recent political issues and the rumors of prolonged blackouts in major cities, Seattle has had rumblings of separating ties from the homeland. To maintain the important relationship between the UCAS and Seattle, leaders in DeeCee are sending an envoy to speak with the Metroplex government. The UCAS envoy, Erika Hoffman, is coming to Seattle to meet with Seattle's Governor, Corinne Potter. Because there are people in the world who are all for seeing a Seattle free of the UCAS, mainly due to the fact that they somehow think an independent Seattle is a free Seattle, a group of neo-anarchist hackers took control of Hoffman's limousine and GridGuide system shortly after it left Sea-Tac, the Seattle Tacoma International Airport. They're sending the envoy off her original route and into a warehouse they've hacked near the Tacoma docks, a spot they can dump her off for a bit, or give her a more permanent residence with the water so close by. One of those "we didn't kill her, the gangers did" type of scenarios that help the hackers feel like they aren't murderers. The neo-anarchists also put the Ancients, a world-famous elven go-gang, on Hoffman's tail to make sure things proceed as they desire.

As happens with the best-laid plans of anarchists and hackers, a large—in fact, troll-sized—wrench has been

tossed in the works. The Spikes, an all-troll go-gang that *hates* elves, saw the Ancients rolling through their territory near Sea-Tac and decided to follow them, hoping the elves would lead them to more elves and increase the number of "spikes" they earned, one for each elf that gets a trip to the hospital or the morgue. To add insult to injury, the Ragers, a well-known Tacoma street gang made up of orks, a few trolls, and the occasional dwarf, spots the limo rolling about in their turf, with a gaggle of elves and a trailing pack of trolls. They can't let all these other gangs roll willy-nilly into their turf. Knowing something must be up, they descend on the area in force. And finally, the Rusted Stilettos, a gang of tough and twisted orks and trolls that call an irradiated patch of the Redmond Barrens, known as Glow City, home, have gotten their twisted, mutated selves involved because (wait for it, this is *Shadowrun*) a dragon named Kalanyr sent them on a mission to get their hands on Hoffman.

For the short and sweet of it, this makes four separate gangs, plus the runners, all with eyes on this juicy government lackey prize. When the chaos outside starts, the runners are just taking a regular old shopping trip down to the corner Stuffer Shack. When they step out to investigate, they run into a bit of a road block. Well, more of a speed bump for the runners, but they don't get to just stroll into the middle of all this. They start with working through a few uppity gangers before spotting even more gangers, a group of which will manage to get Ms. Hoffman out of her limo. Once Hoffman is out, all the gangs begin fighting over her, initially via their onsite leaders. This gives the runners time to let the nuyen signs shoot across their vision, when they figure out that saving this well-to-do wayward soul could get them a payday. All they have to do is navigate the chaos, get her away from the bosses, get her out, and get themselves an impromptu payday.

Easy ... right?

SCENE 1: BUT I JUST WANTED SOME DRAGON PISS

SCAN THIS

The runners start the adventure in a Stuffer Shack during an early evening snack stop. Everyone is inside seeking their favorite Sixth World treat when a commotion begins out front. The view from inside the Stuffer Shack is blocked by an abundance of advertisements on the windows. Trying to exit, the runners find a quartet of local gangers barring the exit, "to keep everyone inside safe." From the doorway, they have a chance of spotting a sleek black limo limping along on the remains of its runflat tires as it pulls into a dockside warehouse complex across the street, herded by dozens of gangers on motorcycles. The runners have to deal with the gangers at the doorway to get a closer look and slide into the next scene.

TELL IT TO THEM STRAIGHT

Revving engines and random yelling draw your attention from the yummy snacks you're currently deciding between. Sweet, salty, or spicy, or maybe get something that's all three. Decisions, decisions. You look toward the front door and the source of the noise and find your view blocked by the mass of ancient paper marketing material plastered to the windows and glass door. The old-world remnants are doing a damn good job of keeping you from seeing anything without heading to the door. From the sound, you get the idea that a whole lot of chaos is kicking off outside, and

now you have another decision to make. Get snacks first, or go find out how fragged your night is about to be?

READ THIS WHEN THE RUNNERS REACH THE DOOR.

You push the door open and peer out. To the right, orks, trolls, and dwarfs in black and grey leathers, with red bandannas on their arm, are pouring in on foot, along with a quartet of vans dropping off the black-and-grey-clad gangers. One of the vans comes to a halt a bit closer to the team's van than you care to see, but that's only one of 99 problems that seem to be rolling into your sight line. Across the street, black and green are the primary colors of both bikes and gear that have rolled into a barely open warehouse. Close behind them is a group of massive orks and trolls, decked out in brown and gold, on the backs of rumbling choppers gliding toward the door like they own the place. To the left, a pair of junkyard buses have blocked off the road and spewed out a writhing horde of twisted orks and trolls marked in cohesion only by their rusty red accents. At the warehouse complex entrance, an expensive-looking black Mitsubishi Nightsky limousine slowly rolls in, the fancy antenna on top clipped off and knocked to the ground by the half-open

gate. The elves and trolls unceremoniously escort the fancy ride while eying each other up, ready for violence.

READ THIS AFTER THE PERCEPTION TEST:

Eyes focused on the chaos, you hardly register the door stopping from fully opening, but the thick face of an ork with a purple mohawk and a bull ring in her nose suddenly blocking your view certainly brings your attention closer to home.

"We'll need you to stay inside ... for your own safety," she says with a smirk and enough attitude to launch a semi-ballistic. She pushes the door harder, indicating it isn't a request, but obviously leaves the ball in your court as to how this is going to go down.

HOOKS

Snagging the character's attention is generally easy for this opening scene in an adventure built to trap them in the trouble, but examples here may help with these down the road. First off, runners don't like being told what to do by gangers; it's part of the hierarchy of the street. Beyond that, each runner has some reason to be peeved at the gangers. Frostburn, the ork combat mage, sees one of them leaning against the team's van, which is actually hers. Yu, the elf covert ops specialist, doesn't need his cover, a perfectly good fake SIN, blown because these gangers bring the law down. Rude, the troll street sam, is not letting a bunch of inferior gangers stop him or his team. Zipfile, the dwarf decker, likes being mischievous and has distance and anonymity as protection as she starts drekking on the gangers' stuff for obstructing her team.

BEHIND THE SCENES

While inside the Stuffer Shack, the runners catch wind of trouble outside. They can't see out the windows due to years of grime and paper ads, but any who approach and peek out the front door will get a look at the scene with a Perception test (Perception + Intuition) before a ganger steps into view and starts bullying them back inside.

From the doorway or nearby (more than one runner can make a Perception test), players roll Perception + Intuition and compare their hits to the **Out on the Street** information table. They get the information for their number of hits, plus every information level below the level they rolled. The Glitch line covers what to tell them if they glitch on the Perception test.

Immediately after the Perception tests, a nearby ganger steps forward and pushes the door to close it. If anyone blocks it or is standing in the way, read the third paragraph and move on to the conversation with the Ragers ganger. The ganger doesn't want to let the runners out, but the runners have reasons to want out and aren't likely to just stand aside and wait for things to happen. She makes a few "polite" (she is a ganger after all) requests before resorting to threats. The Ragers ganger will even threaten the troll street samurai, as she has a lot of friends around and is more worried about losing face from backing down than losing her face to a troll's fist. Any threats in their direction result in an immediate attack from the gangers near the door. There's a total of 8 of them—four from the Ragers and four from the Rusted Stilettoes. Feel free to mix and match the metatypes as you see fit.

A clever hacker may begin looking for devices to hack among the gangers. All of them have cheap commlinks (DR 1 or 2). Most of them have the devices put away,

SEEING THE WHOLE SCENE



The Sixth World is often a complex and busy world. Not every little detail stands out all the time. Perception tests are some of the most common ways for a GM to expand the details of a scene. After the initial Tell It to Them Straight section paints a broad picture, Perception tests can be used to allow specific characters to pick out and act on certain details only they may have noticed.

The easiest way for a new GM to set up some Perception test details is to create a chart like the "Out on the Street" table for key information the characters may spot in their scene. Not everything needs to be visually based. Smells, sounds, a taste in the air, or even an ominous "bad feeling about this" could help them feel more a part of the scene. It also helps to spur them along with clues that may, or may not, lead them deeper into the story, or off on another one altogether.

OUT ON THE STREET

DIE ROLL	RESULT
0	Oh wow! Look, a sale ad on the door for your favorite snack, SoyBall DracoPuffs! Now in Lofwyr Lemon! You recognize the ork at the door and several more orks and trolls gathered outside as members of the Ragers street gang from their deep black and grey leathers and red bandanna on their arm. You think the rusty red and black on other trolls and orks may be more Ragers members until you see that they all appear physically twisted in some way. You spot the distinctive tag of the Rusted Stilettoes on several of them.
1	Bright green and chromed-out bikes zip along the streets carrying elves that you quickly identify as members of the Ancients, from the upside-down A on the back of many of their jackets. Big hogs and cruisers carry trolls in brown and gold. The Spikes aren't from around here, but they're here and you're not sure that's a good thing, especially based on the childishly drawn elf with the spike in its head and X'd out eyes they call a gang symbol.
2	Through the distant warehouse gate, you can see the inside the complex is not abandoned and still has goods in it. You can make out the logo on a pallet for Dragon Piss energy drink (new Sea Dragon Green flavor!), along with several other snack and drink brands.
3	You see several of the go-gangers on their bikes have slipped into the warehouse complex and are circling the limo as it limps to a halt.
4	A closer look at the limo reveals extensive damage to the wheels. They're runflats, but have definitely seen better days, and the limo's pace is slowed to avoid destroying them completely. An AR tag on the limo reads, "FREEDOM from the dying UCASI!"
5	You see four figures inside the warehouse complex watching the limo limp in and out of sight as well as eying each other up. A closer look reveals the telltale signs of lieutenants of each of the four gangs. They must be the leadership for the rabble traipsing about all over the street and in the warehouse complex.
6	You spot a ganger with a launcher on her shoulder aiming it toward the Stuffer Shack with a gleeful look of chaos in her eyes.
Glitch	

but a few have them out and are recording all the fun. For access, it's the typical Cracking + Logic vs. Firewall + Firewall (none of these guys are tech savvy enough to tweak their settings). If the hacker scores at least one net hit, they can access the commlink's camera. To determine

if the targeted commlink is out of the ganger's pocket, roll 2D6. If the result adds up to 7 or 11, it's out and in use. Where it's pointed is up to the GM. Any other result gets a commlink in a pocket or on a wrist, and the camera just sees black.

There are seventeen other cameras (DR 3) outside that can be hacked to gain a view of the situation. At the corners of the Stuffer Shack are a pair of cameras linked wirelessly to the Stuffer Shack's surveillance system. They're not slaved to the system and provide no access; they simply transmit their data to the terminal in the building. These two provide a down-angle view of the street, parking lot out front, and entrance to the warehouse complex, but they cannot see the entrance of the Stuffer Shack. They reveal the vans and buses, as well as the plethora of gangers in the area. The third camera is located on a burned-out street lamp, broadcasting data to the local Knight Errant precinct. It shows both entrances (the Stuffer Shack and warehouse complex), along with the buses and gangers on that side of the street. The other fourteen cameras are across the street on top of the wall of the warehouse complex. These broadcast back to a local Pyramid Security office. These cameras can be turned to view inside or outside the warehouse complex, but if too many cameras are faced inward, the security company might become curious. These cameras swivel a full 360 degrees every thirty seconds.

The front door is the only public access that characters can use to leave, but shadowrunners are not always keen on using public access. Area H contains a rear door with a maglock (DR 4). Outside is a small parking lot connected to a gated parking lot behind the closed garage, an alley that leads around the buildings between the closed garage and the Stuffer Shack, the narrow alley between an apartment building and the Stuffer Shack, and bordering that side is a large apartment that runs all the way to a three-meter-high chain-link fence at the back of the lot. The alley by the apartment building has a series of six gates and is difficult to move through. The Closed Garage alley comes out near the buses, on the opposite side from the team's van, with the same gangers in the way who will stop and harass the runners in the same manner as

at the front door. The apartment building alley requires a series of six Athletics + Agility (2) tests to pass through unharmed. If a test is failed, the character must resist 2 Stun Damage with Body as they fall from a gate or get caught on the jagged top. The gates can also be bypassed with a series of Cracking + Logic (3) tests to bypass the locking systems. If any character tries to gain access to the apartments, make sure to mention how secure they look. If they proceed into the building, start with the same Cracking + Logic (3) test to get through the door, but then ask for a series of four Stealth + Agility (2) tests to avoid being heard or seen by the residents. Any failure puts the building on lockdown as the police come. If this happens, you're off the rails and have just started a whole new adventure you get to create all from your mad, mad, head (welcome to GMing!).

The back alley offers a third path. A roof access ladder leads to the roof of the Stuffer Shack, five meters up. No one is on the roof, which has a short (one meter tall) wall along the top to hide behind. The roof position can see over the wall of the warehouse complex and spot the focus of the activity in the larger of the warehouses. It also offers a series of power cables that a character can use to cross over to the warehouse complex. See the next scene for how that process works.

DEBUGGING

If the runners are getting beat up because of bad dice rolls or poor planning, feel free to move on to the next scene with the gangers walking away from the bruised runners to rejoin their gangs, before the ensuing struggle for the prize inside the Nightsky. The gangers are more interested in the show across the street than beating up on the runners more.

If the runners aren't getting involved, feel free to have the gangers choose to goad them into a fight rather than keep them penned up inside the Stuffer Shack. The operator of the Stuffer Shack could also kick them out to avoid trouble. If they don't leave, he activates a gas release system that begins to fill the store with knockout gas (6S per Combat Turn, resisted with Body).



SCENE 2: EYES ON THE PRIZE

SCAN THIS

The runners spot a woman, Erika Hoffman, through the windows of the limo as she looks around nervously when the limo passes into the warehouse complex. The runners are still across the street, outside or in the Stuffer Shack, while several more groups of gangers roll into the complex in vans and go-gangers roll in on motorcycles. The runners see an opportunity but need to get into the complex and through the gangers to get to the woman. As they work their way through, the separate gangs begin fighting each other over Erika, along with the runners if they choose to get directly involved. This challenge lasts until the runners get Erika in hand. Then it's escape time.

TELL IT TO THEM STRAIGHT

With the nearby problem dealt with for now, you turn your attention to the increasing commotion across the way and inside the warehouse complex. The go-gangers have been zipping through the half-open gate across the way like some kind of stunt show act. The only exception is the occasional flailing chain, striking boot, or flying fist that comes when two rivals get a bit too close. You can see trail of rubber and scratched asphalt from the battered limousine lead through the gate and around the corner of the nearby warehouse. Gangers on foot make their way into the warehouse complex like fans pouring into a stadium for their favorite game, rival colors and all.

The woman in that limo could be valuable, or she could be loads more trouble than she's worth. No matter which it is, the place is full of gangers, all cheering on their companions in the warehouse complex as they roll in, all more than likely trying to crack the Nightsky nut. Those gangers are going to make getting to the team van and getting out of here a bit tough. You realize you need to get to her, and faster would be better—but what course should you take? Combat, stealth, a con—so many options, so little time to decide.

READ THIS WHEN THE RUNNERS HAVE CHOSEN A COURSE OF ACTION:

The sudden staccato beat of automatic fire and the ringing echoes of bullet impacts on ballistic glass draw your attention to the warehouse complex, instantly making you nervous your prize may have just met her end. The cheering crowd and triumphant roars make you think something big happened, more than likely gaining access to that limo. The continued yelling and seemingly competitive chants make you think she's alive, but about to become the trophy to take home for a triumphant gang. Time to show them how a wild-card team wins!

READ THIS WHEN THE RUNNERS GAIN ACCESS TO THE WAREHOUSE:

You finally get a clear look at the woman at the heart of this gang war, and she appears remarkably calm. One ganger holds her arms tight behind her back, while several others have a heated argument, surrounded by the writhing masses, clumping at the bit for some big action.

The woman appears almost sedate, and between the suit and the limousine, you're pretty

sure she, or someone she knows, has money. Money they will be willing to part with to get her back safe and sound. Taking in the mass of gangers, you think deep thoughts and consider your place in the hierarchy of the streets. You're a shadowrunner, an apex predator. They're gangers, little more than scavengers. They've got numbers, but you've got smarts and a team. Options, options, options.

PLAYER INDECISION & INACTION



One of the biggest problems a GM may face is when players can't seem to decide on what they want to do or how to handle a situation. Such inaction often brings game play to a screeching halt and can result in several minutes of wasted time. There are many possible reasons for this. Sometimes there are too many options, which prompts a group to adopt a "wait and see" attitude. Or they may feel overwhelmed, that there is no way they have the skills, gear, or firepower to handle the situation without dying in the process. Whatever the situation or reason may be, it's perfectly within the GM's purview to give players various nudges or hints toward a particular course of action to try and break any indecision the players may have. In the situation here, the GM can point out any advantages the PCs may have. The GM can suggest that any players with appropriate knowledge in Street Gangs could use that knowledge to their advantage here. Or the GM can remind the players that they are fragging shadowrunners with all that goes with it, such as firepower and magic to name a few. If all else fails, the GM can remind the players that if they don't do something, the game is basically over. Sad but true ...

BEHIND THE SCENES

We start with setting the scene and seeing what the runners do. They have four basic options: return to the Stuffer Shack; stand near the entrance of the Stuffer Shack and watch; hop in the van and wait or try to plow through the gangers; or wade right into the gangers to head for the limo. If they choose to head in, once they get close you can make the revelation of the prize. Keep describing the hectic scene. The occasional scuffles and shoving matches that break out between the gangers. A few make flashy moves with chains, blades, or even silently tap a gun as a threat, while others yell for and against them. No matter which option, once they've chosen a course of action and gotten moving on it, read the second section of *Tell It to Them Straight* to hype up the tension.

With the woman, Erika Hoffman, out of sight and in unknown condition inside the warehouse complex, the runners have another decision, but with only two options: act, or don't act. If they don't act, turn some gangers back on them and keep the action going. If they act, they need to decide how to proceed. They don't all have to agree on the same plan, and they don't necessarily have a lot of time to decide, so keep the pressure on. They're looking at three main options for getting to their quarry. They can either fight their way in, talk/push their way forward, or try to sneak through. Nothing in here says they need to all work together and they can, in fact, each try their own way.

Fight: This option is direct and quite dangerous, but runners are dangerous people. The fight isn't some massive brawl, but instead a series of five increasingly challenging conflicts. Runners taking this route will engage in a series of combat rounds. To keep things flowing, keep each fight to only three combat rounds max. After that, the gangers simply back off or start making cracks about how tough the runners are and let them go on their way. The first three scuffles occur out on the grounds of the complex with the Ragers and Rusted Stilettos, while the last two are inside the larger warehouse with the Ancients and Spikes.

The general rule of ganger fights is no escalation. If you get swung at by a fist, you come back with a fist. If a knife comes out, everyone can pull knives. A gun comes out, everyone can pull guns. This rule is available to any runner with a Knowledge skill related to gangs who makes a Memory test (Logic + Intuition) with a threshold of 2. The runners will set the level of threat for themselves. This counts for all the fights, but once inside there is an automatic escalation with the mounted gangers, as they bring chains and blades to the table.

Fights one and two involve 2 + (the number of actively participating runners) gangers operating as a single Grunt group. They're all Grunts and should be treated as such, meaning they attack in groups and each individual goes down after taking more than 3 boxes of damage (see p. 8 of the rulebook).

Fight three involves 4 + (the number of actively participating runners) gangers. All still Grunts, but if there are more than 6, they split into two Grunt Groups of 3, and they'll take 4 boxes before bailing.

Fight 4 goes inside and involves 2 + (double the number of actively participating runners) street gangers, and 2

go-gangers that can only attack every other combat round while they circle and weave their way through the warehouse. They drop off after 4 boxes of damage.

Fight 5 involves 6 + (double the number of actively participating runners) street gangers, and 4 go-gangers who can only attack every other combat round while they circle and weave their way through the warehouse. These are the toughest and are willing to take 5 boxes before calling it quits.

After the last of the ganger fights, the runners involved have made it to the inner circle where the final battle awaits in the next scene.

Every fight can be avoided if the runners choose to just back down and cower from the gangers. They can backpedal to the outskirts and try a different tactic. After taking a few hits, they can also call themselves beat and move on to the next fight after congratulating the gangers on being so tough. If they're having trouble considering alternatives, offer another Gang Knowledge test and explain that gangs will let them move once they accept their place on the hierarchy of the streets.

Talk/Push: Those who don't want to get involved in a possibly deadly brawl may want to just push their way through the crowd, throwing in some intimidation or cajoling to get a better spot near the front for the show. This still involves a series of five encounters that interrupt the runners' progress through the crowd. Each of these encounters is singular in nature and can involve some roleplaying alongside any dice rolls to Con or Influence the team's way out of trouble. The first three encounters occur outside, on the warehouse complex grounds, and they involve the Rusted Stilettos once and the Ragers twice, but in no particular order. The last two are inside the larger warehouse, involving the Ancients and the Spikes.

To bypass each encounter without throwing a punch, pulling a trigger, or slinging hostile mojo, one player will roll Influence + Charisma or Con + Charisma vs. the gang member noted below with their dice pool. The gang member will be boosted by 1D3 (1D6 divided by 2) other gangers who operate as additional Grunts for the test, providing a dice pool bonus equal to their number. To make all this more integrated, if the players decide to do different things, integrate these rolls right into the combat rounds of a fight or right alongside the Stealth tests under the Stealth option, detailed below. Remember to reward players who make a good argument or come up with a particularly clever line.

Below are the quotes that instigate each verbal altercation, the dice pool for the encounter, and a bit about the scene.

"Hey, find some colors unless you want to get lost or get wrenched." Said by a Ragers ork with purple hair, holding a massive pipe wrench. Dice Pool: 4. The ork is quickly joined by his fellows as they heckle and jeer the runners for their lack of gang affiliations. The rest of the gangers add in the occasional jab and poke. If more than one runner has come this way, the ones who aren't talking get physically poked and shoved to try to goad them into a fight.

"Oh look, we managed to find a streetwalker in the crowd. How much to sit on my lap to watch the entertainment?" Said by a female Ragers ork with gold tusks and spikes of grey hair on her head. Dice Pool: 5. Several other gangers continue the innuendoes and advances.

"Watch it!" Said by a muscular troll in brown leathers, with a bright gold mohawk and beard made of crystalline hairs that crack and flake off regularly. Dice Pool: 6. A menagerie of other Rusted Stilettos emerge from the crowd as supporters for their crystal-bearded friend. To goad the runners, a few of the other Rusted Stilettos break off bits of the troll's beard, crush up the crystals, and toss them or blow them at the runners.

CUTTING THROUGH THE FOG OF COMBAT



Combat is a major part of *Shadowrun Sixth World Edition*; at some point, it's going to happen. And sometimes, the scale of combat in a Shadowrun game session can become a bit overwhelming, especially when the PCs find themselves going up against multiple NPC adversaries, not to mention when they are spread out or coming from various angles and locations. Sometimes, it's difficult for PCs—and even the GM—to keep track of them all once the bullets and magic starts flying.

That's where the included maps come in.

With the maps included on the poster in this box, the GM can show exactly where the NPC adversaries are and where they are moving to/from, while the PCs have a visual guide to help plan their strategy and plot their movements. GMs can also supplement these maps with their own improvisations sketched out on scratch paper.

Miniatures, action figures, or any small item (including dice) can be used to track PC and NPC locations on the maps. However, in a pinch, extra six-sided dice can fill this role nicely. The GM can use numbers on the dice to mark specific NPCs, while the players can use unique dice to represent their characters. Once the NPC or PC is taken out of the fight, simply remove the die or other proxy from the map.

And remember, notebooks or pads are a GM's best friend. Not only can they be used to take notes during the game, but they can be used to keep track of NPC wounds, ammo, or whatever relevant stat they may have.

“What the frag? No tourists allowed. Get lost!” Said by an Ancients elf with glowing green eyes and glowing neon green piping all over his long jacket. Dice Pool: 7. Several other Ancients who are nearby leaning on or working on their bikes join the conversation, making sure the runners understand that elves are superior in every way, including ego.

“Think you can wander in here for a free show? Or are you thinking you might want to help save the damsel in distress? Fragging (insert racial slur—halfer, trog, dandy).” Said by a bald troll with black and grey tattoos on every bit of exposed skin, except for “Spikes” inked in Brown and Gold up the crest of his skull. Dice Pool: 8. The Spikes are confident, and none of the others choose to comment initially, though several will lean back on their big hogs, cross their arms, and watch the show.

Failure at any of these rolls results in a fight with the ganger in question. If more than one runner is moving with this group, an equal number of gangers to runners will join the fight, while others stand around and cheer or jeer them.

The same Grunt concepts as above are applied. The gangers offer a pass if the runners deal, 3, 3, 4, 4, and 5 boxes of damage respectively. The injured gangers give the tough runner a pat on the back and let them move ahead.

Sneak: Getting in without being noticed can be done one of two ways. Either the runners slip through the crowd and just avoid drawing attention to themselves, or they slip over or around the crowd. The latter will require some creativity, but that’s what this game is all about. That and shooting people in the face for nuyen. Anyway, once the decision is made on which route to try, the player makes five Stealth tests. These tests aren’t opposed, but rather have a specific threshold to stay hidden or inconspicuous. There are three tests outside on the warehouse grounds and two tests inside the larger warehouse, just like the others. The **Stealth Tests** table has two thresholds for each test—one for players attempting to go over and around, a second for players attempting to walk straight through.

STEALTH TESTS

TEST #	OVER/AROUND	THROUGH
1	2	3
2	2	2
3	3	2
4	2	1
5	1	2

Flee: While it would make for an anti-climactic end to the scenario, there is always the chance the runners decide to simply bail out. If the runners head straight for their van, or when they eventually get to their van, they need to succeed at six Piloting + Reaction (3) tests as they attempt to drive away. This test counts as the driver’s Major Action for the round. During that time, the gangers will start attacking the van or make counterefforts with their own van to block in the runners’ van. Gangers can roll Piloting + Reaction with a Major Action and add their hits to the threshold of the runner’s Piloting Test.

While all that is going on, the gangers will be attacking the runners and their van with everything they’ve got, and all the gangs will join in. Attacking the runners goes as usual, though the runners may be in cover. Attacking the van is an Attack test, with the van just rolling Damage Resistance with a dice pool of 14. It’s a tough truck, but a lot of damage will be headed its way, so it might not survive unless the runners can get their sixth successful Piloting test, which means they hit the open road and speed away.

THE FOUR FACTIONS

There are four gangs involved, each with their own motivations. To better describe them for the players, see the table with their type, colors, and gang theme. When running into Ragers or Rusted Stiletto orks, use the Ragers Ganger stat blocks. When encountering a troll from the Ragers, Spikes, or the Rusted Stillettos, use the Spikes ganger, but ignore the Piloting skill for the Ragers and Rusted Stillettos. Gear listings are kept simple—a series of weapons, their armor and their commlink. Each gang has some info the hacker can pull from their links while she’s hacking them that add a little flavor to this tale of random violence. The hacker can also brick weapons and devices, all of which are Rating 2 for the regular gangers and 4 for the bosses.

GANGS

GANG	TYPE	COLORS	THEME
Ancients	Go-gang	Green	Elven go-gang best known for their supposed connection to Tír Tairngíre, the elven nation.
Spikes	Go-gang	Brown/Gold	Troll go-gang that made a name for themselves killing elves.
Ragers	Street gang	Black/Grey	Thrill gang famous for bringing terror and random anti-human violence to the streets of Tacoma.
Rusted Stillettos	Street gang	Black/Rust	Mutant Trog (ork and troll) gang that lives near Glow City in the Redmond Barrens, the site of a reactor meltdown.

The Ancients are a famous elven go-gang with chapters all over the world. They ride tricked-out racing bikes, and value speed and agility over brute force. Many are magically active, but none of the grunt mages are on this job—only the local lieutenant, Green Phoenix. They were hired by the hackers who pulled off this job to harass the limo and make sure it gets detoured.

Data: The gangers all have a picture of Hoffman and instructions to meet near SeaTac on their commlinks. Green Phoenix has a message from Fr33S3attl3 on his link that gives details of Hoffman’s arrival, expected route, and secondary route, along with a payment offer.

The Spikes are a troll go-gang best known for their hatred of elves. They roll on big cruisers and combat bikes, usually rocking clubs and massive bike chains as weapons. They spotted the Ancients in their turf and have been following them since the Ancients started trailing the limo when it left SeaTac. Their lieutenant is Torque, who has a lot more interest in applying his name to Green Phoenix’s neck than grabbing Erika Hoffman.

Data: Their commlinks are devoid of much other than images of a pack of elves on motorcycles in Seattle traffic and a limo in the distance.

The Ragers are known for their wild side and acts of random violence against humans. They were once the second-largest gang in the metroplex; they now focus most of their efforts on controlling the movement of goods through Tacoma, as they have both the metroplex’s major airport and major shipping ports. They also offer frequent reminders to humans of the atrocities of the Night of Rage. The



GIVE EVERY PC SOMETHING TO DO



Sometimes, an adventure or scene may unfold in such a way that certain PC types will get most of the action, to the detriment of others. Because combat is exciting, most often it's the combat-based PCs that tend to be the most active, especially in an adventure scenario such as Battle Royale. Or sometimes, certain players will naturally take charge and become more active within the game, versus other players who may inadvertently be put on the sidelines for large portions of the adventure. GMs must take special care to prevent this by ensuring that each player has the chance to participate in some kind of meaningful way. If the adventure is heavy on combat, make sure to have something for the non-combat PCs to do. A face character, for example, can be given a chance to do some negotiations or investigations. The decker or technomancer needs to use their particular skills or abilities to impact the situation, maybe even save the day. And yes, sometimes an adventure can be completed without a single shot being fired or face punched.

Not every PC has to have equal time, but the whole point of having a team is for everyone to play a part. It's up to the GM to identify parts of an adventure where a character may become sidelined or not able to participate and adjust as needed.

Ragers operate mainly along the Tacoma docks. Though their colors are black and grey, many of them wear red bandannas around their arms. They're mostly orks, with a few trolls and some dwarfs who all cling to memories of the Night of Rage (despite the fact that it happened before most of them were born). They are here because that warehouse is surrounded by their turf, but they usually leave it alone, especially since they are beholden to the Seattle Mafia who control the actual docks. The Ragers know this

warehouse is operated by Aztechnology, who rarely make deals, even with the likes of the mob, and it's been off-limits to prevent trouble thus far. The presence of several other gangs is giving them the opportunity to make a move without taking all the blame—in fact, they can claim to be heroes. Currently under the leadership of Big Ben, they see these gangs as invaders and Hoffman as theirs, but they'll gladly trade her for rights to pillage the warehouse.

Data: The gangers consider the warehouse off-limits due to AZT. Big Ben's commlink recently snapped an image of Hoffman and sent it to his fixer for identification.

The **Rusted Stiletto**s are a mutant gang that usually operates near Glow City but ventured out under the orders of a local powerhouse, Kalanyr, the adult western dragon who resides in Glow City. They are way out of their element. They were on a pair of buses and watching the Ancients. As soon as the limo got rolled into the warehouse complex, they poured out of the buses like a plague of twisted locusts. Their minds are as twisted as their bodies and they just want random violence, doing whatever their leader tells them to. The gang is currently following The Claw, who wants Hoffman for Kalanyr and isn't about to fail.

Data: The Claw is currently in communication with a contact listed as Big K. Every ganger has a picture on their commlink of them with a large dragon in the background. Some are selfies from afar, a few are group or single pics with them right next to the dragon.

DEBUGGING

There is always an off chance that the runners fail or decide they don't want to help. Feel free to just ramp up the random violence until it pulls the runners in. The gangers may seem like they're herding the runners, or they may just feel that fate is giving them a nudge. Either way, this adventure isn't about survival and escape, it's about learning combat and having some fun, so get them back in the scrape.

If the runners feel they're getting too beat up to continue, they can always switch up tactics and swap over to one of the other methods.

SCENE 3: SAVING THE DAY

SCAN THIS

The runners have reached the inner circle, and now it's time to get Erika away from the bosses and out of Dodge to see if she's willing to hand over a payday for the rescue. The runners are still surrounded as well, and they'll need to get back to their transportation with Erika in tow. They only have four gangs of ravenous lunatics to get through. No problem.

TELL IT TO THEM STRAIGHT

You push into the hub of the gang activity inside the warehouse, approaching the circled-up gangers and coming face-to-face with the four horsemen of this particular apocalypse. The four gang leaders all stand in a half-circle around their captured wageslave, leaning against the side of her wrecked ride.

"This is our turf. Slitch is ours," the Ragers ork says with confidence.

"We ran down this particular rabbit. We'll be taking our prize," the Ancients elf says in a terribly fake British accent. "And doesn't your turf end outside the docks? Don't the thugs who hold your leash control the docks?"

"We want her," the Rusted Stiletto grunts and growls as he points his massive claw hand towards the woman.

They all look to the leader of the Spikes for his statement. The big troll looks at the elf and says, "Whatever the dandelion eater wants, we want the opposite."

The confrontation degenerates into racial slurs, arguments for their own claim, and threats while you watch the beginning of what could be a bloodbath if someone doesn't stop it soon.

READ THIS IF THE RUNNERS SEEK TO PARLAY:

As you call out for the gangers' attention, you gain not only the eyes and ears of the leaders, but of every ganger in the room. They stare at you and a hush falls over the crowd within the warehouse. The four leaders each turn in your direction, their looks ranging from narrow gazes to half-crazed glares.

As you glance across the gathered group it reminds you of a joke you once heard about two trolls, an ork, and an elf walking into a warehouse ...

READ THIS IF A FIGHT IS IMMINENT:

The energy of the warehouse shifts, and you can feel the violence hovering like a storm on the horizon. The gathered gangers look not only at you, but at the rivals to their sides. The leader of the Ancients looks ready to leap to his bike. The big, heavily muscled troll leading the Spikes lets the heavy chain wrapped around his forearm unfurl, the loose links clanging on the concrete floor. The burly ork in black and grey cracks the knuckles of his fists, emphasizing the heavy padding in his riding gloves, and revealing the distinctive H logo of Ares Hardliner gloves. The twisted troll with the massive claw hand seems to writhe under his cloak, the glare in his eyes flashing across all of you.

The forces are arrayed before you. The question is how to bring them down in the most efficient manner and get that payday out of this gang-filled complex.

BEHIND THE SCENES

The runners come into this after they've completed their series of challenges in the previous scene. They reach the limo where a ring of gangers surrounds their four leaders and Erika Hoffman. The four are arguing about who gets her, with threats and claims coming from every direction while talking over one another. The runners' arrival can go one of several ways. They have the option of fighting or talking, though the conversation better be good, because at least one of the gangs doesn't really care to talk much.

The four bosses give the runners their attention if the runners offer a parlay. The runners can make a single Con or Influence roll against the bosses. Whoever is leading the arguments makes a Con/Influence + Charisma test. The threshold is different for the different leaders in the group of bosses. At 3, the Spikes are glad to let the runners roll; at 4, the Ragers see their point; at 5, the Ancients are convinced; and at 8, even the Rusted Stiletto is willing to let the runners walk (and basically defy a dragon). Each gang that is out doesn't engage in any more combat with the runners and will instead focus on an enemy of their own if one or more of the gangs decides they don't like the runners' proposal and just decide to attack.

If it becomes a fight, it's a big one. The four bosses are tough, and each gang will have one Grunt attack with 2D6 members each round. The Ancients and Spikes circle on bikes, the Rusted Stiletto and Ragers attack with matching force to the runners (e.g., if runners fire guns, they fire guns, if runners stick to blades, it's blades, and fists face off against fists). Once a boss goes down or is out of the



DON'T FORGET THE PLAYERS MAKE THE STORY



One of the hardest things for GMs to realize when running an RPG is that ultimately, it's the players who create the story through their actions. Yeah, the GM may have done a metric frag-ton of work either researching or preparing a pre-gen or created an entire adventure for the players to experience. But any GM must be prepared for the possibility that the players will take the game in a totally different direction. They may even completely invalidate every plot point or every bit of work the GM has put in thus far.

And that's OK.

Even though a GM has a lot of power during a gaming session, they also have a responsibility to never let the story or the rules get in the way of a good game. If a good game means abandoning the adventure as originally written/planned and taking it in a different direction, then do it. Adapting to player choices gives them involvement and agency, and it makes the game more fun for all.

fight, their gang stops focusing on the runners and instead focuses on fighting other gangers (impose a -1 to the 2D6 above), gathering their boss, and retreating. This weakens the overall Grunt groups and an entire Grunt group goes away, as well. Winning the fight involves beating the bosses, not the gaggle of gangers.

Once the runners have beat the bosses and have Hoffman, they need to get back to their van and get out. Getting out is easier than getting in. They make two of the tests described in the previous chapter, based on their plan of escape, Fight, Con, or Sneak. The fights always involve a number of gangers two greater than the number of runners, and they break out into Grunt groups of 3 or less. A ganger goes down after 4 boxes of damage.

Once near their van, the final surprise pops up. The Steel Lynx described below reveals itself and attempts to complete its programing. If the runners make it to the van, they make the tests to get away described in the earlier chapter (p. 9) but there are no Ragers around to impede them with counter-driving tests, only the Steel Lynx pounding away at them. Getting the van clear with at least a single box left on its Condition Monitor means they can get free and clear of this adventure by outrunning the Steel Lynx, which is remarkable slow.

DEBUGGING

Not much to debug here at the end. It would be best if the runners succeeded to boost their confidence (and their faith in *Shadowrun* if you're demoing this adventure), but it isn't necessary. The Sixth World is harsh. Feel free to drop off or add on gang Grunt groups to raise or lower the challenge, and don't forget those gangs don't always go after the runners; sometimes they go after other gangers. The runners can be encouraged to swap out skills and use a little Con or Influence to get gangs going after each other. The runners may be in their way right now, but those colors on all those other gangs are an affront to the righteousness of any gang.

FOOD FIGHT TABLE

1D6	RESULT
1	Nothing breaks
2-3	Glop splashes all over the target and anyone within 2 meters of him. Characters and NPCs in that area suffer a -1 dice pool modifier.
4-5	So much glop splashes over the target that his face and arms are completely covered. He now suffers a -2 dice pool modifier to all actions as a result of impaired visibility.
6	Pyrotechnics! Not only does stuff explode all over the target character(s) and anyone else in the vicinity, but the damage causes a secondary effect: falling cans, exploding light fixtures, chemical reactions—let your imagination run wild. The target character must succeed at a Reaction + Agility (3) to evade or suffer 3S damage (resisted by Body) from this effect.

COLOR & CONSISTENCY TABLE

Roll 2D6 for each column, then add and use the results to describe the mess!

2D6	COLOR	TEXTURE	MATERIAL
2	Black	Chunky	Liquid
3	Blue	Fizzy	Meat
4	Green	Lumpy	Metal
5	Orange	Smelly	Plastic
6	Pink	Soft	Powder
7	Purple	Spongy	Vegetable
8	Red	Sticky	Liquid
9	White	Sudsy	Meat
10	Yellow	Syrupy	Metal
11	Clear	Thick	Plastic
12	Multi-colored (choose 2)	Powder	

GANGER MAKER

The ganger maker helps create and define the crazy characters the players encounter in this fight. Roll 2D6 three times to determine who the runners run into next.

2D6	COLOR	TEXTURE
2	Purple Mohawk	Dozens of earrings
3	Bright orange mohawk	Gold teeth/tusks
4	Bald	Face tattoos
5	Metal rivets for hair	Sharpened teeth
6	Black pompadour	Bull ring in the nose
7	Green buzzcut	Forehead tattoo
8	Red reverse mohawk	Neck tattoos
9	Yellow spikes of hair	Beard
10	Blue sideways mohawk	Massive facial scar
11	Silver long hair	Eye patch
12	Gold mop top	Glowing cyber eyes

CAST OF CHARACTERS

Note that unlike the PCs, the NPCs in this adventure have only one Condition Monitor—whether the players are doing Physical or Stun damage, it all goes to the same place on the NPCs.

ERIKA HOFFMAN

Erika Hoffman has been working for the UCAS government since before she could walk. A baby model for the Bright New Future program back in the '40s, her politician parents groomed her for political success from birth. She's tall, with a powerful presence and friendly smile that puts everyone she meets at ease, but behind her gentle eyes is a whip-quick mind reading the room for any exploit. Her assignment to act as an envoy to Governor Potter is looking like her big break, though possibly not in the way her parents are expecting.

Hoffman has every intention of discussing the independence movement with Potter, but she also sees the new female political powerhouse as a potential ally if she needs to find a new home should Seattle break away, as that would be a death blow for the floundering UCAS.

Here Hoffman is calm, cool, and collected. She was captured alive and therefore feels this isn't an assassination attempt, just a ransom run or scare tactic. The arrival of the shadowrunners is an opening for her to offer help in the negotiations on the side of the runners, as she sees them as an exit plan. Her years in the government have taught her an important lesson regarding shadowrunners: they can be bought off or disposed of if need be.

Hoffman has dark shoulder-length hair, worn straight, a slim build, and narrow facial features, and she prefers to keep her appearance low-key—she likes being underestimated.

B	A	R	S	W	L	I	C	EDG	ESS
2	3	3	2	4	3	3	6	4	6

Initiative: 6 + 1D6

Condition Monitor: 10

Skill Dice Pools: Close Combat 5, Firearms 5, Influence 10, Perception 5

Defense Rating: 4

Gear: Armor clothing (+2 DR), commlink (DR 6)

Weapons:

Fists [Close Combat, DV 1S, AR 6/-/-/-/-]

Yamaha Pulsar [Taser, DV 4S, AR 12/8/-/-/-, max range 20 meters]

RAGERS GANGERS (DWARF)

The brutish and beefy dwarfs of the Ragers in their classic leathers are a standard for the street gangs of *Shadowrun*. Classic patched vests in black-and-grey leather, tattoos depicting the atrocities of the Night of Rage in black and grey covering their exposed skin, and attitudes that don't quit even when they take a beatdown are the kinds of things to expect from the Ragers.

The group here is a mix of genders with little distinction between them other than the cut of their vest. The gang members are fiercely loyal to each other and fight and retreat in groups, pulling fallen comrades out of trouble if need be. They also respect strength when used correctly. A beatdown is different than pummeling a foe to near death. They also respect when a foe knows when to call it quits. If they have to beat someone unconscious, they feel they didn't get their point across.

For dwarfs use these stats; for orks use the Rusted Stiletto stats, and for trolls use the Spikes stats but change the Piloting skill dice pool to 3.

B	A	R	S	W	L	I	C	EDG	ESS
4	2	2	5	3	2	2	2	1	6

Initiative Score: 4 + 1D6

Condition Monitor: 10

Skill Dice Pools: Close Combat 5, Perception 4, Firearms 5

Defense Rating: 5

Qualities: Low-light Vision

Gear: Gang Leather (+1 DR), Sony Emperor commlink (DR 2)

Weapons:

Fists [Close Combat, DV 3S, AR 4/-/-/-/-]

Club [Close Combat, DV 3S, AR 6/-/-/-/-]

Defiance T-250 [Shotgun, DV 4P, AR 7/10/6/-/-]

RUSTED STILETTOS GANGERS (ORK)

The twisted Rusted Stilettos have spent too much time near Glow City, site of a nuclear reactor meltdown. The ones who've survived are terrifyingly deformed, tough, and deadly. This sect of the gang all follow The Claw and seem to worship the twisted troll as a messiah of sorts. They all dress in rust-colored robes that are tattered and torn from life in the barrens. They consist of a mix of orks and trolls. For the orks, use the stats here, for trolls use the Spikes stats but drop the Piloting skill dice pool to 3.

The gang is usually just mad mutants on a rampage, but The Claw is a servant of Kalanyr, an adult western dragon who took up residence in Glow City. They have more to lose and seem more cohesive than usual. However, they still attack wildly and viciously, with little regard for their own safety or the safety of anyone around them.

B	A	R	S	W	L	I	C	EDG	ESS
5	2	2	5	2	2	2	2	1	6

Initiative Score: 4 + 1D6

Condition Monitor: 11

Skill Pools: Close Combat 5, Firearms 5, Influence 5, Perception 4

Defense Rating: 7

Qualities: Built Tough 2, Thermographic Vision

Gear: Gang Leather (+1 DR), commlink (DR 2)

Weapons:

Fists [Close Combat, DV 4S, AR 4/-/-/-/-]

Knife [Close Combat, DV 2P, AR 6/-/-/-/-]

Browning Ultra Power [Heavy Pistol, DV 3P, AR 10/9/6/-/-]

ANCIENTS GO-GANGERS (ELF)

Lithe and vicious elves who use the speed and power of their racing bikes to strike with viper-like speed and lethality. They all rock the neon green circled anarchy A on their jackets. They prefer to attack fast and get away, but they aren't afraid to go toe-to-toe with a deadly blade in their hands.

The gang has a reputation for wielding a lot of magic, but no one in this particular group is Awakened. Green Phoenix prefers it that way because he isn't Awakened and doesn't care to deal with that kind of threat to his authority. The ones here are just tough street fighters looking for a home within one of the most powerful go-gangs in the world. They think they are better than everyone and have no respect for the brutish behavior of the orks and trolls who now surrounded them.

B	A	R	S	W	L	I	C	ESS
2	4	3	2	2	2	2	3	6

Initiative Score: 5 + 1D6
Condition Monitor: 9
Skill Pools: Close Combat 5, Firearms 5, Influence 5, Perception 4, Piloting 7
Defense Rating: 3
Gear: Gang leather (+1 Defense Rating), commlink (DR 2), Yamaha Rapier motorcycle (DR 3)
Weapons:
 Fists [Close Combat, DV 1S, Attack Rating 4]
 Katana [Blade, DV 4P Attack Rating 10,]
 Uzi IV [Submachine Gun, DV 4P, Attack Rating Close 4, Near 4, Medium 3, Far —, Extreme —]

SPIKES GO-GANGERS (TROLL)

Big-muscled brutes on big loud hogs, the Spikes are all trolls and all heavily muscled with plenty of tattoos. They are like an all-troll version of the Hell's Angels, complete with patched leathers covered with name patches, ranks, and accomplishments, including a section with tick marks that look like little railroad spikes to denote how many elves they have “spiked.” They are heavily focused on the Ancients, but dangerous runners can garner their attention, especially the Covert Ops Specialist, who would add to their spiked tally.

B	A	R	S	W	L	I	C	EDG	ESS
6	2	2	7	1	1	2	2	1	6

Initiative Score: 4 + 1D6
Condition Monitor: 13
Skill Pools: Close Combat 5, Firearms 5, Influence 5, Perception 4, Piloting 5
Defense Rating: 7
Qualities: Built Tough 2, Thermographic vision
Gear: Gang leather (+1 DR), Sony Emperor commlink (DR 2), Harley-Davidson Scorpion motorcycle (DR 3)
Weapons:
 Fists [Close Combat, DV 4S, AR 4/-/-/-/-]
 Bike Chain [Close Combat, DV 4P AR 7/-/-/-/-]
 Defiance T-250 [Shotgun, DV 4P, AR 7/10/6/-/-]

THE CLAW: RUSTED STILETTO LEADER

A twisted troll who gained his name from the mutation of his right hand into something resembling a crab's claw. He uses it more as a slashing weapon than a sniper, but the visual is what's terrifying. His bone deposits are constantly oozing rusty red pus, and both his eyes are almost totally black from all the blood vessel damage.

He worships Kalanyr like a god and runs his little sect of the Stilettos like a cult. He wears long rust-red robes that are tattered and soaked by his oozing bone deposits. He wants Hoffman only because Kalanyr told him to get her, and he has absolutely no idea who she is or what her value is.

B	A	R	S	W	L	I	C	EDG	ESS
7	3	3	6	2	2	2	4	2	6

Initiative Score: 5 + 1D6
Condition Monitor: 14
Skill Pools: Close Combat 9, Firearms 6, Influence 8, Perception 5
Defense Rating: 8
Qualities: Built Tough 2
Gear: Gang Leather (+1 DR), Sony Emperor commlink (DR 2)
Weapons:
 The Claw [Close Combat, DV 4P, AR 8/-/-/-/-]

TORQUE: SPIKES LEADER

Far more concerned with messing up Green Phoenix than getting Hoffman, Torque is the least violent towards the runners. He's a massive, heavily muscled troll who loves damaging things with his fists, or the heavy bike chain he keeps wrapped around his forearm. Torque is the least violent toward the runners, which means he and the Spikes are the most likely to become allies of convenience in this mass carnage.

B	A	R	S	W	L	I	C	EDG	ESS
5	6	5	8	4	2	4	3	2	1.7

Initiative Score: 9 + 1D6
Condition Monitor: 13
Skill Pools: Close Combat 5, Firearms 5, Influence 5, Perception 4, Piloting 5
Defense Rating: 7
Qualities: Built Tough 2
Gear: Gang Leather (+1 DR), Sony Emperor commlink (DR 2), Harley-Davidson Scorpion motorcycle (DR 3)
Weapons:
 Fists [Close Combat, DV 4S, AR 10/-/-/-/-]
 Bike Chain [Close Combat, DV 4P, AR 7/-/-/-/-]
 Defiance T-250 [Shotgun, DV 4P, AR 7/10/6/-/-]

GREEN PHOENIX: ANCIENTS LEADER

The elf is quick and ready to move at any moment. By far the most experienced of the gang leaders here, he also knows he's the biggest target. He already has the payday from the neo-A hackers and only has to scare and delay Hoffman. Leaving her stranded and without a commlink in the barrens would do the trick; he just needs to deal with these other gangs and the pesky runners who suddenly show up.

B	A	R	S	W	L	I	C	EDG	ESS
4	7	6	3	3	2	4	7	3	6

Initiative Score: 10 + 1D6
Condition Monitor: 10
Skill Pools: Close Combat 13, Firearms 11, Influence 14, Perception 9, Piloting 14
Defense Rating: 5
Gear: Gang Leather (+1 DR), Hermes Ikon commlink (DR 5), Yamaha Rapier motorcycle (DR 5)
Weapons:
Fists [Close Combat, DV 2S, AR 11/-/-/-/-]
Katana [Blade, DV 4P, AR 10/-/-/-/-]
Uzi IV [Submachine Gun, DV 4P, AR 4/4/3/-/-]

BIG BEN: RAGERS LEADER

Benjamin Jones grew up tough. He was Big Ben by the time he was ten years old. He came to join the Ragers because half his family was already in. He made his way up the ranks fast (size and strength helped) and is respected by his fellow gangers. He's held off on going after this chunk of turf because going against Aztechnology is nothing short of suicide, and even now doesn't see a way out of this with the warehouse truly under his control, but at least he can show these other gangs a little Ragers hospitality while they're on his turf.

B	A	R	S	W	L	I	C	EDG	ESS
7	4	4	6	3	3	3	4	2	6

Initiative Score: 7 + 1D6
Condition Monitor: 13
Skill Pools: Close Combat 10, Firearms 8, Influence 8, Perception 7
Defense Rating: 7
Qualities: Built Tough 2
Gear: Gang Leather (+1 Defense Rating), Erika Elite commlink (DR 4)
Weapons:
Fists [Close Combat, DV 3S, AR 7/-/-/-/-]
Bike Chain [Close Combat, DV 4P, AR 7/-/-/-/-]
Defiance T-250 [Shotgun, DV 4P, AR 7/10/6/-/-]

STEEL LYNX DRONE

As a little added surprise, Kalanyr sent a technological watchdog to go along and keep an eye on The Claw to make sure he was successful. The Steel Lynx is one of the Sixth World's premier combat drones. Kalanyr has modified this one significantly, and it is currently concealed beneath the hood and front end of one of the buses, operating as the drive for the bus on the way to the meet. After the Rusted Stiletto departed the bus, the drone turned its focus to The Claw. To get an idea of what this thing looks like once it reveals itself, look at the lid of this box set!

The drone is currently running completely wireless and operating off its dogbrain program with a very short set of commands:

- Protect The Claw while he assists in retrieving Hoffman
- If The Claw fails, retrieve Erika Hoffman (it has a picture and voiceprint file of her)
- If The Claw fails, destroy him with fire

Using a listening device hidden on The Claw, the drone is monitoring the scene. It doesn't fully understand negotiations or arguments; it will base whether it needs to help on whether The Claw orders an attack on the runners, or if the runners move away from the conversation with the gang leaders and have Hoffman with them.

When the drone emerges to attack it shreds the front end of the bus and begins firing at anything between it and Hoffman, being careful not to hit Hoffman. It is by far the deadliest thing on the battlefield.

Simplified rules and stats for the drone are included here.

When the drone attacks, it usually splits up its dice pool to make multiple attacks, split evenly between the two ranged weapons or as a massive ramming attack where it drives into several targets.

B	A	R	I	MOVEMENT	HANDL (ON ROAD/OFF ROAD)
10	6	3	4	15/30	3/3

Initiative Score: 12 + 2D6
Condition Monitor: 18
Skill Pools: Close Combat 12, Firearms 14, Perception 12
Defense Rating: 26 (Body 10 + Armor 16)
Weapons:
Melee [Ram, DV 6S, AR 12/-/-/-/-]
Top Turret [Machine Gun, DV 4P, AR 1/13/14/8/4]
Middle Turret [Rifle, DV 3P, Attack Rating Close 7, Near 12, Medium 8, Far 6, Extreme -]
Lower Turret [Machine Gun, DV 6P, Attack Rating: Close 2, Near 12, Medium 13, Far 9, Extreme 8]
Hidden Turret [Flamethrower, used solely to roast The Claw]

SETTING

We have three parts and three sets for this adventure to play out across. The runners start in a Stuffer Shack, roll into a gang-filled barrens street, and then end in a warehouse. Each location gets a little detail here. These details aren't intended to be memorized, but instead used as a little fluff and flavor for the events in each place.

STUFFER SHACK

These famed convenience stores all fall under the megacorporate umbrella of Aztechnology. This makes them extraterritorial, and that's just hilarious. Commit a crime inside a Stuffer Shack, and you're under the laws and regulations of Aztechnology, not the nation or city you think you're in. Everyone gets this warning as a little ARO on their commlink, and it's on a tiny sign by the door that no one ever reads. Most of the time citizens are turned over to their nation of origin, but rumors abound of citizens getting sent off to Tenochtitlan for trial after they tried to rob a Stuffer Shack, never to be seen or heard from again.

For ideas of what they sell, look at the key for the Stuffer Shack map provided with this adventure. Most of the events occur near the front door, but who's to say you can't use this map and your own imagination to create another exciting scene of mischief and mayhem for the shadowrunners in your crew.

The Stuffer Shack building is a standalone single-story structure. This store has three video cameras inside the store, denoted as little circles on the map. The pair behind the checkout counter (Area A) focus on the front door and the registers. The third camera is in the back corner and monitors across the aisles with the coolers (Areas J and K).

Aisle 1/2: Candy, gum, and sweet snacks. Anything that can catch one's eye and make them go for the quick impulse buy when they enter.

Aisle 3/4: Small hardware, household goods, paints and sprays, along with first aid supplies, patent medicines, personal hygiene products, and so forth.

Aisle 5/6: Baked goodies, such as cakes, doughnuts, Sweeteez, and Krak-L-Snaps. Breakfast foods, such as AlmostEgg, BacoSoy, and ready-to-eat cereals.

Aisle 7/8: Soykafs, teas, Koko chocolate substitute, and powdered beverage mixes.

Aisle 9/10: Soypasta, sauces, ramen noodles, soups, stews, NukemUps (ready-to-heat meals), and various other general foods like breads and condiments.

Aisle 11/12: Air filters, water purifiers, and other environmental and antipollution products for the home, automotive and bike supplies.

Aisle 13/14: Soaps, detergents, bug sprays, roach condos, ratttraps, devil rat traps, pet foods, and pet supplies.

Aisle 15/16: Cases of drinks.

Everything in this aisle can be found in the coolers as well—at a quadruple markup!

Aisle 17/18: Chips and salty snacks to induce a desire for all the beverages inside the cooler on the other side of the aisle!

Area A: The checkout counter. There's a barcode scanner (DR 3), cash register terminal (DR 6), credstick receptor, a PanicButton™, a shotgun, and various counter displays filled with impulse buys. Behind the counter are nicsticks and synthahol, both in a wide array of brands (all subsidiaries of Aztechnology).

Area B: Four old-school arcade games (Jungle Hunter, a shooter; River Race, a water racing game; Yucatan Dash, a racing game; Jaguar Guard, a fighting game) flank the walkway towards an all-in-one simsense arcade machine located at the back. The video games are 1 nuyen per play (Agility + Edge (4) to get a replay); the simsense arcade is 1 nuyen per minute of play.

Area C: Manager's office. A desk, comm terminal (DR 4), and three chairs fill the space. The comm terminal functions as the recording system for the security cameras.

Area D: The dispenser bars for liquid products such as Shmoozies, Shakeups, soykaf, and so on are located here.

Area E: The Cook-It-Your-Self microwave, the rotating pizza display machine, and the Synthmeat "Hot Dog" dispenser are located here. A table at the center of this section offers plates, cups, napkins, and plastic sporks.

Area F: A soft-serve ice cream machine with fourteen flavors fills this wall, but a large "out of service" sign seems to have been hanging here for a long time.

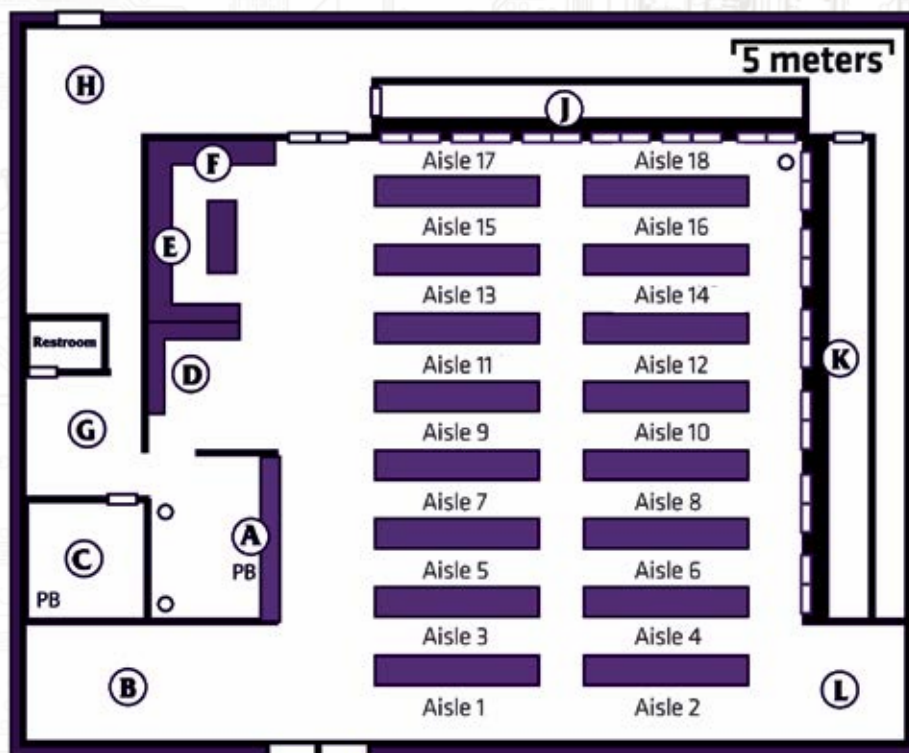
Area G: This area is a small sitting room outside the restroom and office. There are four chairs and a small table with some old paper magazines in the corner. A green plastic plant with a collection of air fresheners hanging off it sits next to the bathroom door.

Area H: The stockroom and employee break area, featuring the time clock (DR 3), lockers, and some chairs. There is a door in this room that leads to the alley behind the store.

Area J: Coolers full of chilled beverages and foods. Ready-to-eat meals, soymilk, soda, soybeer, etc.

Area K: The freezers with soy ice cream, frozen treats, and a chiller that stores the high-proof synthahol.

Area L: Promotional display featuring trid display of the Twins from pop-music oddity LiquidSkins.



TACOMA DOCKS: PYRAMID DOCKSIDE WAREHOUSE

This large dockside warehouse complex sits directly across the street from the local dockworkers favorite Stuffer Shack. The wall around the complex is four meters high and topped with electrified barbwire. Scaling the wall requires an Athletics + Agility (4) test and results in 10 Stun damage resisted with Body if the wire is not bypassed with a nonconductive surface of some kind. There are no warnings on the wire as this is extraterritorial property, and the owners don't care. A Perception + Intuition (2) test can spot a few dead animals in the area that appear to be electrified.

The wall is topped with a series of cameras (DR 3) on posts that rotate 360 degrees every thirty seconds.

Area 1: The guard shacks are unoccupied, as this facility is entirely drone operated after 2200 hours. The gates are all closed, except the one the hackers half opened to get the limo in. The rest of the gates are chain link and electrified like the top of the wall, though they only do 8 Stun resisted with Body. The gate by the small warehouse is half-open, though the electricity is still flowing. This gate is directly across the street from the Stuffer Shack front door, about 10 meters away.

Area 2: The cargo cranes are currently moving preprogrammed materials off ships on the dock and within the facility. They operate very slowly and are not wireless at the moment so they cannot be hacked.

Area 3: The cargo containers hold merchandise and food products for the Stuffer Shacks in the region. They are all sealed, but several gangers could easily open them to grab snacks and add more chances to use the Food Fight table.

Area 4: See Pyramid Storage Warehouse for the bigger warehouse. The smaller warehouse is locked up tight, as the hackers don't need to give these gangers free rein of the whole place. The walls are corrugated steel, the lights are off currently, and no one is inside. If the runners make an attempt to break in, it requires an extended Cracking + Logic (10, 1 Combat Round) test to bypass the electronic locks (DR 5) on each of the external doors. The office door requires a Strength (5) test to break open. The garage door requires a Strength (8) test to lift but up to 4 characters can work together, though someone has to keep rolling a Strength (3) test to keep it open for the others to get through. That individual is then stuck outside unless the door is jammed open somehow or the button to open it inside is pressed. As soon as anyone enters any of the doors, the lights in the entire warehouse go on, and everyone knows someone is inside.

Area 5: The meeting rooms have a single table and four chairs. The room is primarily used for breaks or naps by

the staff that ends up working here, but it gets its fair share of disciplinary meetings and inappropriate office shenanigans as well. The door has a handle but doesn't lock.

Area 6: The office for each warehouse is where the warehouse manager hangs out during their day shift. The desk is nothing special, but both warehouse managers have an interesting collection of Aztlan art on the walls in order to show their love for their parent corporation. The interior door has an electronic lock (DR 3) that can be bypassed wirelessly with a Cracking + Logic (3) test, or the door broken in with a Strength (3) test.

Area 7: The drone system control room has an electronic lock (DR 4), able to be bypassed with an extended Cracking + Logic (4) test. Inside the runners will find a barren space with nothing important. The building riggers take their RCC's home with them at the end of the night after giving the drones on site their programs for the evening.

Area 8: The site manager office is far nicer than the warehouse managers, with a nice desk, real Aztlan art, including an ollamalitzli hoop and ball on display, a comfortable chair and couch, as well as a second desk for the managers personal assistant. The manager does well for himself with both the regular pay from Aztlan as well as a pleasant little kickback he gets from the local Vory (Russian mob) for letting him use their docks on occasion. Both desks have some personal effects on them, including a picture of a cute ork family on one desk and a cute elven female on the other. The door has an electronic lock (DR 3) that can be bypassed with an extended Cracking + Logic (3) test.



Area 9: The break room has a table and chairs and no lock on the door. A pair of vending machines in the corners have various Pyramid Foods snack offerings that are free to the employees. They are only the worst options available, like the terrible Cajun Marshmallow Puffs that actually put several children in the hospital.

Area 10: The on-call room was once used for on-site staff before Aztechnology made this place 100 percent automated after hours. Now the bunks lie empty and slightly ruffled from the staff members that use this as their personal romp room during the day or sneak in at night with a guest who is not their committed partner.

Area 11: The locker room is used by the day staff to change into coveralls or back into street clothes, as the facility has a strict uniform policy on site. The lockers have nothing in them but some site coveralls which are little more than a white suit the staff put on over their street clothes.

Area 12: The bathroom is exactly that and is horribly maintained. The restroom cleaning drone whirs in the corner if anyone enters here, trapped by a loose cord and unable to fulfill its sole purpose in life.

PYRAMID STORAGE WAREHOUSE

Pyramid Storage is a wholly owned subsidiary of Aztechnology through a series of other shell companies, but it still gains the advantages of extraterritoriality. This larger warehouse is used to store various products that get shipped to the Stuffer Shacks all over the Seattle Metroplex. It's full of the same stuff as the Stuffer Shack and allows you to use the same Food Fight table to make a messy and fun scene for the shadowrunners.

The exterior is ten meters of corrugated metal. The top meter has a line of windows that open out. Several of them

are open during the fight. There are three doors on the building, two large doublewide cargo doors and a single small door. The small door leads to the office and then the drone control room and then into the warehouse or the meeting room. The large doors lead directly into the warehouse proper.

The garage door on the right side of the building is only open about two meters, just enough to get the limo under. The garage door is currently jammed as one of the gangers blocked it, closing it partially behind the limo according to their original plan. A runner could close the door with an Engineering + Logic (2) test to unjam the door. Once unjammed, it falls quickly. Anyone under it when it is released must succeed at a Reaction (2) test or resist 6S damage using Body.

The area just inside the garage door is the focus of the final scene. The limo has pulled into the central delivery drive of the warehouse and collided with a 6-meter high shelving unit. The rest of this area will be half-filled with street gangers, who all keep the areas clear for the go-gangers that keep running laps around the shelves and into this strip. The four leaders are on the side of the limo, along with Hoffman. The hood of the limo has a collection of various products that fell from the shelf when the limo hit it. The gangers who shot out the front window of the limo have moved to the other side of the vehicle, with a collection of snacks they are enjoying while the bosses figure out what's next.

The shelves here are full of products intended for Stuffer Shacks all around Seattle. They are six meters high, with a series of two two-meter shelves on the lower levels and two one-meter shelves above that, and then a top shelf stacked to random heights depending on the products. When the fight breaks out, some of the gangers will be shooting into the air to try to scare people. This is a great time to use that Food Fight table and rain down disgustingness on the runners as they try to save the girl and get their payday.



SEATTLE METROPLEX

While the entire world can be a shadowrunner's oyster, the Seattle Metroplex remains the beating art of *Shadowrun*. The following section provides a quick synopsis of the megasprawl, allowing the gamemaster to get a better understanding of the city. This can be useful in this mission, as well as a great idea generator for additional runs in the Emerald City.

POSTED BY: SOUNDER

The way Seattle hits you depends on how you enter. Come from the air, and the first thing you notice is Mount Rainier, especially if you're coming in on a low-flying t-bird and the mountain peak is higher than you. It lords over the sprawl like an Ancient Greek god; the lights and the pavement of urbanity may have stretched across the region for dozens of kilometers,

but most of Rainier remains untouched. You quickly find out how vast the sprawl is, but you never shake that first impression of it being dwarfed by a massive volcanic peak.

Come by land, and odds are you are assaulted by green. Unlike some sprawls in the heart of North America, the Seattle skyline is not a distant beacon that can be seen from any slightly elevated position within fifty kilometers. You don't see it until you are already in the sprawl, so the outlying areas hit you first. The evergreen trees, the emerald-green road signs, and (assuming you are a normal, AR-using person) the green AR overlay that tints everything. It's the color of perpetual life, which is what the civic leaders want you to think, but it also holds a longstanding connection to the color of money (a notion that seems increasingly quaint in a mostly cashless society, but one that still stubbornly persists). You come to Seattle and you are bathed in green, and while it seems pretty, it can also be a pretty strong reminder of what others in the sprawl have in abundance and you perpetually lack.

Enter by water and the first thing you see is the purple glow in the sky as you round the western peninsula and make your way to the Puget Sound. Then the obstacles move out of your way, and you see that skyline looming over the reflective water, the lights and neon looking pristine and clean from a distance. It is every urban wonderland you ever dreamed of, it holds all the possibilities in the world, and it dares you to come closer and attempt to find a flaw. You approach, because you cannot help it, even though you know that the lights and beauty are very likely a trap, and once you're in you'll be caught in a grasp that will not easily let go.

All of these impressions are true, and all of them are incomplete. Any single impression of Seattle is going to be inaccurate, because one impression cannot contain a city as large as this, a population so varied. Every type of person you can conceive of is here—unimaginably rich business magnates, master thieves, staunchly judgmental law-enforcement officers, relaxed neo-hippies, shamans looking for deposits of toxic sludge to bury themselves in, brilliant inventors, equally brilliant patent thieves, gangs looking to build power for themselves, gangs looking to burn everything down, mobsters who would shoot their own brother and sell their own mother, pimps, muggers, robbers, murderers, assassins, every possible kind of sinner, and precious few saints.

It's this variety that helps make Seattle the shadowrunning capital of the world. Other cities may have more devastated barrens, wealthier corporate headquarters, or more

magical resources, but no city has it all like Seattle does. Its location, an isolated UCAS island surrounded by the Salish-Shidhe Council and not far from the Tír Tairngire, ensures that government tensions will always be part of the city's mix, while its North American location and historically high traffic and immigration from Asia means that all the megacorps feel they have a key population base there (Aztechnology and Saeder-Krupp may have the least claim on the city but still compete fiercely in its borders, partly out of habit). The sheer amount of wealth involved in these battles attracts all variety of organized crime. And on top of that, dragons have taken root in the city, adding to the powers attempting to claim the sprawl for their own.

The equation is simple: bright lights of power combined with the need to perform dark, illicit deeds makes shadows everywhere—shadows that are broad and deep.

The money is high, the stakes are higher, so the competition in the shadows is fierce. One reason Seattle shadowrunning is so dangerous is not just the array of powers lined up to double-cross or trip you up—it's also the other shadowrunners who will wait for you to show a sign of weakness and then make you pay so they can take your place on the ladder. That's the real trick of the city, knowing that any gun, even the one on the hip of your best chummer, may be pointed at you at any second. Living with that possibility is exhausting. Surviving it is exhilarating.

THE METROPLEX AT A GLANCE

The Seattle Metroplex is composed of a variety of neighborhoods and locales. The following details, combined with the overview map on the poster, can bring these regions to life at your table.

DOWNTOWN

Before the Treaty of Denver created the city-state of Seattle, Downtown was Seattle. Today, it's the heart of the sprawl. When people think of Seattle, they think of Downtown's skyline in its chrome-polished, neon-infused, never-sleeps, AR-enhanced glory.

Population: 555,000

Human: 63%

Elf: 13%

Dwarf: 3%

Ork: 18%

Troll: 2%

Other: 1%

Population Density: 1,165 per square kilometer

Per Capita Income: 129,000¥

Corporate-Affiliated Population: 88%

Education:

Less Than 12 Years: 25%

High School Equivalency: 45%

College Equivalency: 18%

Advanced Degrees and Certificates: 12%

BELLEVUE

If Downtown is where the rich and powerful go to party, then Bellevue is where they sleep at night, tucked away in tailored micro-arcologies and shuffled around the city in luxury APCs. "The Belle" got its nickname from longtime mayor Marilyn Shultz, who dubbed it "belle of the ball" and the most popular place to live in Seattle.

Population: 213,000

Human: 74%

Elf: 17%



Dwarf: 2%
 Ork: 4%
 Troll: 1%
 Other: 2%

Population Density: 875 per square kilometer

Per Capita Income: 115,000¥

Corporate-Affiliated Population: 94%

Education:

Less Than 12 Years: 12%
 High School Equivalency: 19%
 College Equivalency: 36%
 Advanced Degrees and Certificates: 33%

TACOMA

Tacoma will forever be etched in memory as the place where the Night of Rage found its worst moments and some of its greatest heroes. When the violence peaked, the Sheraton Tacoma opened its doors to fleeing metahumans and protected them through the night.

Population: 375,000

Human: 67%
 Elf: 9%
 Dwarf: 5%
 Ork: 19%
 Troll: 4%
 Other: 1%

Population Density: 658 per square kilometer

Per Capita Income: 56,000¥

Corporate-Affiliated Population: 87%

Education:

Less Than 12 Years: 23%
 High School Equivalency: 52%
 College Equivalency: 20%
 Advanced Degrees and Certificates: 5%

EVERETT

Not yet a barrens, not even definitively slated to become one, Everett is balanced on a teetering scale, waiting for one thing or another to shift the district into whatever it will become. There are high-tech corp facilities here, residences most of us can only dream about obtaining, but also areas of high abandonment, squatters' paradises, and traffic routes where smugglers outnumber law-abiding folks.

Population: 230,000

Human: 71%
 Elf: 14%
 Dwarf: 1%
 Ork: 2%
 Troll: 1%
 Other: 1%

Population Density: 1,111 per square kilometer

Per Capita Income: 59,000¥

Corporate-Affiliated Population: 70%

Education:

Less Than 12 Years: 21%
 High School Equivalency: 28%
 College Equivalency: 40%
 Advanced Degrees and Certificates: 11%

RENTON

Renton isn't where business is done, it's the place where the nice, "good" people of Seattle call home and retire to when the working day is done. It's where families live and (try to) play in a nice wholesome, neo-WASPeY, family values state of domestic bliss. Or at least that's the sales pitch.

Population: 220,000

Human: 64%
 Elf: 10%
 Dwarf: 2%



Ork: 21%
Troll: 1%
Other: 2%

Population Density: 860 per square kilometer

Per Capita Income: 91,000¥

Corporate-Affiliated Population: 68%

Education:

Less Than 12 Years: 19%

High School Equivalency: 43%

College Equivalency: 26%

Advanced Degrees and Certificates: 12%

AUBURN

The first thing people talk about when they get close to Auburn is the hum. The sound, like the famous Taos hum, seems to come from everywhere at once; a low frequency buzz that can only be the result of 363 square kilometers of industrial equipment churning twenty-four hours a day.

Population: 210,000

Human: 54%

Elf: 8%

Dwarf: 4%

Ork: 27%

Troll: 4%

Other: 1%

Population Density: 579 per square kilometer

Per Capita Income: 34,000¥

Corporate-Affiliated Population: 59%

Education:

Less Than 12 Years: 30%

High School Equivalency: 38%

College Equivalency: 27%

Advanced Degrees and Certificates: 5%

SNOHOMISH

Along with all this food production, the rest of what you would expect from agribusinesses came along for the ride. Underground growth testing sites; river pens full of modified salmon and seaweed; and massive soy processing plants to turn those bland little beans into delicious dishes and pastes.

Population: 118,000

Human: 88%

Elf: 5%

Dwarf: 1%

Ork: 4%

Troll: 1%

Other: 1%

Population Density: 544 per square kilometer

Per Capita Income: 35,000¥

Corporate-Affiliated Population: 73%

Education:

Less Than 12 Years: 23%

High School Equivalency: 51%

College Equivalency: 19%

Advanced Degrees and Certificates: 4%

FORT LEWIS

Do you know what Fort Lewis is? Fort Lewis is your chance to look at a totally different dystopia than the one we have. Sick and tired of living in a corporate-controlled dystopia? Then head on down to Fort Lewis for a chance to look at an authoritarian military dystopia! Vive la difference!

Population: 99,250

Human: 60%

Elf: 14%

Dwarf: 4%

Ork: 17%

Troll: 3%

Other: 2%
 Population Density: 504 per square kilometer
 Per Capita Income: 30,000¥
 Corporate-Affiliated Population: 38%
 Education:
 Less Than 12 Years: 30%
 High School Equivalency: 56%
 College Equivalency: 13%
 Advanced Degrees and Certificates: 1%

REDMOND

Sooner or later, every shadowrunner finds themselves in Redmond, where Seattle dreams come to die. Nothing thrives here. It's infertile. Unproductive. Toxic. That's why they call 'em Barrens. Once upon a time, Redmond was shiny. It was Seattle's new tech district, full of innovators and their money. But now, Redmond is like a perverse dreamcatcher, capturing and distilling the nightmares of the entire Seattle sprawl.

Population: 428,000 (estimated)
 Human: 74%
 Elf: 6%
 Dwarf: 3%
 Ork: 12%
 Troll: 2%
 Other: 3%
 Population Density: 982 per square kilometer
 Per Capita Income: 6,400¥
 Corporate-Affiliated Population: 23%
 Education:
 Less Than 12 Years: 78%
 High School Equivalency: 18%
 College Equivalency: 3%
 Advanced Degrees and Certificates: 1%

PUYALLUP

Here in Puyallup, we're used to getting written off by outsiders. They figure we're just ashy gutters, Mafiosi and Yakuza thugs tearing each other apart, beetle dens and whorehouses competing for desperate nuyen, elves and orks killing each other over table scraps and corner deals. They're not wrong, but we still don't have to like that they think it.

Population: 512,000
 Human: 47%
 Elf: 21%
 Dwarf: 5%
 Ork: 22%
 Troll: 4%
 Other: 1%
 Population Density: 508 per square kilometer
 Per Capita Income: 6,500¥
 Corporate-Affiliated Population: 18%
 Education:
 Less Than 12 Years: 81%
 High School Equivalency: 16%
 College Equivalency: 3%
 Advanced Degrees and Certificates: less than 1%

COUNCIL ISLAND

With the signing of the First Treaty of Denver, the greater Seattle metroplex was retained as American territory, serving as the largest non-Native reservation in North America, while Mercer Island was ceded to the Salish-Shidhe Council to serve as an ambassadorial residence and a general touchstone with other native nations.

Population: 4,000
 Human: 34%
 Dwarf: 3%
 Elf: 25%

Ork: 31%
 Troll: 3%
 Other: 4%
 Population Density: 160 per square kilometer
 Per Capita Income: 56,175¥
 Corporate-Affiliated Population: 2%
 Education:
 Less Than 12 Years: 14%
 High School Equivalency: 16%
 College Education: 49%
 Advanced Degrees and Certificates: 21%

OUTREMER

Outremer isn't one place—it's the name given to the five major islands in the Puget Sound that are still considered part of the Seattle Metroplex. All of them are actually easier to reach from Salish-Shidhe lands, while two are linked by bridges, but hey, the land deal that set up the Seattle Metroplex was written by politicians, not geographers.

Population: 103,000
 Human: 42%
 Elf: 30%
 Dwarf: 5%
 Ork: 20%
 Troll: 2%
 Other: 1%
 Population Density: 484 per square kilometer
 Per Capita Income: 72,000¥
 Corporate-Affiliated Population: 74%
 Education:
 Less Than 12 Years: 21%
 High School Equivalency: 41%
 College Equivalency: 23%
 Advanced Degrees and Certificates: 15%

UNDERGROUND

The Seattle Underground, rebranded now that it's official, is the hottest property in the 'plex. Young artists and risk-taking investors are flocking to the area, marveling at the low cost of living and thriving local culture. Gentrification is a growing concern, but with it comes a massive overhaul of city services, with legitimate power and water lines instead of spotty, and illegal, taps.

Population: 40,000
 Human: 4%
 Dwarf: 5%
 Elf: 1%
 Ork: 82%
 Troll: 7%
 Other: 1%
 Population Density: (unclear due to inexact censuses and surveying)
 Per-Capita Income: 13,000¥
 Corporate-Affiliated Population: 7%
 Education:
 Less than 12 years: 68%
 High School Equivalency: 24%
 College Degree: 6%
 Advanced Degree and Certification: 2%

DOWNTOWN LOCATIONS

The following locations correspond to Seattle's Downtown, with almost all of them annotated on the poster map. The names, address, and description allow a gamemaster to throw quick flavor into a game, breathing vibrancy into the sprawl experience. Players can download a free PDF of many other Seattle Locations, in this style format, at shadowruntabletop.com.

NAME	ADDRESS	DESCRIPTION
A Little Bit O' Saigon	South Jackson Street and Broadway	Small restaurant, Vietnamese cuisine, ties with Red and Yellow Seoulpa Ring
ACHE	1 Seattle Way	Arcology Commercial & Housing Enclave, formerly Renraku Arcology
Alabaster Maiden East	Mercer Street and 12th Avenue	Nightclub, named for Gabriella Dematto, mage who petrified herself
Aurora Village	1100 North 200th Street	Shopping mall, 200 shops
Aztechnology Pyramid	Broadway Ave E. and E. Harrison St.	Aztechnology's base of operations in Seattle. No "human" sacrifices allowed.
Bagley Wright Theater	Boren Ave and West Thomas St.	Home of the Seattle Repertory Theater Ballard Locks Ship Canal Ship locks
Big Rhino	Seneca Street and 1st Ave	Large restaurant, ork cuisine
The Blue Moon Lore Store	16th Ave & University Street	Lore store, headquarters of Hermetic Order of the Auric Aurora
Bosco's	Roy Street & Ninth Avenue	Elven family-style sports bar and grill
Cafe Sport	Virginia Street & Western Ave	First-class restaurant, Salish cuisine
Center House	Roy Street & Fourth Ave	Ten-story mall, stores and restaurants from around the world
Chez Ogino	First Avenue & Stewart Street	Family-owned, mid-range hotel
Club Penumbra	Fifth Avenue & Yesler Way	One of the longest-running nightclubs still operating in metroplex
The Cutting Edge	Maynard Ave & South Lane St.	Bar and strip joint, Yakuza connections
Damian's	Bell Street & Second Ave	Best "all-American family" restaurant
Dante's Inferno	Fifth Avenue & Madison St.	The premier nightspot in Seattle, with a "Nine Circles of Sin" theme
Vitruvian Investments	3rd Ave & Union St.	Tied to former governor Brackhaven, new name same shady dealings
The Edge	Ninth Ave & Denny Way	First-class Elven restaurant, with a forest glen theme
Elliot's	Pier 60	First-class French restaurant on the waterfront
Evergreen Kingdom	West Thomas St. & Second Ave	Amusement park in Seattle Center
Executive Body Enhancements	501 South Jackson St.	Private cyber-clinic, caters to visiting Japanese, Yakuza connections
Exhibition Hall	538 West Harrison St.	Site of numerous conventions, trade shows and consumer fairs
The Eye Of The Needle	410 West Thomas Street	Atop the Space Needle, Seattle's most elegant and famous restaurant
Federated Boeing Field	Airport Way South	Airfield used for smaller aircraft, particularly VTOL and remote-piloted drones
Federated Boeing Offices	Carson Ave. & East Marginal Way	70-story skyscraper, main business offices
Federated Boeing Shipyards	SW Florida St. & Twenty-sixth Ave SE	Construct/test hydroplanes and hovercraft for military and commercial clients
Freddie's Salmon Eatery	Pier 59	Dive specializing in seafood, cover for chop shop
Gates Undersound Hotel	Pier 69	Twenty-story hotel with six floors built under Puget Sound
Gracie's For Ribs	Olive Street & Belmont Ave	Best BBQ in town
The Gravity Bar	Stewart St & First Ave	Manhattan-style singles bar
The Gray Line	Pier 63	Glass-walled lower dining area is submerged at high tide
Green Village	South Main St. & Fifth Ave South	Moderately priced restaurant, Asian & American cuisine
Group Health Central Hospital	201 East Sixteenth Ave	Hospital, along with a campus of medical facilities
Harborview Hospital	325 Ninth Avenue	Hospital specializing in burn and emergency medicine
The Haunted Mug	Madison Street & Second Ave	Kaf-culture locale, supposedly haunted
Hotel Nikko	Third Ave & Pike Street	Boutique hotel with Asian decor lobby and restaurant
Icarus Descending	Harrison St. & Dexter Ave North	First and best Elven restaurant in Seattle
Infinity	Seattle Center	Club with state-of-the-art holographic and sonic projections
Ingersoll And Berkley Tower	Aurora Ave North & Mercer St	Skyscraper with terraced conventional and aquaculture gardens
Io Pan!	E. Pike St & Boylston Ave	Lore-store focused on Hermetic and European pagan goods
Knutson's Country Home	Broad St. & Elliot Ave	Restaurant with "down-home-cooking" theme
Laubenstein Plaza	Sixth Ave & Pike St.	Art gallery of famous 20th century artist
Ling Ho	Cherry St. & Eighth Ave	Fine and moderately price Chinese and Japanese food
Lone Star Security Building	Second Ave & Union St.	Corporate offices of Lone Star Security Services
Lou's Tattoos	Roosevelt Way NE & NE 65th St.	Japanese dwarf tattoo artist
Lucas Palace	Third Ave & Virginia St.	High-class, luxury hotel, flagship of Lucas family hotels
Marcus' Hovel	Virginia St. & Eighth Ave	Charming, family-style restaurant, large aquarium
Matchstick's	Fourth Ave North & Denny Way	Private jazz-club, 1930s themed

NAME	ADDRESS	DESCRIPTION
Maximillion's	Pier 64	First-class Aztlan cuisine on the waterfront
The Mayflower Park Hotel	Fourth Ave & Pine St.	Hotel with a 1990s theme
McKuen's Scrap & Salvage Yard	Third Ave & Madison St.	Salvage yard for anything from cards to drones
Metroplex Hall	Fourth Ave & Seneca St.	The thirty-story Charles Royer Building houses Seattle municipal offices
Metroplex Prison	Sixth Ave & Spring St.	Known as "the tower" for its fortress-like shape
Metroplex Supreme	Court Bldg Spring St. & Fifth Ave	An imposing edifice built in 2045
Millionaire's Row	14th Ave E.	Most affluent housing in the metroplex
Miner's Landing	Pier 63	Warehouse convert-to-restaurant with frontier theme
Mitsuhama Comp Tech Complex	MLK, Jr. Way & Sixth-eighth Ave S.	Six tower skyscrapers, closed to visitors
Mitsuhama Public Health Hospital	1200 Twelfth Ave S.	Specializes in treatments through biological enhancements
Murphy's Law	Cedar St. & Western Ave	Seedy dive with excellent pizza; high-stakes card games
New Century Square Hotel	Second Ave & University St.	Supposedly haunted hotel
Nightengale's Body Parts	104 John St.	Private clinic catering to the elite with cyber- and bio-mods
Northgate Mall	Northgate Way & First Ave	Selection of shopping and nightlife, upscale clientele
Ohgi-Ya	Fourth Ave S. & S. Main St.	America-Chinese restaurant, Yakuza connections
The Other Place	First Ave & Union St.	French country cuisine, run by Rosellini family for a 100 years
Pacific Science Center	East Mercer St. & Harvard Ave	Hosts rotating exhibits of science and culture
Pier 62	Pier 62	Major live music venue
Pike Place Farmer's Market	Pike St. & First Ave	Fame Seattle landmark, first opened in 1907
The Pink Door	Pine St. & Western Ave	No-frills bar next to Eastern Avenue Bakery
Psychedelic Pirate	University Way & Fifty-second St.	Glitzzy music scene, often frequented by Awakened
The Purple Haze	Bell St. & Elliot Ave	Authentic Pueblo cuisine, Horizon connections
Reno's	Battery St. & Fourth Ave	Sioux, Pueblo and Aztec-Mex cuisine, biker theme
The Renraku Omnidome	Pier 64	Largest trideo screen theater in metroplex
Renton Mall Rainier	Ave S. & Houser Way S.	Four levels of shopping to suit any taste, gang problems
Run Run Shaw's	South Weller S. & Sixth Ave S.	Inexpensive Chinese take-out
Seasource Archives, Downtown	Seneca St. & Fourth Ave	Extensive collection of hard copy books, periodicals, microfiche
Seattle Aquarium	Pier 64	Main attraction are glass-domed rooms surrounded by Puget Sound sea life
Seattle Art Museum	Pavilion 1401 East Observatory Drive	A collection of local and Salish art
Seattle Coliseum	240 North First Ave	Home to Federated-Boeing Transonics, semi-pro basketball team; rebuilt underground
Seattle Convention/Trade Ctr	Eighth Ave & Pike Street	Multistory convention center
Seattle Criminal Court	South Jackson Street & MLK Jr. Way	New courthouse to process people in the Knight Errant system
Seattle Federal Building	Seneca St. & First Ave	72-story building housing UCAS Federal offices
Seattle Hilton	Sixth Ave & University St.	Granddaddy of metroplex luxury hotels
Seattle Kingdome	800 Occidental Ave S	Home to Seattle Seahawks, pro football team
Seattle Night Errant HQ	South Jackson Street & Sixteenth Ave S	West Coast headquarters for Knight Errant.
Seattle Opera House	Sixth Ave & University St.	Seattle Symphony, Opera Company and Pacific Northwest Ballet
Seattle University	1701 Broadway	Best known for its Masters in Magical Theory and Arts
Seattle-Tacoma Inter. Airport	Perimeter Road	Three-dozen airlines and airfreight services fly into and out of
The Seward club	Juneou St. & Twenty-Eighty Ave S.	Licensed casino, 19th-century theme, Yakuza controlled
The Space Needle	410 West Thomas Street	185-meter metal tower, observation deck and restaurant/bar
Stouffer-Madison Hotel	Sixth Ave & Madison St.	Mid-range hotel, popular with business travelers
Syberspace	Seventh Ave & Columbia St.	Cutting-edge, AR club that replicates Seattle Matrix
Takuri's	Marian St. & Fourth Ave Finest	Neo-Tokyo restaurant in metroplex
Tam's Under The Needle	Denny Way & Fifth Ave	Bistro serving combination Asian, Salish and Americanadian cuisine
Tickler's	Alki Ave SW	Independent strip-joint
The Sports Bar	University St. & Terry Ave	Popular with university students, sometimes mafia hangout
University Hospital	1959 Pacific Ave	Major research and teaching hospital
University of Washington	Montlake Boulevard NE	Top computer science programs, connections to Renraku, Mitsuhama
Warwick-Hilton Hotel	Fourth Ave & Lenora St.	20-story hotel, 20th-century elegance
West Coast Hamlin Hotel	Eighth Ave & Pine St.	Reasonably priced hotel, eco-green and neo-tribal theme
The Westin Seattle	Fifth Ave & Steward St.	Flagship hotel of the Westin International Corps
Wuxing Towers	Roosevelt Way & Fifth St.	Headquarters of Wuxing American division
Wylie's Gala Inn	Fourth Ave & Pike St.	1930's décor inn, front for Ciarnello family
You Should Not Eat So Much!	Pier 60	All-you-can-eat family restaurant

