

A KILLING FARE

FASA CORPORATION

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A KILLING GLARE

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A KILLING GLARE



A KILLING GLARE: A Prologue

Bright blue sparks flew from the vid unit as Bubba's ram spell smashed into it. Almost immediately his body convulsed with the burning pain that flared up every time he cast a spell. The pain was the price he paid for invading his body with cyberware. He had started with a small implant, replacing an eye blinded during a bad run. But once he'd begun, he found he couldn't resist the lure of cyber enhancements and improvements.

For most people, the benefits of cyberware far outweighed any inconveniences the so-called bodmods might cause. For a mage, however, invading the body with cyberware inevitably led to firsthand experience with the nasty side of modern-day magic. As Bubba replaced more of his own body with cybergear, he found that casting spells caused him increasing pain. Spellcasting took a lot of juice; it left most mages pretty shagged, and they needed to sleep it off for a few days. But spellcasting left Bubba a lot more than tired. It hosed him up six ways to Sunday, inside and out. Sometimes he wouldn't heal for weeks after a particularly nasty run. On the rarer and rarer occasions when someone actually hired him for a run. That hadn't happened in a long time.

Back in the old days, when Bubba had been in his prime, his sharply honed magical skills had earned him a rep that reached throughout the sprawl. Together with Slider, Rajah, Finder, Top Cat, and Starlight, Bubba had belonged to one of the hottest shadowrunning teams in Seattle. He still remembered their faces, still remembered the glory days.

Those days had ended with the Gentech run.

Aztechnology had hired the team for a routine datasnatch, and they pulled off the run fine. But then Slider, the team decker, got nosey and found out what Aztechnology really wanted from Gentech. After they trashed the data they had stolen, Aztech wanted them bad—so bad they sent Morgan after them. And Morgan had gotten them all. All except Bubba, Top Cat, and Starlight.

Top Cat and Starlight. The turncoats who backstabbed him and left him to die in the sprawl.

As he turned away from the fizzling vid unit, Bubba realized it was still working. The voice of the announcer rang in the air.

"Next week in Seattle, the North American Urban Brawl Championship pits the second-ranked New York Slashers against the team to beat, the Seattle Screammers! Ever since their newest

stars, Punch and Judy, joined the team, the Screammers have rocketed to the top of the league and are ready to play the game of their lives!!! Next week, live from Seattle!!!"

Punch and Judy. The names made him laugh. Even now they were a team, still together after leaving him to rot in a Seattle gutter. Punch and

Judy: what a flip. Their disguise might fool the rest of the world, but not Bubba. No cosmetic surgery could hide them from him: Punch and Judy, aka Top Cat and Starlight, the pair of traitors who'd left him so long ago.

He walked across the room to his sputtering vid unit and picked up the attached vidphone. For once, he was glad one of his spells had failed. After selecting voice-only transmission, he keyed in the number of his old fixer. The voice on the other end of the line had barely said hello before Bubba interrupted. "Haft, this Bubba. I need a number." "Whose number?" the fixer replied. "Keane."

"Are you crazy? They'll get you, you know that. The Azzies don't forget."

Bubba grunted. "Just give me the number and spare me your concerns for my health."

"Your funeral, chummer. The number's 555-4445."

"Thanks." Bubba hung up and keyed in the new number, again using voice-only transmission. A gravelly voice answered.

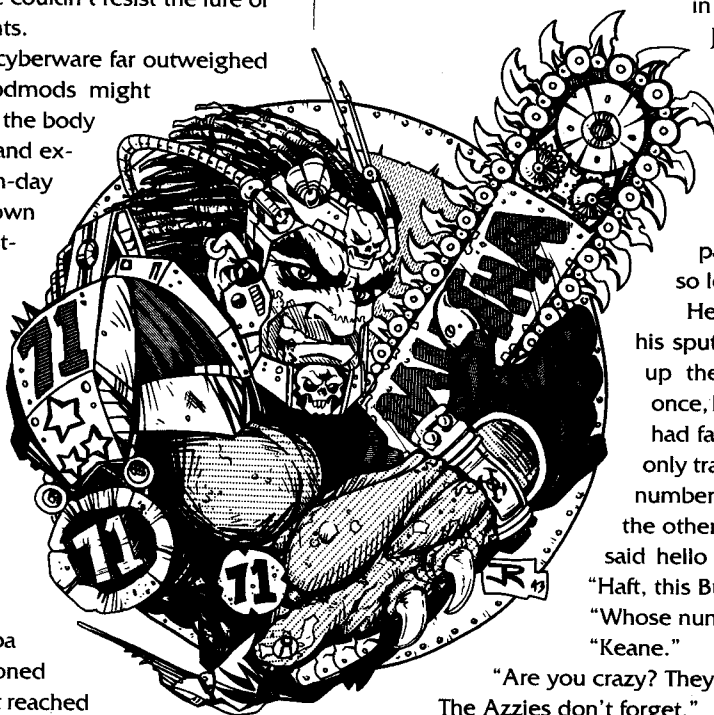
"Yeah."

"Hoi, Keane. It's Bubba. I got a message for your friends over at Aztechnology."

"Don't know what you're talkin' about," Keane growled.

Bubba laughed—a harsh sound, without mirth. "Yeah, sure. Just tell your pals that if they're still interested in Top Cat and Starlight, they should take a look at the Seattle Screammers' star players, Punch and Judy."

As he cut off the transmission, the vid screen came back to life with another ad for the upcoming game. Close-ups of Punch and Judy filled the screen. He shot their images a killing glare, that turned into an almost feral grin. The time had come for payback.





INTRODUCTION

A Killing Glare is a roleplaying adventure set in the world of **Shadowrun**.

The year is 2054. Advances in technology are astonishing, with humans able to blend with computers and travel through the virtual reality known as the Matrix. Even more astonishing is the return of magic. Elves, dwarfs, dragons, orks, and trolls have reassumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving through this world like hushed whispers are the shadowrunners. Though no data base contains any record of them, and no one publicly admits their existence, they are a reality in the Sixth World. No one else can perform their secret work.

This adventure takes place in the shadows and back alleys of Seattle's urban sprawl, against the backdrop of the International Urban Brawl sports circuit. The vast sprawl includes the original city of Seattle and the surrounding sixteen hundred square miles on the eastern shore of Puget Sound. Yet even this vast megaplex is but an enclave set amid even larger sovereign states ruled by Native American nations, metahumans, and Awakened beings.

GAMEMASTER'S NOTES

A Killing Glare uses a decision-tree format that allows the players' team to arrive at the same encounter via different routes depending on the choices they make. Once the player characters begin the adventure, they set off a chain of events that continues even after the characters may think the run has ended. The **Plot Synopsis** presents the most likely course of events, though certainly not the only one possible.

To run the adventure, the gamemaster needs a thorough familiarity with the material in this book as well as a working knowledge of the **Shadowrun, Second Edition (SRII)** rules. The contents of **A Killing Glare** are for the gamemaster's eyes only, except for certain items earmarked as **Player Handouts**. **A Killing Glare** is designed for a team of five to six shadowrunners. The team should contain a variety of talent, including at least one magician and a decker. Players may use any of the character types listed in the **Shadowrun** rules or various **Shadowrun** supplements, or they may generate their own characters.

SHADOWRUN RULES

A Killing Glare uses the **Shadowrun, Second Edition (SRII)** rules. Game information, specifically statistics, appear in the **SRII** format. Gamemasters still using the first-edition **Shadowrun** rules will need to convert the non-player characters (NPCs) presented in this book to their first-edition equivalents. The gamemaster must also adjust weapons for different Damage Codes, watch for differences in some spells, and calculate various Dice Pools for use with first-edition rules.

MAKING SUCCESS TESTS

Throughout the course of **A Killing Glare**, the players will make a number of Success Tests using a skill and a given target number. These Success Tests are indicated by the name of the appropriate skill followed by the target number. For example, a Sorcery (5) Test refers to a Sorcery Success Test against a Target Number of 5.

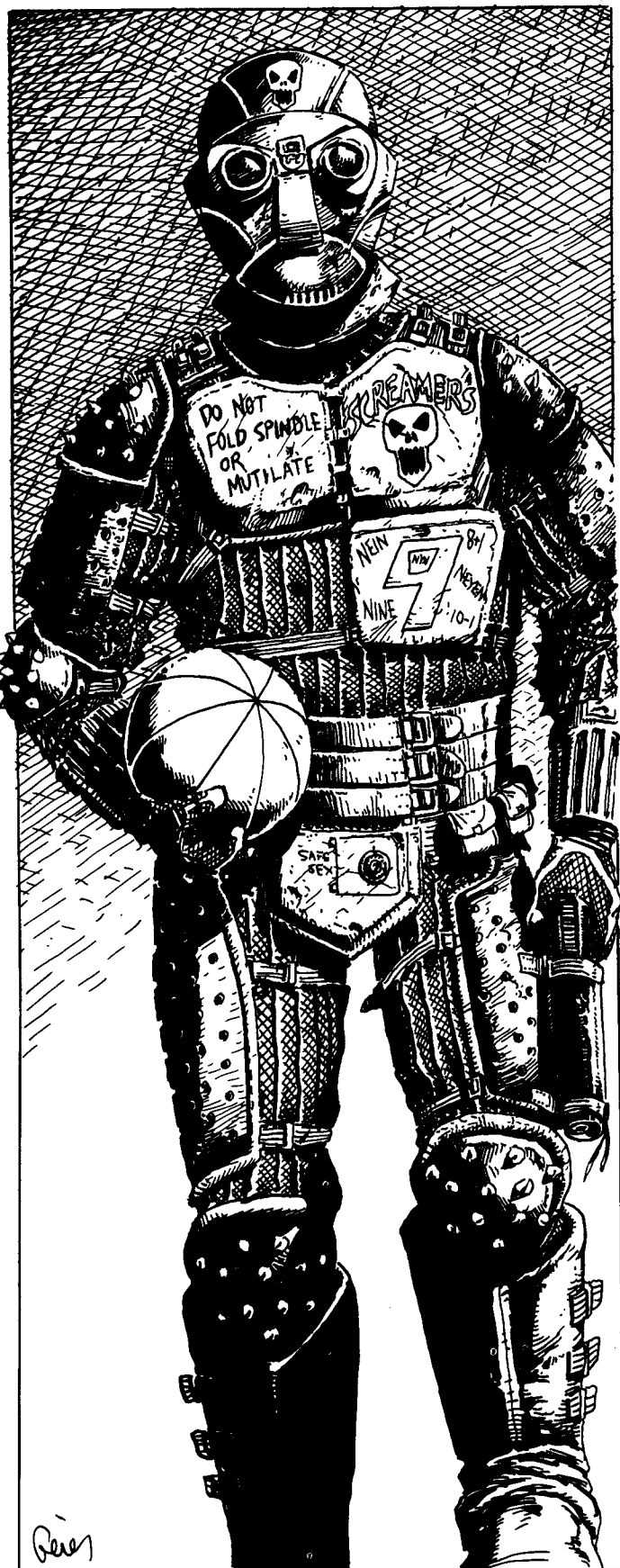
This adventure often suggests a Success Test to replace or augment specific roleplaying encounters. Gamemasters may ignore these dice rolls if they seem unnecessary, depending on the player characters and the circumstances. These tests, called opposed tests, require the player character involved to test his or her skill against a non-player character using the same or an opposing skill. In an opposed test, two characters use the same skill or an opposing skill against one another, with only one of them able to succeed in the effort. Usually, the character generating the greater number of successes achieves his goal. Opposed tests are indicated by the name of the appropriate skill and the rating of the opponent's skill to be used as a target number. For example, in a Negotiation (Willpower) Test, the initiating character rolls a number of dice equal to his Negotiation Skill against a target number equal to his opponent's Willpower Rating. The opponent makes the same test using a number of dice equal to his Negotiation Skill and a target number equal to the player character's Willpower Rating. The character that generates the most successes wins the opposed test and adjusts the outcome in his or her favor. The difference in successes generated, or the net successes, determines the final result of the action. (For more information on opposed tests, see p. 68, **SRII**.)

SUCCESS TABLES

At times, the gamemaster will use success tables to determine how much information the players receive from inquiries and investigations. Each success table lists different information obtained for different numbers of die roll successes. Rolling a higher number of successes always reveals the information for the lower numbers of successes as well. For example, a character rolling 3 successes would learn not only the information for 3 successes, but also the information for 1 and 2 successes.

HOW TO USE THIS BOOK

Aside from the basic **Shadowrun** rules, this book includes all the information needed to run this adventure. The gamemaster may also find **Shadowbeat**, the **Shadowrun** sourcebook that deals with entertainment in 2053, particularly helpful. The urban brawl rules in **A Killing Glare** match the rules given in **Shadowbeat**. A copy of the **Contacts** book included with the **SRII Gamemasters Screen** may also prove useful during the **Legwork** sections of the



adventure, where characters will be dealing with contacts. Gamemasters might also wish to use rules from **Shadowrun** sourcebooks such as **The Grimoire, Second Edition; Virtual Realities; and The Rigger Black Book.**

The gamemaster should read through the entire adventure before beginning the game, because some important plot developments will not become apparent until well into the adventure. The gamemaster will have to lay the groundwork for those developments much earlier on, and can best do so by becoming familiar with the storyline. The gamemaster should also examine the maps, plans, diagrams, and player handouts found throughout **A Killing Glare.** Where appropriate, the maps are referenced to their text descriptions.

Though this book tries to cover all the likely and even some of the unlikely developments that may occur during the adventure, predicting every possible action the players might take is impossible. Therefore, the gamemaster must be prepared for the unexpected. The **Plot Synopsis** in this section summarizes the story background and the most probable course of the adventure.

Most of the chapters contain four short sections that describe each of the encounters and events the player characters are likely to face in this adventure. The first section, **Tell It to Them Straight**, is read aloud to the players. This section describes where the player characters are and what is happening to them as though they were actually there. Adapt the text to special situations or the actions of the shadowrunners if necessary. Any special instructions to the gamemaster are printed in **boldface** type.

The second section is called **Hooks.** This section provides the gamemaster with hints and tips on imagery to use in the scene, emotions to convey, sounds, sensations, textures, and the like. The information provided in the **Hooks** section varies in form and content from scene to scene, ranging from general themes to specific emotions.

The next section, entitled **Behind the Scenes**, provides the gamemaster with the real story as well as any information needed to run the encounter. This section usually includes non-player character (NPC) stats needed to roleplay the encounter, though in some cases the gamemaster may be directed to use existing Archetype or Contact statistics from either **SRII** or the **Contacts** book included with the **SRII GM Screen.** This section also often contains hints and suggestions for handling the particular encounter. If the players or gamemaster need a map to play an encounter, it appears here.

The final section of each encounter, entitled **Debugging**, provides suggestions on how to get the game back on track if things go too far wrong. For example, the player characters may overlook a vital piece of data or half the player team may meet an untimely death. The suggestions provided here for fixing such problems are just that—suggestions. If the gamemaster can think of a better method to redirect the game, he should feel free to use it. The gamemaster can, of course, ignore all hints and let the chips fall where they may.

Legwork contains information and rumors about various people and aspects of the adventure that the runners can learn from their contacts. Game information, statistics, and roleplaying hints for non-player characters important to the adventure appear in **Cast of Shadows.** **Picking Up the Pieces** sums up the results

of the adventure and provides tips on awarding Karma. The **Urban Brawl Rules** section explains the rules of urban brawl. This information may also help the gamemaster create the feel and atmosphere of an urban brawl match. Finally, **Player Handouts** contains different newsnet items for the players, depending on the outcome of the adventure. Distribute these to the players as their characters find clues and bits of information or as they finish the game.

PREPARING THE ADVENTURE

It is impossible to create a published adventure that provides the appropriate opposition level for every diverse group of player characters. Some groups are inherently more powerful than others.

The gamemaster must adjust the game statistics and capabilities of the opposition to provide an appropriate level of difficulty for the group. If the adventure does not suit the player characters' strengths and weaknesses, the gamemaster may use it as an outline to develop an adventure of his own. Or, if it works well except for a quirk here and there, the gamemaster can modify any part of the plot and story events to tailor the adventure to the players.

The adventure suggests Threat and Professional Ratings for each of the NPCs. Per **SRII** rules, use Threat Rating dice in place of Dice Pools for NPCs (p. 187, **SRII**). Gamemasters should adjust the actual Threat Ratings to better reflect the level of opposition presented by the player characters.

Such manipulation will be crucial to running some of the firefights in this adventure at a manageable level. The fights in **A Killing Glare** work best if choreographed like an action movie. Though lead and magic flies everywhere, only a few of the bad guys actually get a clean shot at the heroes at any one time. That limitation, and applying the **SRII** Professional Rating rules, should help keep large fights under control.

For gamemasters using the first-edition **Shadowrun** rules, the Professional Rating system works as follows. NPCs with a Professional Rating of 1 will withdraw from a fight after taking a Light wound. Those rated at 2 will withdraw after taking a Moderate wound, those rated at 3 withdraw after a Serious wound, and those rated at 4 will fight until unconscious or dead.

The final encounter of the adventure, **Urban Brawl** (p. 32) can be played using either **Shadowrun** or **DMZ** rules. For those gamemasters and players wishing to use DMZ, **Urban Brawl** includes DMZ formats for all characters involved in the encounter.

PLOT SYNOPSIS

A Killing Glare follows a group of shadowrunners as they seek the truth behind the mysterious pasts of the Seattle Screamer's two most famous urban brawl players, **Punch** and **Judy**.

Prior to their careers as urban brawlers, Punch and Judy went by the names of **Top Cat** and **Starlight**, members of an elite team of elven shadowrunners working for the powerful Aztlan corporation **Aztechnology**. Along with the rest of their team, the two had a reputation as some of the hottest runners working the Seattle sprawl. In 2048, Aztechnology hired Top Cat and Starlight's team to run a datasteal against **Gentech**, a genetic research company

owned by the Japanese corporation **Yamatetsu**. The run went smoothly until curiosity got the better of the team's decker, who scanned the contents of the stolen datafile after uploading it in hopes of finding paydata worth big nuyen. Instead, the decker made the disturbing discovery that Gentech had begun research on metahuman genetics. A brief run in the Matrix to investigate Aztechnology's interest in such research revealed that the firm wanted the stolen data to aid in its own genetic experiments on live metahuman subjects, including elves. This horrible revelation enraged the elven shadowrunning team, who trashed the data and quit running for the company. Aztechnology retaliated by putting out contracts on all the runners; **Kyle Morgan**, an Aztechnology hitman, assassinated all but three of them. Only Top Cat, Starlight, and a burned-out mage named **Bubba** survived.

Bubba fled to the Barrens of the Seattle sprawl to evade the company's hit squads. Top Cat and Starlight fled Seattle and settled in Boston, where they underwent cosmetic surgery and renamed themselves Punch and Judy. Having run in the shadows long enough, they opted to use their talents in another arena—urban brawl. The talented Punch and Judy quickly became the hottest new stars in the Urban Brawl League. The pair moved from one team to another, eventually landing a contract with the faltering Seattle Screamer's.

Inept management provided by **Joseph "Baby Joe" Johnson** had led the Screamer's into a sorry state by 2054. Baby Joe had no aptitude for recruiting new talent, and a meat grinder like urban brawl needs new talent after almost every game. The unwillingness of the Screamer's owners to spend the big nuyen demanded by talented players, plus Baby Joe's bad picks, meant that the team's new hires seldom lasted more than a game or two—until Baby Joe learned that Punch and Judy were free agents looking to sign on with a major team. Realizing that the Screamer's owners would never fork over the nuyen that players like Punch and Judy could command, Baby Joe arranged for a bit of creative secondary funding from the local Mafia.

As Baby Joe had hoped, Punch and Judy made the Screamer's the team to beat. Soon the Screamer's shot from the basement to the top of their league, favored to win championship "Super Brawl" against the second-ranked team, the New York Slashers. With his team winning, Baby Joe figured he could make a killing by betting all he had on the Screamer's. He figured to pay off the Mafia with his windfall and still have enough to keep him living in fat city. Of course, Baby Joe had limited funds. To make his big killing, he borrowed more money, this time from the yakuza. Baby Joe knew that going in debt to the yaks posed a big risk, but figured that the Screamer's had a win sewn up with Punch and Judy leading the team. The Screamer's seemed like such a sure bet that the odds against the Slashers grew higher and higher every day. Baby Joe figured he couldn't lose.

Then the Mafia decided to place a few bets of their own—on the Slashers. Given the astronomical odds, anyone betting on the Slashers stood to win a fortune, should the team pull an upset and win. To ensure a Slasher victory, the Mafia quietly called on Baby Joe's star players and told them to throw the game. Faced with the prospect of ending up beneath the waters of Puget Sound unless they complied, Punch and Judy agreed to the Mafia demands. Not



surprisingly, Baby Joe took this news badly. His no-lose situation had turned no-win overnight. A Screamer victory meant he'd have to answer to the Mafia. A Screamer defeat meant he'd answer to the yaks.

The adventure of **A Killing Glare** begins at Club Penumbra, where the runners go for a meet with a Mr. Johnson. They discover that their employer really is named Johnson—Joseph “Baby Joe” Johnson, the manager of the Seattle Screamers. Baby Joe tells the runners he would like to hire them to investigate Punch and Judy, the Screamers’ star players. He needs information about them before the urban brawl championship match, which gives the runners just three days to uncover what they can about the duo. Baby Joe hopes the runners will find something he can use to blackmail Punch and Judy into playing the game to win. Baby Joe figures he can claim that the runners blackmailed Punch and Judy, thereby avoiding a Mafia gift of cement overshoes. Meanwhile, his big win will give him the nuyen to pay off both the Mob and the yaks. Not likely, but then Baby Joe was never one of the smarter kids on his block.

Checking with some contacts, the runners learn that a burned-out mage named Bubba has some information regarding Punch and Judy. Bubba, Punch and Judy’s old chummer, recently figured out that they are really Top Cat and Starlight. Unknown to them and to Baby Joe, Bubba has decided to inform Aztechnology of his discovery, to pay Punch and Judy back for abandoning him.

When the runners locate Bubba, he tells them that Punch and Judy were once shadowrunners named Top Cat and Starlight. After

a fragged-up run, they left Bubba behind to rot in the sprawl, while they became famous urban brawlers. As the runners talk with Bubba, a pair of shadowrunners working for Aztechnology arrive to silence him. The runners fight them off, but not before Bubba runs off and hides in the squatter camps located near his apartment building.

Contacts with various sources reveal that Top Cat and Starlight are the names of shadowrunners who once worked for Aztechnology. Deeper digging reveals that Top Cat and Starlight were last seen after a run for Aztechnology that somehow involved the corp’s genetic research facility in Tacoma. Further checking reveals that an Aztechnology strike team, led by the assassin Kyle Morgan, hunted Punch and Judy’s team after the run. Morgan killed all the shadowrunners except Top Cat, Starlight, and Bubba, all three of whom went to ground.

As the runners follow up their investigations, Baby Joe tells the Mafia that a group of shadowrunners found out that the Mob was blackmailing Punch and Judy. He claims the runners plan a little blackmail of their own to force the duo to win the Super Brawl game. The Mafia responds with a polite message to the runners, suggesting that they get out of the urban brawl business if they value continued good health. The message mystifies the runners; at this point, they do not know how or if the Mafia ties into Punch and Judy’s past, or their current shadowrun.

As they continue their investigations, the runners learn from their fixer that Bubba has been killed. Investigation reveals that Aztechnology hitters iced Bubba, and that they are now looking for Punch and Judy. The two urban brawlers have apparently gone into hiding. Before the runners can continue digging into Punch and Judy’s past, Morgan’s team of Aztechnology operatives locates them. Punch and Judy make a timely appearance and help the runners escape before the runners leak any information to the Aztechnology hit squad. After fighting off the Aztechnology hitmen, Punch and Judy advise the runners to forget all they have learned and stop their investigations. The urban brawlers also tell the runners that Morgan found the team through a fixer named **Keane**, who often works for Aztechnology.

When the runners arrive at Keane’s residence, they find an unexpected situation. Keane is more than willing to deal with them, because dealing with shadowrunners is a fixer’s business. He is, however, in a position of strength, which should prevent the runners from taking violent action against him. Biz is biz, after all. They can deal with him professionally or not at all. If they play their cards right, Keane tells them that some of the Slashers’ urban brawl equipment has been stolen, and that Aztechnology has hired a hot decker to locate the secret site of the Super Brawl. The runners report all that they have discovered about Punch and Judy to Baby Joe and collect their fee, thinking that the run is over.

During the opening quarter of the Super Brawl game, however, the runners recognize one of the New York Slashers as Kyle Morgan. Figuring that an Aztechnology hit team plans to kill Punch and Judy during the game, the runners decide to sneak into the brawl zone and try to save Punch and Judy from their would-be assassins.

RUNNING THE ADVENTURE

During the course of this adventure, the player characters trigger events beyond their control. For this reason, the gamemaster needs to keep careful track of time, in particular how many days it takes the runners to complete their investigations. From the time Baby Joe hires the team, they have only three days to accomplish their run. Aztechnology and Mafia operatives interrupt their work several times, slowing down the investigation but also providing the runners with leads.

A few times during the adventure, the runners learn some of the consequences of their actions. These encounters will help the characters continue their investigations while letting them know that their actions have not gone unnoticed. At times the events of the adventure may seem to be happening to the runners, as if they have become passive participants rather than the driving force behind the story. All the events that occur, however, should result directly from the characters' actions. To ensure this, alter any encounters as necessary to best reflect the previous events of the adventure.

Use the following schedule to help keep track of time during the adventure. Note that the schedule only lists scenes in which timing is important.

ADVENTURE TIMETABLE

Day One	The runners begin their investigations, having been hired by Baby Joe at 10 p.m. the previous night. The runners find Bubba, who is attacked by Aztechnology stooges.
Day Two	The Mafia tracks down the runners. The runners learn from their fixer that Bubba is dead.
Day Three	Kyle Morgan confronts the runners. Punch and Judy save the runners from Aztechnology thugs. The runners meet with Keane.
Day Four	The runners meet again with Baby Joe. The Super Brawl match begins at 8 p.m. The runners recognize Kyle Morgan on the broadcast of the Super Brawl. The runners break into the Super Brawl to save Punch and Judy.

THE SUPER BRAWL GAME

During the course of the adventure, the runners will hear rumors and news about the upcoming Super Brawl. Because the people who run gambling operations in Seattle have an ear to the shadow world, the odds on the game change as the runners do different things. For example, when the runners learn that Aztechnology is interested in Punch and Judy, the odds in favor of a Screamer victory rise. When the team learns that Aztechnology is trying to kill Punch and Judy, those odds plummet. In some of the encounters, the fluctuation of the odds will be included in **Behind the Scenes**.





CLUB PENUMBRA

TELL IT TO THEM STRAIGHT

Club Penumbra—this is the place. Your fixer set the meet with Mr. Johnson for 10 p.m. in the back room. Penumbra's a familiar place, the kind of place you can feel safe about—tight security and very professional. The ideal place to meet your newest prospective employer.

Though you've been to Penumbra many times before, it's rarely been quite as busy as tonight. Most of the crowd look like tourists, probably in town for the upcoming urban brawl championship. The Screamers have the home turf advantage, and their fans are crowding the sprawl. The visiting Slashers have plenty of fans in town, too. All over Club Penumbra, people are pouring down drink and arguing about where the game will be held. Most peg the likely spot as one of the Barrens, but which one—Redmond or Puyallup? Not worth worrying about anyway, since the site won't be announced for another two days. Lots of betting is going on, and the odds heavily favor the Screamers. Ever since Punch and Judy joined the team, the Screamers have beaten every other team in the league. After seeing the Screamers' stars in action, you know why the Screamers win every game. Punch and Judy work like a pair that's been together from birth. True professionals, and a joy to watch for every diehard urban brawl fan.

When the runners head for the back room, read the following:

A pair of big tuskers stands guard at the door of the back room. Though they try to hide it, you can see that each ork is packing heavy hardware. "C'n ah help ya?" one of the orks sneers as you approach.

"Here to see Mr. Johnson," you reply. As his partner looks you over like you're week-old krill-filler, the first ork shoves open the door with a grunt.

The dimly lit room looks the same as always. A large, plain table sits in the center, surrounded by chairs. Most of the chairs fit human-sized occupants, but a few might fit a troll comfortably. A man sitting at the head of the table rises as you enter and offers his hand.

"Glad to see you're on time. I hate waiting. My name's Johnson, but you can call me Baby Joe." Even as he speaks, some of you recognize him. The manager of the Seattle Screamers; what kind of trouble's he got that takes shadowfolk to fix?

"Here's the deal, chummers," says the Johnson. "I'm the manager of the Seattle Screamers, and I got a problem. I got these two players, Punch and Judy, maybe you hearda them. Well, they ain't played straight with me. I happened to be makin' a routine background check, and I found out that they didn't exist until four years ago. Mostly I toss players who don't play straight, but these two're the best brawlers the Screamers ever had. I need 'em to win

the Super Brawl, know what I mean? So I want ya to do a little, ah, *research* for me. I know these two got skeletons somewheres in their closet, and I want you to find 'em. I wanna know what their names are, where they come from, what they done before playin' urban brawl. So ka?"

HOOKS

Anticipation of the upcoming Super Brawl has Seattle buzzing. The club is full of excited brawl fans, many either sloshed or on the way to being there. Use the sights and sounds of a crowded bar just before the Super Bowl, or some other championship; loud talk, clinking glasses, tipsy arguments about which team can *really* wipe the floor with the opposition. The players should get the idea that the urban brawl championship has some connection to the run, but the gamemaster should not reveal any direct connection until the runners hit the back room and talk to Baby Joe.

A run like this, involving two such high-profile personalities as Punch and Judy, should make the shadowrunners a bit uncomfortable. Most runners shun publicity, except among their own kind; the prospect of someone noticing what the runners are up to is higher than usual on this job because of the brawl players' celebrity status.

BEHIND THE SCENES

The upcoming North American Urban Brawl Championship, more commonly known as the "Super Brawl," between the Seattle Screamers and the New York Slashers has drawn crowds to the city and Penumbra is packed. If the runners ask anyone in the club about the game, they know which teams are playing and that it will take place in three days. The exact site of the game will not be announced for two days, or 24 hours before the game (see **Urban Brawl Rules**, p. 55, for more information). Most people think that Punch and Judy will lead the Screamers to victory.

Ask the players what time they want to arrive at the club to meet their Johnson. The meeting is scheduled for 10 p.m., but the runners may arrive early if they want to do anything else beforehand. Once the players have taken care of any preliminaries and asked all the questions they can think of, bring them into the back room to meet with Baby Joe.

Preferring the runners not to know what kind of trouble he is in, Baby Joe feigns concern over his inability to find any past information on Punch and Judy. Of course, Baby Joe has looked, but does not know that no records of Punch and Judy exist prior to 2050 because until that time the two urban brawlers ran the shadows under the names of Top Cat and Starlight.

Baby Joe offers the shadowrunners 5,000 nuyen each for their

services, paying 3,000 nuyen up front and the remainder when the runners deliver their findings. If the runners make Baby Joe wait for a decision, he drops his price to 3,000 nuyen—1,000 nuyen up front, the rest after the run. If the runners want to negotiate their fee with Baby Joe, have the runner with the highest Negotiation Skill make an opposed Negotiation (Intelligence) Test against Baby Joe. Whoever succeeds at the test can alter the price by 5 percent per net success rolled. No matter what the results of the test, Baby Joe pays the runners a maximum of 3,000 nuyen each up front. He has no more money on him. See **Cast of Shadows**, p. 49, for Baby Joe's game statistics.

If the runners question Baby Joe's story, he replies, "Hey, this is biz. You ask why on all your runs, or what?" If they press him for more information, have one of the runners make a Negotiation (Willpower) Test against Baby Joe's Willpower Rating + 4. The +4 modifier reflects the fact that telling the runners the truth jeopardizes Baby Joe's chances of surviving this mess. If the runner rolls any successes in the opposed test, Baby Joe reluctantly confesses the following:

"Okay, okay. The Mafia is tryin' ta blackmail me. They say they've dug up some dirt on Punch and Judy and they'll spill it if we win the Brawl. I gotta find out if they're for real or not."

If the runners ask Baby Joe for background information on Punch and Judy, he can only tell them that the two played for the St. Louis Slaughter before joining the Screammers several months ago. He also knows the duo played for three or four other urban brawl teams before the Slaughter, but is not sure which ones. He instructs the runners not to approach Punch and Judy directly, but otherwise gives them free rein for their investigation. He tells the runners he needs their findings within 48 hours (10 p.m., Day Three; see the Adventure Timetable, p. 9 of the **Introduction**). If the players ask Baby Joe for a reporting deadline, he tells them to get back to him by the night before the championship game.

The runners should begin their investigation by checking with their contacts for information on Punch and Judy. If the team has a decker, he should start searching the Matrix for information or post a request on the Shadowland network. One way or another, the preliminary search should turn up Bubba the burned-out mage, along with his current address. See **Legwork**, p. 42, for more information. Once the players have the address, go to **Meeting Bubba**, p. 12.

DEBUGGING

At this point, the runners can only throw the adventure off track by missing their appointment. If they leave the club for some reason and do not make it back by 10 p.m., Baby Joe will wait half an hour. The wait makes him unhappy, but he still offers the job to the runners, at the reduced price of 3,000 nuyen each instead of 5,000.

If the runners refuse the job without pressing Baby Joe for the "truth," he immediately spills his half-true "Mafia blackmail" story. If they force Baby Joe to tell the "truth" and then refuse the job, Baby Joe spills the real story about his shady dealings with the Mafia and the yakuza (see **Plot Synopsis**, p. 7 of the **Introduction**), but he does so in a way that portrays Punch and Judy in an unfavorable light. Baby Joe knows that most shadowrunners

adhere to a code of honor and professionalism, and few would agree to help him blackmail his players. If the runners still refuse the job, ask the players why; end the game session early and try again next week; or start generating random encounters using the **Sprawl Sites** sourcebook to get the players' attention.



MEETING BUBBA

TELL IT TO THEM STRAIGHT

When the runners reach Bubba's place, read the following:

Drek! This Bubba slag sure lives in a nasty neighborhood, *neh*? Even for the Barrens, this place is hairy. Tossing a quick look over your shoulder, you walk up the grunge-covered steps of Bubba's building and ring the buzzer for apartment 2C. A gravelly voice speaks from the crackling intercom. "Yeah? Whadda you want?"

After you explain to Bubba who you are and why you've come (and promised him a little nuyen for his trouble), he lets you in. You climb the stairs to the second floor of the aging building. A cyber-enhanced elf waits for you, wearing the clothing and jewelry of a mage. Both his garb and his face look worn and ragged; clearly, he has long since retired from whatever line of work he once had. After a quick scan of the hallway, Bubba waves you into his apartment. Before shutting the door behind you, he scopes out the hallway one more time. Inside, he starts to pace, his eyes taking note of your every look and gesture.

"So," he says, trying and failing to sound nonchalant. "What exactly do you want from me?"



HOOKS

Initially suspicious of the runners, Bubba loosens up once they start asking about Punch and Judy. He assumes that Aztechnology has sent them to hunt the duo and becomes talkative, his thirst for revenge evident. The unexpected appearance of two bullyboys named Judas and Stark suddenly and brutally lets the runners know that they may have bitten off considerably more than they can chew.

BEHIND THE SCENES

Bubba lives in an old, run-down section of the Puyallup Barrens. His decaying building is located in one of Puyallup's most blighted areas, bordering one of the large squatter camps that cover much of the district.

As mentioned earlier, Bubba eagerly starts to tell the runners all they want to know about Punch and Judy. Figuring that they work for Aztechnology, he sees cooperating with them as a golden opportunity to strike back at the urban brawlers for abandoning him so long ago. Before things get exciting, Bubba tells the runners the following information. Read the passage verbatim to the players or paraphrase it if appropriate.

"Punch and Judy weren't always urban brawl biggies. They used to run the shadows under the names Top Cat and Starlight. But when they left the sprawl for fame and fortune, did they take old Bubba? No way, chummer. The fragging drek-eaters left me here to rot like a pile of garbage. We used to be part of the hottest shadowrun team in the sprawl, chummer. We worked for everybody. Everybody knew we were top gun.

"Then we made the Gentech run. A simple datasnatch, it was. Everything was wiz until Slider, our decker, got too quizzzy. She gave the paydata a quick scan and. . ."

Just as Bubba speaks these last few words, the apartment door bursts open, revealing Stark and Judas. These two infamous shadowrunners, known for their amorality and icy professionalism, have taken an Aztechnology contract to silence Bubba. They break in and point their weapons at the mage.

When Stark and Judas burst in, read the following:

Suddenly, the apartment door explodes inward. Standing on the other side of it are two of the biggest, meanest-looking enforcers you've ever seen. They're packing Predators, and they're pointing them straight at Bubba.

MEETING BUBBA

STARK

B 5 **Q** 5 **S** 5 **C** 3 **I** 4 **W** 4 **E** 2.5 **R** 4 (6) **Armor** 5/2

Initiative: 6 + 2D6

Threat/Professional Rating: 3/3

Skills: Car 5, Etiquette (Corporate) 6, Firearms 5, Stealth 6, Unarmed Combat 5

Cyberware: Smartlink, Wired Reflexes (1)

Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/1 extra clip], Armor Jacket (5/2), Chrysler-Nissan Jackrabbit

CONDITION MONITOR									
	LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN		
STUN	+1 TN# -1 Init.		+2 TN# -2 Init.		+3 TN# -3 Init.				Unc.
PHYSICAL	+1 TN# -1 Init.		+2 TN# -2 Init.		+3 TN# -3 Init.				Unc. maybe dead
	LIGHT WOUND		MODERATE WOUND		SERIOUS WOUND		DEADLY WOUND		

JUDAS

B 5 **Q** 5 **S** 5 **C** 3 **I** 4 **W** 4 **E** 6 **M** 6 (7) **R** 4 **Armor** 4/2

Initiative: 4 + 3D6

Threat/Professional Rating: 3/3

Skills: Car 5, Conjuring 5, Etiquette (Street) 6, Firearms 3, Magical Theory 5, Sorcery 6, Stealth 6

Spells: Heal 4, Increased Reflexes (+2) 4, Mana Bolt 5, Powerball 4, Sleep 5

Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/1 extra clip], Lined Coat (4/2), Power Focus (1), Spell Lock (Increased Reflexes +2)

CONDITION MONITOR									
	LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN		
STUN	+1 TN# -1 Init.		+2 TN# -2 Init.		+3 TN# -3 Init.				Unc.
PHYSICAL	+1 TN# -1 Init.		+2 TN# -2 Init.		+3 TN# -3 Init.				Unc. maybe dead
	LIGHT WOUND		MODERATE WOUND		SERIOUS WOUND		DEADLY WOUND		

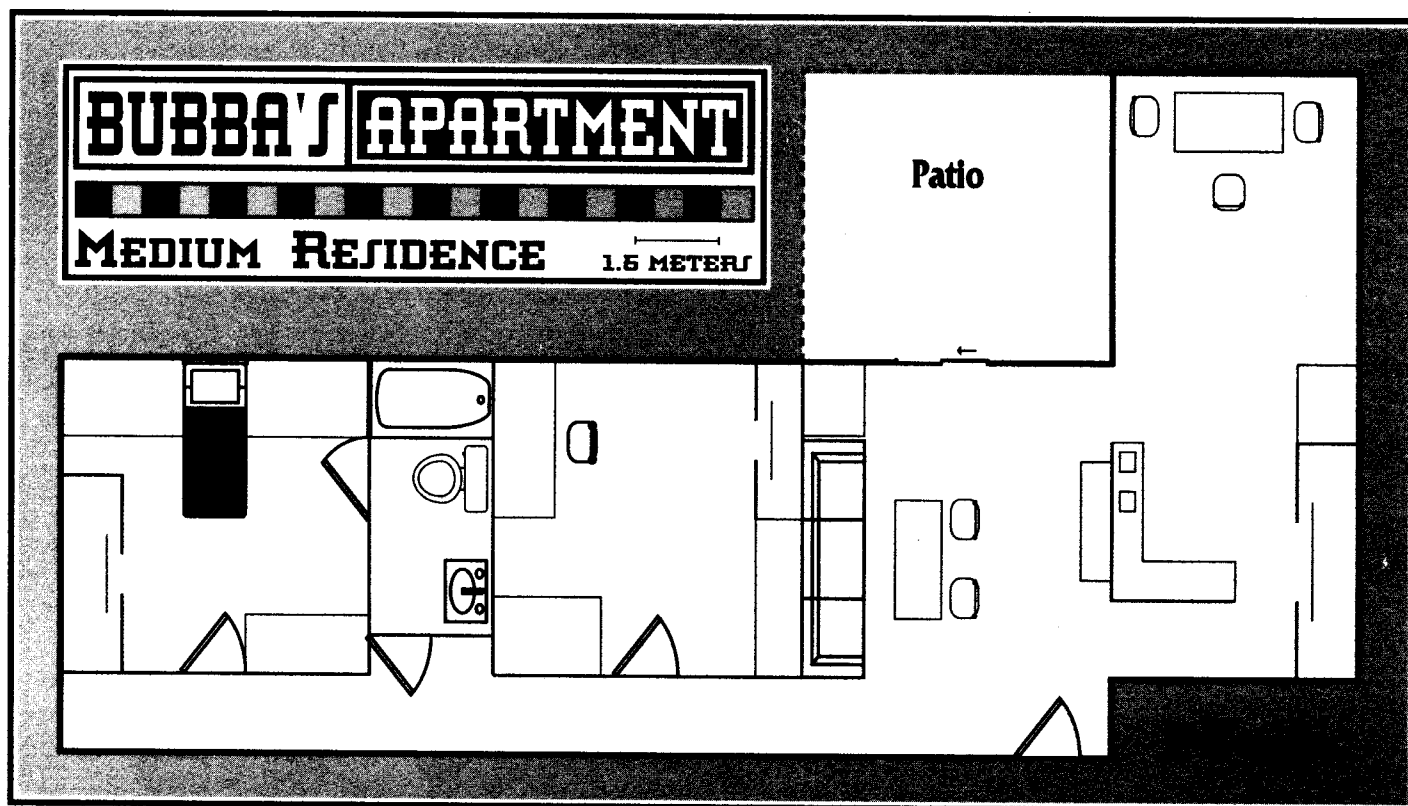
When Stark and Judas break down the door, have all the players make Reaction Tests to resolve the surprise situation (see rules for surprise, p. 86, **SRII**). Make a roll for Bubba also, but regardless of the result, Bubba is NOT surprised. His cool and collected reaction to the ambush gives him a chance to fight Stark and Judas in the first Combat Turn. Though the two want Bubba, they will engage the runners if attacked.

As Stark and Judas enter the room, have each runner make an Etiquette (Street) (5) Test. Anyone rolling 3 or more successes identifies the intruders as Stark and Judas, a pair of unscrupulous shadowrunners with lethal reputations.

As soon as Stark and Judas set foot inside the apartment,

Bubba casts a mana ball spell at them (not caring if the spell hits any runners). If Judas casts any spells at the runners during the first Combat Turn, Bubba allocates 3 dice from his Magic Pool as Spell Defense (see p. 85, **SRII**). After the first Combat Turn, he casts an invisibility spell over himself and flees the apartment. Unless the runners are very persistent in tracking him, Bubba escapes from the scene. This forces the runners to discover the rest of Punch and Judy's story on their own.





AFTER THE FIGHT

If the runners have defeated Stark and Judas and Bubba has fled, read the following:

You look around at what used to be Bubba's apartment. Bullet holes and splashes of fresh blood dot the walls. As the thick white smoke in the small room begins to clear, you realize that Bubba—your best lead—has pulled the quick fade.

After the battle in his apartment, Bubba flees into the squatter camps of Puyallup. If the runners hope to make their deadline for Baby Joe, they cannot spare the time to search for Bubba through the flea-ridden warren of the squatters' turf.

If the runners defeat Stark and Judas, they learn little about them. Have each runner make an Etiquette (Street) (5) Test. Anyone rolling 2 or more successes recognizes the thugs (if they have not already) as Stark and Judas, a pair of mercenary shadowrunners. Neither carries identification or a credstick, though Stark has the key to a Chrysler-Nissan Jackrabbit. If the runners search the neighborhood, they find the car three blocks away from Bubba's apartment building. Though the vehicle is not legally registered, the runners learn through their contacts that the car belongs to Stark.

Chrysler-Nissan Jackrabbit

Handling	Speed	B/A	Sig	APilot
3/8	25/75	1/0	5	1

Seating: Twin bucket + single bench

Access: 2 standard + hatchback

If the runners check with their contacts for further information about Stark and Judas, an Etiquette (Street) (4) Test reveals the following:

SEARCHING BUBBA'S PLACE

Successes	Result
1-2	"Stark and Judas are bad news runners, purely mercenary. They work with a fixer named Keane. They give us real runners a bad rep."
3+	"Word on the street sez they been doin' wetwork for Aztechnology lately. Stay frosty if you have to deal with them, chummer."

Once the runners realize Bubba has flown the coop, they may decide to search his apartment for information on Punch and Judy. If they do, Bubba's apartment yields the following clues.

Telecom

If the runners check Bubba's telecom, they see it is damaged. They also discover the records of three calls in the unit's memory—one video call to a local place, and two voice-only calls, both to unlisted numbers. A runner who rolls 2 or more successes on a Computer (5) Test learns that the second number belongs to a fixer named Keane, who has definite ties with Aztechnology. As told in the prologue, Bubba called Keane to identify Top Cat and Starlight.

Scrapbook

Under the bed the runners find Bubba's scrapbook. It contains several printed clips from the Seattle News-Intelligencer's At-A-Glance News Digest. Have the runners make Etiquette (Street) (7) Tests; if they roll any successes, they recognize connections between some of the clips and shadowruns they have heard of. Among the printouts are a number of specific items of interest to the runners. **Player Handouts**, p. 62, contains hardcopies of all

AZTECHNOLOGY ABSORBS GENTECH 10/28/48

In an unexpected move, Aztechnology today announced its purchase of Gentech Industries. The Aztlan corporation had no comment on future plans for the company's newest acquisition.

BIogene ANNOUNCES NEW RESEARCH HEAD 12/12/50

Biogene Technologies of San Diego today announced the appointment of Dr. Carol Owens as head of Biotechnology Research. Owens, formerly of Aztechnology, said she is looking forward to working with Biogene in the area of metahuman research and development. Aztechnology could not be reached for comment.

BIogene BOUGHT BY YAMATETSU 6/25/51

Yamatetsu Corporation of Kyoto today finalized its purchase of Biogene Technologies of San Diego. Spokesmen for Yamatetsu stated that Biogene's advances in metahuman genetic research were the primary reason for Yamatetsu's interest in the firm.

Both companies declined to comment on the future status of Biogene and its employees.

these items; they are duplicated here for convenience.

Computer

In the closet the runners find a small, portable computer. On the machine's system they find an electronic hermetic library, containing all the spells listed for Bubba in **Cast of Shadows**, p. 49.

DEBUGGING

A few things can happen in this scene that may lead to trouble. First, Stark and Judas might kill one or more of the runners. If this happens, let the player(s) whose characters died create new characters and rejoin the game as soon as possible.

If the runners defeat Stark and Judas in the first Combat Turn (unlikely, but possible), Bubba does not cast his invisibility spell. Instead, he clams up and insists that the runners leave. If the runners placed guards outside Bubba's apartment when they first arrived, Stark and Judas will attack the guards just as Bubba speaks his last few words. In that case, everyone inside the apartment hears the gunfire from the hallway and reacts accordingly.

After this scene, the runners may spend too much time trying

to find Bubba once he escapes. Discourage this by reminding the players that they obtained information from Bubba that may help them, and they need to follow it up. Also, the players might guess that Bubba has gone to ground somewhere in the squatter camps near his apartment. If they figure this out, make sure they realize that finding him will take time they do not have.



THE MAFIA

This encounter takes place on Day Two, after the runners have met with Bubba. It assumes the Mafia enforcers approach the runners at their base of operations or one of the runners' homes.

TELL IT TO THEM STRAIGHT

With the lowdown you got from Bubba, you're one step closer to learning the truth about Punch and Judy. Of course, your routine investigation looks like something bigger now, but that's life in the shadows, eh, chummers?

What you want to know is how Aztechnology ties into all this, and why they're still so interested in Punch and Judy after all this time. You'd really like to find this out before looking for the scoop gets you killed.

Your doorbell rings. Company's calling. . .

HOOKS

This encounter is about confusion. The runners run full tilt into information that contradicts everything they have learned up to this point; they should begin to wonder whether anything they have learned so far is true. They should also realize that it is far too late for them to get out of a run that has turned out to be much more dangerous and complex than they had bargained for. Oh, well, them's the breaks.

BEHIND THE SCENES

Shortly after Baby Joe hired the runners, the Mafia contacted him. Through its various connections, the Mafia learned that a group of shadowrunners was investigating Punch and Judy, and they wanted to find out what Baby Joe knew about it. They also hoped to discourage him from persuading Punch and Judy not to throw the championship game. Baby Joe, of course, assured them he had nothing to do with the shadowrunners. He said he had heard the same news, plus rumors that the yakuza hired the runners. He had no idea why the yaks might be interested in Punch and Judy, but he gave the Mob the names of some of the runners. The Mafia then opted to send some enforcers to "persuade" the runners to stop their investigation.

If the runners inquire who is at the door, one of the enforcers says, "The name's Carloni—I got some business to discuss with you." No matter how the runners respond, Carloni insists they speak with him. Carloni has two Mafia soldiers with him, and two more waiting outside the building. If the runners try to flee the building, the two enforcers outside spot them and alert Carloni and his men. They attempt to detain the runners so Carloni can

question them, and will not hesitate to fire at them to keep them from fleeing.

CARLONI

B Q S C I W E R Armor
5 4 4 5 4 4 4.8 4 5/2

Initiative: 4 + 1D6

Threat/Professional Rating: 3/3

Skills: Car 5, Etiquette (Street) 6, Firearms 5, Stealth 6, Unarmed Combat 5

Cyberware: Smartlink, 100 Mp of Memory

Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/1 extra clip, Internal Smartlink], Armor Jacket (5/2)

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

MAFIA SOLDIERS (4)

B Q S C I W E R Armor
4 (5) 4 4 3 3 4 5.3 3 5/2

Initiative: 3 + 1D6

Threat/Professional Rating: 4/2

Skills: Car 5, Etiquette (Street) 6, Firearms 5, Stealth 5, Unarmed Combat 4

Cyberware: Dermal Armor (1), Smartlink

Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/1 extra clip, Internal Smartlink], Armor Jacket (5/2)

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND





If the runners allow Carloni into the room or are detained by the enforcers outside, Carloni says the following:

"Look, we know you're investigating Punch and Judy for the yakuza. We checked, and the yaks put big nuyen on the Slashers to win the game. We figure they hired you to dig up some dirt they can use to blackmail Punch and Judy. Well, we placed a few bets of our own, and... how do I say it... we would be very disappointed if Punch and Judy threw the game. Anyone who had anything to do with that, well, they might get into a little trouble with the Don. You scan?"

No matter how the runners respond, Carloni does not believe a word they say. His information came from the Don, and he believes it without question. Unknown to Carloni, his Mafia superiors actually concocted the account to convince the runners that the yakuza are the real "bad guys" in this scenario. All of this will undoubtedly confuse the runners, as they have heard nothing of yakuza involvement in the blackmail scheme. Depending on how much Baby Joe told them (see **Club Penumbra**, p. 10), they may not even know of the blackmail plot against Punch and Judy. They may begin to believe Baby Joe lied to them and is working for the yakuza, using the runners' investigation to force Punch and Judy to throw the championship game. If Baby Joe told the runners the "Mafia blackmail" story to get them to take the job, they may conclude that he fingered the Mafia to protect himself. If he has told them the whole truth (except for his intentions to blackmail Punch and Judy into playing straight in the Super Brawl), the runners may or may not continue to believe him. No matter what,

the Mafia encounter should throw them for several loops. The gamemaster should keep track of who says what to whom; this information will affect the course of events in **Return to Baby Joe**, p. 28.

Once the runners have told Carloni all they care to say, he leaves them with a final warning to mind their own business and keep out of the urban brawl scene. After Carloni's departure, the runners get a call from their fixer requesting an 11 p.m. meeting at Club Penumbra. Go to **Bubba's Dead**, p. 19, and then **A Visit From Aztechnology**, p. 22.

SUPER BRAWL ODDS

At this point in the adventure, the runners' actions have had little effect on the Super Brawl odds, which stand at 6 to 1 in favor of a Screamer victory.

DEBUGGING

If the runners escape from Carloni and his men or defeat them in combat, the runners cannot question them about the Mafia's interest in their investigations. By questioning contacts (see **Legwork**, p. 42), they can learn that the Mafia has bets on the Slashers and may be able to figure out what's really going down. If the runners tell Carloni they are working for Baby Joe, the Screamers manager will be found dead in the Redmond Barrens the day after the Super Brawl.

BUBBA'S DEAD

This encounter takes place on Day Two, after the runners' meeting with the Mafia.

TELL IT TO THEM STRAIGHT

For two simple background checks, this job's getting mighty confusing. It seems every answer brings up new questions. And just to put icing on the cake, your fixer calls and says, "Meet me at Penumbra, 11:00 p.m. sharp—it's important." So you jander on back to Club Penumbra, wondering what this crazy run can possibly throw at you next. The hostess leads you to a secluded table, where your fixer waits. He looks worried—and that worries you.

"Glad to see you made it, chummers. I just heard some buzz about you. Seems some old slot turned up dead in the Puyallup Barrens earlier today, a washed-out runner by the name of Bubba. Word is you guys saw him alive last; some people are asking if you geeked the poor sumbitch. What gives?"

HOOKS

This scene makes the runners want to forget they ever met Baby Joe or heard of Punch and Judy. First somebody ices their best contact, then the word on the street IDs them as the killers. The last scene should have caused them concern; this one should make them desperate, as their situation goes from bad to worse.

BEHIND THE SCENES

The fixer in this encounter should be the same fixer that set up the original meet with Baby Joe: one of the runners' familiar, trustworthy contacts.

Shortly after Bubba contacted Aztechnology about Punch and Judy, the corp decided he knew too much of the Gentech story and hired a fixer named Keane to find the magician and dust him. Keane, in turn, hired Stark and Judas, the runners who attacked Bubba earlier in the adventure (see *Meeting Bubba*, p. 12). When



those two failed to silence the mage, Aztechnology sent in their own hitters, Kyle Morgan and his dragon partner Perianwyr, who tracked down Bubba in the squatter camp and iced him.

Because the runners were the last people (besides Kyle Morgan and the squatters) to see Bubba alive, Lone Star wants them on suspicion of murder. After he learned they stopped Stark and Judas from killing the mage, Keane leaked the rumor that the runners killed Bubba, making them even more attractive to Lone Star.

If the runners want to check with their contacts for information on Bubba's death or Keane, go to **Leg-work**, p. 42. The runners can also use their fixer as a contact for this purpose, making a Street Etiquette (3) Test to determine what he knows.

LONE STAR PATROLS

Because Lone Star is searching for the runners, the team needs to take extreme caution when they travel. For the remainder of the adventure, the chances of someone noticing the runners out on the street are higher than normal. Whenever the runners are out in public, roll 2D6. On a result of 1-3, a Lone Star patrol is nearby. Make a Perception (5) Test for the Lone Star police. If the test yields 3 or more successes, the patrol recognizes the runners and pursues them. The runners must either escape or convince Lone Star that they did not kill Bubba.

If one of the runners has a Lone Star officer as a contact, he can make an opposed Negotiation (Intelligence) Test against the contact officer. If the runner achieves 2 or more successes, he convinces the officer of the team's innocence. Shortly afterward, Lone Star ceases their search for the runners.

AZTECHNOLOGY'S TAIL

After the runners foiled Stark and Judas' attempt on Bubba's life (see **Meeting Bubba**, p. 12), Aztechnology decided to send their top-of-the-line assassin, Kyle Morgan, to do the job. Upon

learning that the runners interviewed Bubba and stopped Stark and Judas, Morgan and his partner, the dragon Perianwyr, began tailing the team. Morgan tracked them in the physical world, and Perianwyr followed the team in astral space. When the runners arrive for the meet with their fixer at Club Penumbra, Kyle Morgan lies in wait for them. As the runners leave Penumbra, allow each

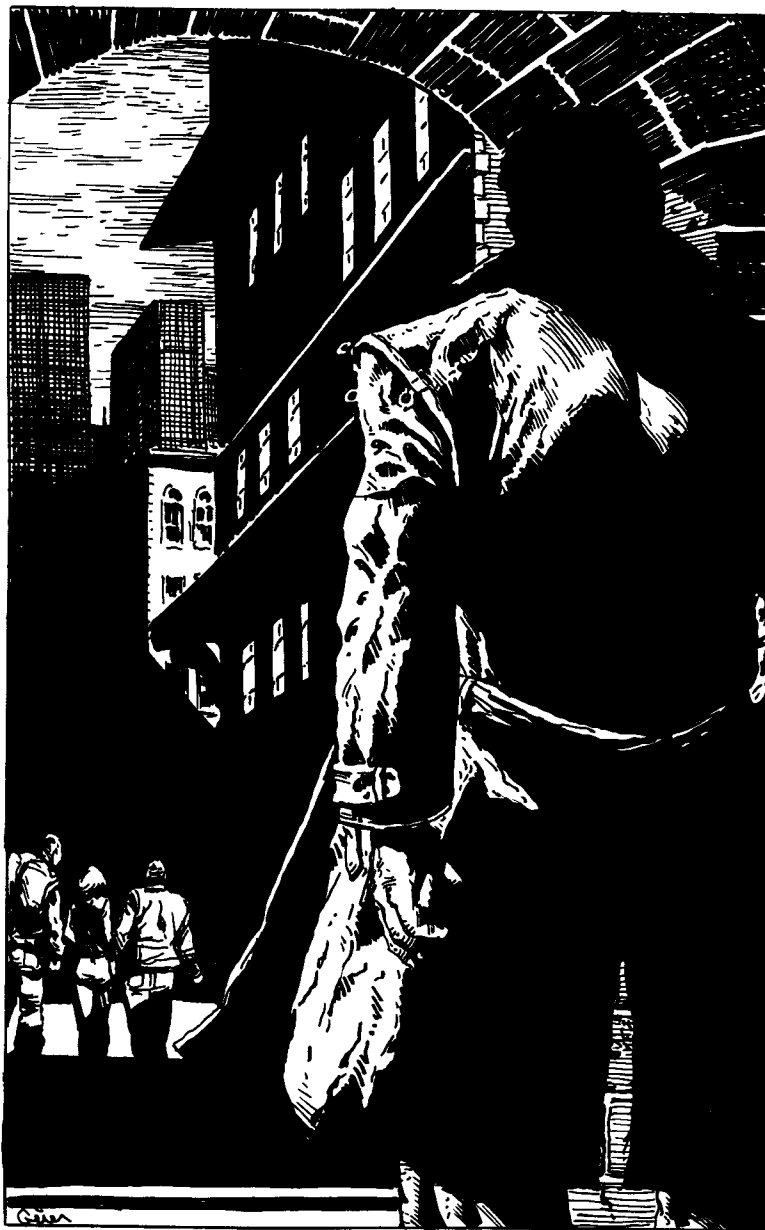
to make a Perception (5) Test. Consult the Perception Test Table (p. 186, **SR11**) to determine whether or not any of the runners notice Morgan following them out of the club. If they notice him, they might succeed in losing him temporarily, but he will eventually track them down and lead a strike team of Aztechnology agents against them. If the runners fail to notice him, Morgan follows them until they reach their next destination, where he leads the attack on them (go to **A Visit From Aztechnology**, p. 22).

DEBUGGING

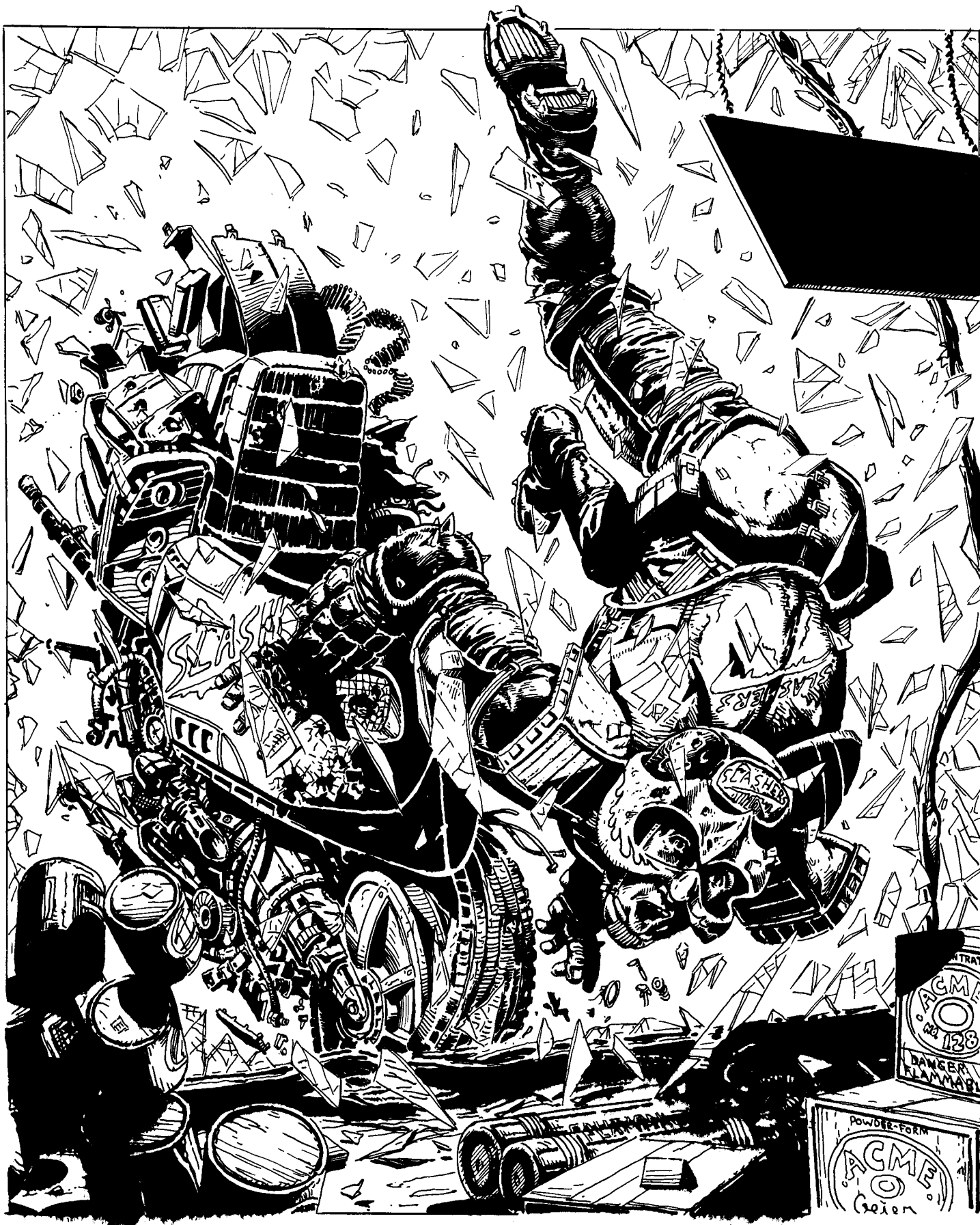
In this encounter the runners can learn that Aztechnology wanted Bubba dead and sponsored two attempts to get the job done. The encounter also adds a little complication to their lives in the form of Kyle Morgan and Lone Star. If the runners get a lot of information from their contacts, they may also realize that Aztechnology wants to learn the site of the Super Brawl game. With this information, the corp can launch their attack on Punch and Judy during the game. At this point, however, the runners have no way of knowing about this plan.

If the runners do not use their contacts after learning of Bubba's murder, they may not

realize that Aztechnology, working through Keane, engineered the mage's death. Though the next encounter still occurs regardless of whether or not the runners have this information, knowing that a major corp is killing people to keep its secrets (and by implication, may be gunning for them) might make the runners more inclined to watch their backs. Lacking such knowledge may affect the runners' chances of surviving Kyle Morgan's attack. Go to **A Visit From Aztechnology**, p. 22.



BUBBA'S DEAD



A VISIT FROM AZTECHNOLOGY

This encounter takes place on either Day Two or Day Three.

TELL IT TO THEM STRAIGHT

Just before Morgan approaches the player characters, read the following:

Ever since you took this job, more bad news pops up everywhere you turn. First Punch and Judy turn out to be former shadowrunners. Then you discover they're wanted by Aztechnology and being blackmailed by the Mafia. Next thing you know, one of your contacts turns up corpse meat, and you're the prime suspects. What else could possibly go wrong, you ask yourself as you arrive at your doss.

Behind you, a voice calls out. "Can I have a word with you gentlemen?"

As you turn toward the voice, five or six figures emerge from the shadows. The speaker, presumably the leader, continues.

"I hear you're investigating a pair of sports figures by the names of Punch and Judy. My employer would very much like to learn what you've found out. Now do we play nice, or do my friends here have to start a party?"

HOOKS

This encounter deals with consequences. The runners have spent one or two days asking questions and digging up facts, and now they experience the consequences of their inquisitiveness.



The arrival of Punch and Judy should feel like the proverbial arrival of the cavalry. The two appear just in time to save the runners from the Aztechnology hitters. Despite what the runners may think of the duo, Punch and Judy should come off as heroes.

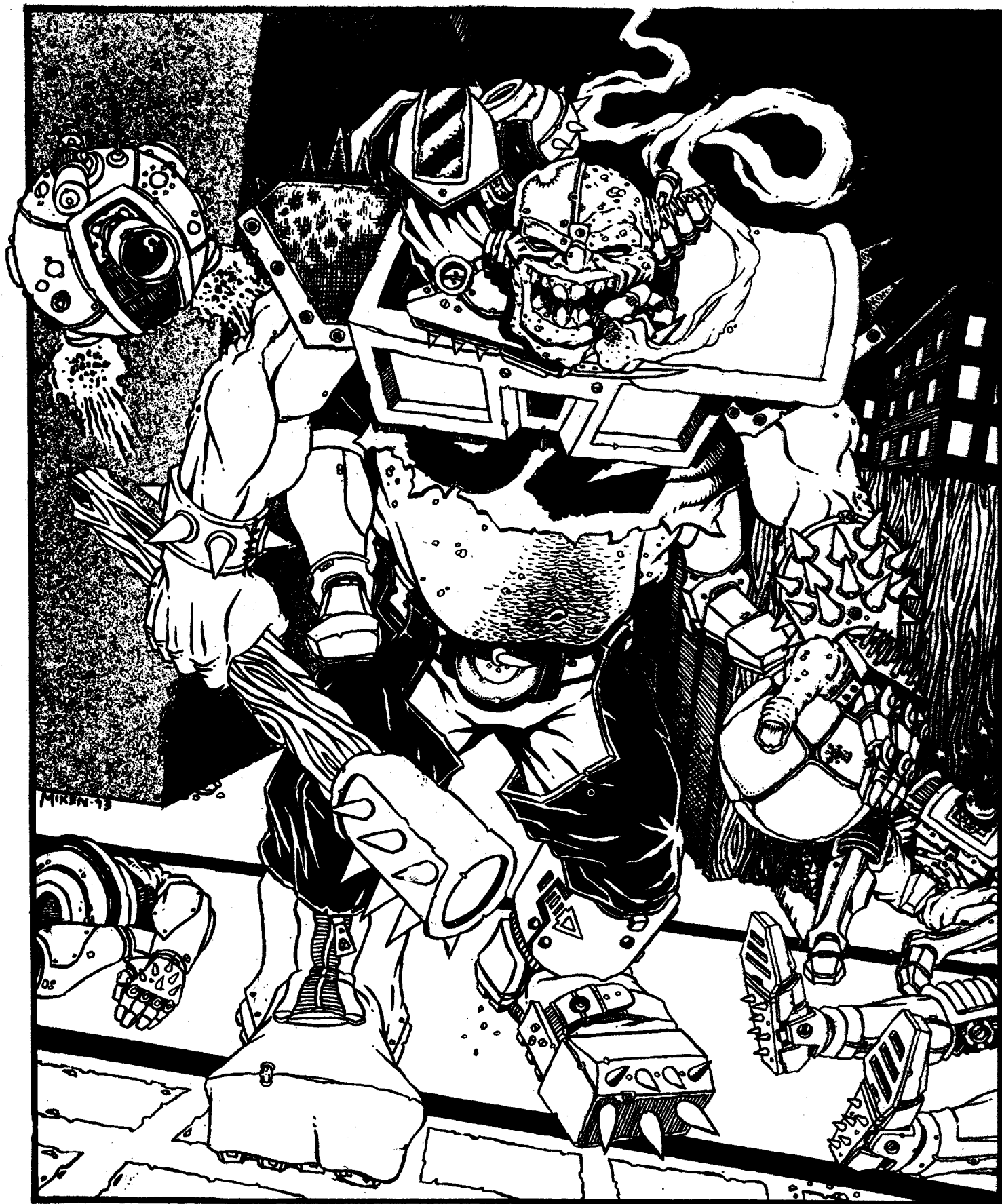
This encounter should also allow the runners to answer some of their questions about Punch and Judy. Having learned something about Punch and Judy during their digging, the runners should be suitably impressed when meeting them in person, but also concerned. After all, these two used to be crack shadowrunners, who might not take kindly to having their past pawed through. Until the runners have the chance to talk with Punch and Judy, the team should wonder whether the urban brawlers intend to save or geek them.

BEHIND THE SCENES

Aztechnology sent Kyle Morgan to take care of the Punch and Judy problem. Morgan started out by icing Bubba, and now he is gunning for the runners who have been digging into Punch and Judy's past. Ever since the runners foiled Stark and Judas' attempt to kill Bubba (*Meeting Bubba*, p. 12), Morgan has tailed the runners. He caught up with them after their meet with their fixer at Club Penumbra (*Bubba's Dead*, p. 19), and followed them to their doss to spring his ambush. Though he plans to geek them, Morgan first must find out what the runners know about Punch and Judy and more importantly, who else knows about their investigation. Aztechnology has sent him to eliminate anyone who knows anything about Punch and Judy's last shadowrun.

Give the players a chance to answer Morgan's questions in any manner they wish. No matter what they tell Morgan, have one player character make a Negotiation (4) Test in order to convince him that they are telling him the truth. Under normal circumstances, this would be a good move; the man wants information, so the runners ought to be able to save their skins by giving it to him. Morgan, of course, knows the true story of Punch and Judy, and can spot any lies the runners concoct. However, because he has orders to kill the runners and anyone else who knows anything about their investigation, convincing Morgan that they are telling the truth gets the runners attacked faster! No matter what the runners say or do, Morgan WILL NOT reveal that he works for Aztechnology.

If the Negotiation (4) Test fails, Morgan's men draw their weapons and threaten the runners. As soon as any of the runners attack, begin combat. The statistics for Morgan's men appear below; for Morgan's statistics, see *Cast Of Shadows*, p. 49. A total of ten men accompany Morgan, but only five initially show themselves. The rest remain hidden until the fighting begins. After the second Combat Turn, interrupt the normal Initiative and have



the runners make Perception (4) Tests. Two or more successes means that a character hears the sound of a rapidly approaching motorcycle. Morgan also notices the sound, though no others from his team do. When this happens, go immediately to **Punch and Judy**, below.

If the Negotiation (4) Test is successful, Morgan walks away and tells his men to finish the job. Morgan's men then attack the runners. Begin combat at this point; as described above, interrupt the normal Initiative after the second Combat Turn and have the runners make Perception (4) Tests. Two or more successes means that a character hears the sound of a rapidly approaching motorcycle. Again, Morgan notices the sound but no others from his team do. When this happens, go immediately to **Punch and Judy**.

Because Morgan appeared in the **Shadowrun** adventure **Mercurial**, one or more of the runners who participated in that run may recognize him. Have that runner (or runners) make a Perception (4) Test. One success gives the runner a sense of vague familiarity about Morgan; 2 or more successes means the runner remembers Morgan clearly, as well as where and how they met. Morgan does not remember the runners.

MORGAN'S MEN (10)

B 3 **Q** 3 **S** 4 **C** 3 **I** 3 **W** 3 **E** 3.5 **R** 3(5) **Armor** 5/2

Initiative: 5 + 2D6

Threat/Professional Rating: 2/3

Skills: Car 4, Firearms 4, Stealth 3, Unarmed Combat 4

Cyberware: Smartlink, Wired Reflexes (1)

Gear: Armor Jacket (5/2), Uzi III [SMG, 24 (clip), BF, 6M, w/1 extra clip, Sound Suppressor, External Smartlink]

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
PHYSICAL	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10
	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10	1-10

PERIANWYR

Any character who enters astral space at any point during this encounter is in for a nasty surprise. Morgan's partner, the dragon Perianwyr, is watching the area from astral space and will attack anyone who attempts to interfere with Morgan and his men. Perianwyr also allocates all of his Magic Pool dice as Spell Defense (see p. 85, **SRII**) to protect Morgan and his men. Game statistics for Perianwyr appear in **Cast of Shadows**, p. 54.

PUNCH AND JUDY

When Punch and Judy arrive, read the following:

Amid the sounds of muffled gunfire, you hear the distinct growl of a motorcycle engine. As the whine of the engine grows louder and louder, you realize the cycle is racing down the street directly toward you. You make out two figures riding the bike—one driving, the other brandishing an assault rifle.

As the bike swerves in close, the assault rifle stutters and a submachinegun mounted on the motorcycle also begins firing. Three of Morgan's men collapse to the ground. The Aztechnology assassin yells, "Starlight!"

The pair on the bike are Punch and Judy, also known as Top Cat and Starlight. Statistics for Punch and Judy appear in **Cast of Shadows**, p. 49. When the two heard about Bubba's death, they decided to investigate and learned that a group of runners was checking them out. They also heard that Aztechnology had sent Kyle Morgan to nail Bubba and everyone else who knew anything about Punch and Judy. The urban brawlers remember Kyle Morgan from their days as shadowrunners; the Aztechnology assassin killed the three other members of their former shadow team.

Having found out the location of the runners' doss, Punch and Judy go there to talk to them. Riding Judy's Harley Scorpion, they arrive at the scene just in time to bail the runners out of a nasty firefight. Judy's bike has three firm points, carrying two forward-firing Uzi IIs and a grenade launcher that fires to the rear. Judy drives the Scorpion via rigger controls. In the Combat Turn in which Punch and Judy arrive, Judy's last action is to fire at Morgan and his men. For more information on vehicle combat, see p. 104, **SRII**.

Harley-Davidson Scorpion

Handling 4/5 **Speed** 50/150 **B/A** 3/1 **Sig** 2 **APilot** 2

Seating: 1 front + 1 rear

Once the ex-shadowrunners show up, continue the combat for one or two more Combat Turns, during which Punch and Judy help the runners fight off Morgan's men. The gamemaster may run the combat normally, using Punch and Judy as non-player characters, but may find it easier to bend the rules so that Morgan's men either get killed or retreat. As soon as the two urban brawlers enter the fight, Morgan realizes that the odds of killing them are against him and backs off, eventually escaping. Punch and Judy ignore him and continue to fight his hired thugs. If any of the runners pursue Morgan, he runs three blocks west and turns down a side alley, where Perianwyr waits for him. If any of the runners follow Morgan into the alley, they see a dragon lifting off, carrying the Aztechnology assassin away. If the runner attacks Perianwyr, the dragon turns,

uses his flame projection power against his attacker, and flies off. If the runners try to find Morgan and Perianwyr, they fail.

After Morgan escapes, his men retreat and get away clean unless the runners stop them. After the battle, Punch and Judy warn the runners that they are in way over their heads. Read the following aloud, or paraphrase it as seems appropriate.

"Looks like we got here just in time, chummers. Seems someone doesn't approve of your recent investigations. Well, neither do we. Allow me to introduce us. I'm Punch, and this tough lady is Judy.

"When we heard somebody geeked Bubba, we did some checking and found out that Aztechnology had called Morgan in to handle matters. We tracked him and found out about you. We knew he'd come after you and figured you could use some help, because Aztechnology hit teams can cut you to ribbons easy. Believe me, we know from experience. Don't look so surprised. You know those slots are with Aztechnology, right? And they're after you because of what you know about us, right? So if you don't mind my asking, why are you checking us out, and who's paying you to do it?"

Punch and Judy understandably want to know who is so interested in their former lives. If the runners tell them Baby Joe hired them, the two are quite surprised and doubt the runners' story. If the team has discovered the real story (Baby Joe's conflicting arrangements with the yakuza and the Mafia), they may tell it to Punch and Judy. If they do, the two urban brawlers realize that they are in one tight spot. Despite the danger, they must play in the game; if they disappear before the Super Brawl, they are out of work and on their own.

If the runners mention Keane, Punch and Judy recognize the name and identify Keane as the street contact Morgan used to find them. Punch and Judy suggest the runners pay Keane a visit to find out what he knows. If the runners ask Punch and Judy about Morgan, the brawlers can tell them the following:

"The guy's name is Kyle Morgan. He runs with a dragon named Perianwyr, working as an assassin for Aztechnology. When we quit working the shadows, he geeked our teammates. Only Bubba and the two of us got away back then; now it looks like Bubba bought it, too. Morgan's bad news. Last we heard about him, he was involved in some scam with Perfekto Polymers and Maria Mercurial: that was a few years back. Keep out of his way, if you know what's good for you. If you can."

Before they leave the runners, Punch and Judy warn them to watch their backs until the heat blows over. If the runners thank Punch and Judy for saving their lives, Judy says, "Null persperation, chummers. Just return the favor when the time comes." If the runners do not thank Punch and Judy, as the brawlers leave Judy says, "Hey chummers, remember what happened tonight and think about returning the favor when we're the ones in trouble."

Throughout this encounter, the gamemaster should keep track of who says what to whom; this information will affect the course of events in **Return to Baby Joe**, p. 28.

MORGAN'S MEN

After Punch and Judy leave, the runners may want to check out Morgan's men. If they do, their contacts can tell them that several of the bullyboys are street muscle who do a lot of biz for



Aztechnology. Most of them have connections with Keane. The runners may also want to check out Kyle Morgan. If they do, go to **Legwork**, p. 42.

SUPER BRAWL ODDS

The word on the street says Aztechnology has some connection with Punch and Judy, but no one knows what it is. At this point in the story, that knowledge raises the odds for the game up to 8 to 1 in favor of the Screammers.

DEBUGGING

If the runners do not go back to their base of operations after meeting their fixer (**Bubba's Dead**, p. 19), this encounter takes place at the most convenient spot for the gamemaster (preferably the least convenient for the runners). That's life in the sprawl, chummer. The fight should start out tough and get brutal in short order; brutal enough to make the runners seriously consider fleeing. Not until the next encounter (**A Chat With Keane**, p. 26) do the runners learn that they haven't actually hosed up big time. If the runners choose to tell Morgan everything they know, they may land a lot of people in trouble, because Morgan has orders to kill everyone who knows anything about Punch and Judy's pasts.

Punch and Judy arrive specifically to help save the runners from Morgan and his men. Kyle Morgan must escape this encounter alive, because he poses the big threat in the final scene during the urban brawl match. If the runners keep Morgan from escaping the fight, have Perianwyr swoop down, attack the runners (and Morgan's men) with his flame projection power and spells, and carry Morgan out of danger. If the runners want to find Keane after chatting with Punch and Judy, go to **A Chat With Keane**, p. 26, or **Legwork** (p. 42).

At this point the runners may feel like handing the info they've got to Baby Joe and calling this run quits. Should they try to find Baby Joe earlier than the night before the Super Brawl, Baby Joe is unavailable. If Baby Joe is missing (or dead), they will not have to bother. This story is not over yet, no matter how much the runners might like it to be.

A CHAT WITH KEANE

This encounter should take place on Day Three of the adventure, the day before the Super Brawl game.

TELL IT TO THEM STRAIGHT

Keane's address is in the heart of the Bellvue section of the Seattle sprawl. The area seems quiet and sedate, full of clean and well-kept houses and apartments cheek by jowl with commercial real estate. Keane's building lies down a side alley, so you head that way.

The alley looks harmless enough; at the far end, you see a wooden door. As you approach it, the door opens and a short, middle-aged, well-dressed black man steps out. He smiles slightly as you approach. "My friends," he says, "Mr. Keane has been waiting for you." He points out each and every weapon you're packing, including the ones you so cleverly concealed. "He'll see you," he continues, "but without the weapons. You understand, neh?"

HOOKS

Though the runners may not yet realize it, Keane is a big shot, with a lot of pull at Aztechnology. This encounter should awe the runners; they are in the big leagues, playing for high stakes. They cannot muscle Keane around; in fact, he could hurt them plenty if he chose. The team should feel uncomfortable and a little frightened throughout this encounter.

BEHIND THE SCENES

Stark and Judas' abortive attack on Bubba represents one of Keane's rare failures. He is mighty curious to see the group of runners who beat his best musclemen, and so agrees to meet with them. However, he has no intention of revealing any information to them. To get anything out of Keane, the runners have to play this encounter with all the guile and sneaky strategy of a championship chess match.

Once the runners hand their weapons over to the man at the door, he allows them inside. The wooden door leads into a cavernous warehouse, empty and blanketed in dust. The doorman motions them toward the center of the room. Once the team is standing there, Keane appears, manifesting his astral form. This appearance should startle the runners, who up until this point have no idea that Keane is a mage. It also makes a physical assault on Keane impossible. Keane's physical self is somewhere else in the city, safe from any mayhem the runners might try. The runners see a gentleman in his late forties, with white hair and sharp features, wearing a perfectly tailored dark suit. Keep in mind that the player





characters are seeing Keane's astral image; his real appearance could differ drastically from the above description.

Keane's doorman is a Force 10 earth elemental (see p. 234, **SRII**) who owes Keane eight services. Though Keane has put the elemental under an illusion spell, a player character viewing him astrally can see his true nature. Accompanying Keane to the warehouse are three Force 6 watcher spirits (see pp. 73-75, **Grimoire II**) who owe Keane five services each. They remain in astral space to protect their master on that plane, and will manifest if necessary.

Keane listens to the runners, but divulges nothing. Throughout the encounter, the runners should feel that Keane is gauging their worth. If the runners act arrogant and antagonistic, Keane will end the conversation quickly and dismiss them as not worth his time. If they approach the conversation as professionals dealing with another professional, he will listen to them and may keep them in mind for future jobs. Ultimately, however, he reminds them that as a fixer he has a professional obligation to keep quiet about any current runs or jobs he is engaged in. He also cannot enter into any negotiations that infringe on or affect those existing arrangements. Regardless of what the runners ask of him, Keane's professional pride keeps him from giving them anything *unless* the runners negotiate with particular skill. The parameters of this encounter are extremely loose, and almost any situation may

develop. What actually happens is entirely up to the players and the gamemaster.

For the runners, this encounter has no satisfactory outcome. Keane reveals little to them, no matter how well they play the encounter. He is a professional and biz is biz. What the runners gain from this encounter comes from the legwork they did to get to this meeting (see **Legwork**, p.42).

DEBUGGING

Keane has no statistics, for a simple reason: if the runners are stupid enough to start a fight, Keane will simply leave. If the four spirits at the warehouse cannot handle the runners, the gamemaster should feel free to throw in any other magical or mundane support needed to cool the runners off. Force just doesn't solve some things, no matter how much some people want to work that way.

If the runners handle themselves with particular skill, they may learn a few things from what Keane does not say. If they do not know this already, they may figure out a little more about why Aztechnology wants Punch and Judy dead; they may also discover that the corp wants to know the site of the Super Brawl. However, they will not discover why Aztechnology is looking for this piece of information.

RETURN TO BABY JOE

This encounter takes place on the night before the Super Brawl game, most likely after the scene described in *A Chat With Keane* (p. 26). If the runners try to contact or meet with Baby Joe before this time, he is unavailable. Note that this encounter can work many ways, depending on the actions that the runners have taken up to this point in the adventure.

TELL IT TO THEM STRAIGHT

You're back at Club Penumbra, where Baby Joe asked to meet you. One more time, you stare down the orks standing guard at the door to the back room. One more time, they give you a hassle just because they can, then let you in. Waiting for you at the table, just like last time, is Baby Joe Johnson.

If the runners never talked with the Mafia (see *The Mafia*, p. 16), continue with the following:

"Hey chummers, how's biz! You find out what I needed to know?"

If the runners told Punch and Judy that Baby Joe hired them to snoop around, continue with the following:

Baby Joe turns his head sharply toward you as you enter the room. A snarl crosses his face. "What the frag ya think yer doing, spillin' the beans to Punch and Judy? I toldja not to talk to them no matter what! 'Cuz of you, they threatened not to play in the game, but luckily I calmed 'em down.

"So what did you find out about 'em, anyway?"

HOOKS

The runners should believe that this meet marks the end of this run. They will probably thank their lucky stars to have gotten out of it before anything else nasty happens. (Their tough luck that they happen to be wrong. . .)

Even though this encounter looks like the end of the run, the runners should come away from it feeling that something is unfinished. The job they signed on for is over, but too many loose ends are still flopping around. The runners should have the nagging, gnawing feeling in the gut that it ain't over 'til it's over, and it isn't quite over yet.

BEHIND THE SCENES

Let the runners respond to Baby Joe in any way they see fit, though they should definitely tell him what their investigations turned up. Once they give Baby Joe the dirt, he pays them the rest of their fee (2,000 nuyen or 1,000 nuyen each, depending on what

the team did in their first meet with Baby Joe; see *Club Penumbra*, p. 10). If the runners tell Baby Joe that an Aztechnology agent is hunting his star players, he becomes concerned and asks the runners what they know about Kyle Morgan. He also wants to know how best to protect Punch and Judy (though they can certainly protect themselves). If the runners offer to help Baby Joe, he throws in an extra 10,000 nuyen as a bonus for the team.

How the conversation goes from that point depends on what the runners told the Mafia and/or Punch and Judy. As noted in *The Mafia* (p. 16) and *A Visit From Aztechnology* (p. 22), the gamemaster should keep track of who said what to whom, to aid in roleplaying this encounter. The following examples present the most likely situations, and Baby Joe's probable reactions.

The runners told the Mafia nothing or never met them.

In this case, the meeting with Baby Joe is business as usual. If the runners never talked with the Mafia, they may not realize that Baby Joe ratted to the Mafia about them. Baby Joe, of course, keeps his mouth shut. What the runners don't know won't hurt him, *neh*?

The runners told the Mafia that Baby Joe hired them.

If for any reason the runners told the Mafia that Baby Joe hired them, Baby Joe does not show up for the final meet. The runners learn that their Mr. Johnson has been reported missing, and can find no indication of his current whereabouts. The day after the championship game, Baby Joe is found dead in the Redmond Barrens, executed by the Mafia for playing games with them. In this case, the runners miss out on the remainder of their payment. They also never hear Baby Joe's story, and must piece it together on their own.

The runners told Punch and Judy that Baby Joe hired them.

This knowledge upsets Baby Joe, possibly to the point of threatening the runners. As noted in *Tell It to Them Straight*, he insists that he persuaded Punch and Judy to play in the game after all, no thanks to the bigmouth runners.

If the runners confront Baby Joe with what the Mafia or Punch and Judy told them, he tries to defend himself. He vociferously denies that he told the Mafia about the runners, and disavows any connection with Aztechnology, Keane, or Kyle Morgan. If the runners do not know the real story by this point, have one runner make a Negotiation (5) Test. Any number of successes convinces Baby Joe to explain the real situation. Read or paraphrase the following:

"I hadda do something. The Screamers couldn't win for losing. I couldn't get any good players, and some of the better players I already had were gettin' hurt too bad to play. When I

found out Punch and Judy were trollin' for a contract, I got what money I could from the Screamers' owners, but them stingy suits wouldn't cough up enough. So I borrowed money from the Mafia. With that money, I bought Punch and Judy's contract for a year.

"With them on the team, we started winning. And winning. We couldn't lose. Before I knew it, my losing, sorry-ass team was gonna play in the North American Championship Super Brawl game. The championship, you scan? I figured this was my ticket to pay off the Mafia. Just place a big, fat bet on the Screamers, clean up when they won, and hand the cred to the nice Mafia loan shark. Easy.

"Trouble was, I couldn't scrunge the nuyen for a big enough bet. So I borrowed again, this time from the yaks. I know, I know, a real brainwipe move, but I was desperate.

"With the money I got from the yaks, I made a wager on the Screamers. I figured to pay 'em both off and then breathe easy. My guys can't lose, right? Then I find out that the Mafia's slapped down a few bets of their own, on the Slashers. To make sure that their investment paid off, they told Punch and Judy to throw the game or else they'd be playin' urban brawl in Puget Sound.

"When I found that out, I almost freaked. Then I figured, maybe I can get something on 'em and force 'em to play. So I hired you to dig for me. And here we are."

If the runners ask Baby Joe why he told the Mafia about them, he continues:

"The Mafia found out that someone was sniffin' around Punch and Judy. They paid me a visit, to see if I knew who. I tried to tell 'em I didn't know, but they didn't believe me, and forced me to rat. I couldn't tell them the truth, or they'da killed me. So I fed 'em some drek that the yaks had hired you to blackmail Punch and Judy. Sorry, chummers."

After the runners have asked Baby Joe all the questions they have, he says, "So who you guys bettin' on for the big game? Better be the Screamers!! Don't forget to watch the game. Live on vid, tomorrow night."

BABY JOE'S NEXT MOVE

Now that Baby Joe has the information he wanted, he leans on Punch and Judy, hoping to coerce them into playing the championship game and winning. Unfortunately for Baby Joe, the information the runners gave him does not amount to much. Aztechnology is already after Punch and Judy, so Baby Joe cannot use that threat to blackmail them. Bubba, the pair's only other enemy, is dead. Punch and Judy still plan to play in the championship, but it's anybody's guess as to whether or not they'll play to win.

DEBUGGING

After this encounter, the runners may think the run is over. However, Kyle Morgan remains at large with orders to kill Punch and Judy and the runners. If the runners are astute enough to remember this, they can keep the run going by trying to locate Morgan and/or the dragon Perianwyr. If they want to check with their contacts, go to **Legwork**, p. 42. Though they may glean some information, they will not be able to find either Morgan or his dragon friend. Go to **The Big Game**, p. 30.



DOOG '93



THE BIG GAME

This encounter assumes that the runners are watching the broadcast of the urban brawl match at a local bar or club. If they do not watch the game, see Debugging at the end of this section.

TELL IT TO THEM STRAIGHT

Eight p.m. Starting time for the Super Brawl. Though you normally might not watch it, this game has caught your interest because of the two star players. After seeing them in action on the streets, you can't wait to watch Punch and Judy in the urban brawl zone.

As the game begins, the crowd in the club howls approval. The Screammers haven't played in a championship game since halfway back to forever, and the sprawl has come to life to cheer on their heroes.

The camera drones zip in and out between buildings, as the broadcasters scramble to provide accurate coverage of the Super Brawl game. The scenes on the vid switch from the Screammers to the New York Slashers so fast, it's tough to keep track of which team is which. All the quick camera work, combined with the chaotic action of urban brawl, makes it as tough a sport to watch as it is to play.

Though a crowd like this usually creates a steady rumble, tonight the sounds of massed voices crescendo and die down in time with the action of the game. As the game progresses, a buddy walks by and asks, "Hey chummer, got any yen on the game? Word is, the odds on a Screamer win are pretty good."

The first quarter of the game passes uneventfully (so to speak). At the start of the second quarter, the Slashers get called for a penalty. As the camera drones zip around the players and officials, swinging their arms and swearing at each other, one camera zooms in and shows the face of one of the Slashers in a nice, tight close-up. You recognize the face, and your mouth drops open. The player takes a swing at the camera and it moves on to other action. You sit and stare at the screen without seeing it as a sickening realization sinks in. The player you recognized was Kyle Morgan, the Aztechnology hitman.

Suddenly it hits you: Morgan's going to ice Punch and Judy during the game!! The way Punch and Judy play, all-out and brutal, no one will suspect a thing if they get geeked. Morgan's going to commit murder on national vid, and walk away from it clean.

HOOKS

The main theme of this encounter is the horrible realization that Morgan plans to hit Punch and Judy during the game. The underlying element fueling this encounter is the excitement of a championship sports event. Seattle is bubbling over with urban

brawl fever, like boiling water over an open fire. Almost everyone in the sprawl is watching the game, and most have placed a few bets on the outcome. No matter who the runners talk to during this encounter, they find fans of urban brawl more interested in the game than in the runners' business.

BEHIND THE SCENES

This scene takes place in a nightclub or a bar, most likely a place where the runners hang out among friends between jobs. If the players feel like watching the game in the privacy of their living rooms instead of at a club, tell them that everyone who's anyone watches big-time sports at clubs. They can pick any nightclub or bar they want, but it should be one that they frequent.

Once the runners recognize Morgan, they may think he really does play for the Slashers (unlikely, but possible). If they check with their contacts, they can easily learn otherwise. At this point the truth should smack them between the eyes; Morgan and his men are going to hit Punch and Judy during the championship game.

At this point, the runners must decide whether or not to help Punch and Judy. If they remember Punch and Judy's parting words after the fight with Morgan and his hired guns (see **A Visit From Aztechnology**, p. 22), they should want to help Punch and Judy out as payback—if they can.

During the second quarter of the game, Morgan's men will replace the Slashers players one or two at a time, killing them and stashing their bodies in an abandoned building near the Slashers' end of the brawl zone. Not until they have replaced all the Slashers will Morgan and his bullyboys attack Punch and Judy. This gives the runners just under 30 minutes to get to the zone and try to pull the brawlers' circuits out of the fire. Half an hour, however, does not allow enough time to obtain any special equipment or hire any muscle. The runners can just manage to get to the brawl zone, find Morgan, and stop him. Like it or not, they are on their own.

PLACING BETS

As the runners watch the game, they can make wagers on the outcome. Because word has gone out on the street that Aztechnology's "interest" in Punch and Judy is actually an interest in their demise, the odds in favor of a Screamer victory have dropped from 8 to 1 (**A Visit From Aztechnology**, p. 22) to 2 to 1. Any bets placed on the Screammers pay off at a rate of 1:1. In other words, if a runner bets 100 nuyen on the Screammers and the Screammers win, the runner nets 200 nuyen (his original 100 plus another 100 nuyen for winning). Players can make bets up to 5,000 nuyen on the Screammers to win.

Bets placed on the Slashers pay off much more. At the start

of the game, the only time that the runners can place a bet, any wagers on the Slashers pay off at a rate of 15:1. That means that a winning bet of 100 nuyen on the Slashers nets 1600 nuyen (100 nuyen bet plus 1500 nuyen in winnings). Some good deal, eh, chummer?

Because of the high payoff, the runners can make a maximum bet of 1,000 nuyen on the Slashers. No one will cover any larger bets. The outcome of the game depends on the actions the runners take in the following encounter, **Urban Brawl**. Gamemasters should be careful not to allow all of the runners to make large bets on the game, as this could upset the economics of the campaign. If he wishes, however, the gamemaster may begin a subplot for the runners if they borrow money to make bets from an unscrupulous source and then cannot pay off the debt.

DEBUGGING

If the runners try to contact the Internationaler Stadtskrieg Sport Verein (ISSV, the organization that controls the Urban Brawl League: see **Urban Brawl Rules**, p. 55), they have no luck whatsoever. The ISSV treats any attempts by the runners to stop the game as a prank; too many people have too much nuyen riding on this game to call it off. (Besides, their story sounds ridiculous.

Hit men on the opposing team? Whoever heard of such a thing?)

This encounter assumes that the runners are watching the urban brawl match and can easily spot Morgan. If for some reason the runners refuse to watch the game, the gamemaster has a few options. He can let the hit take place, and have the runners find out

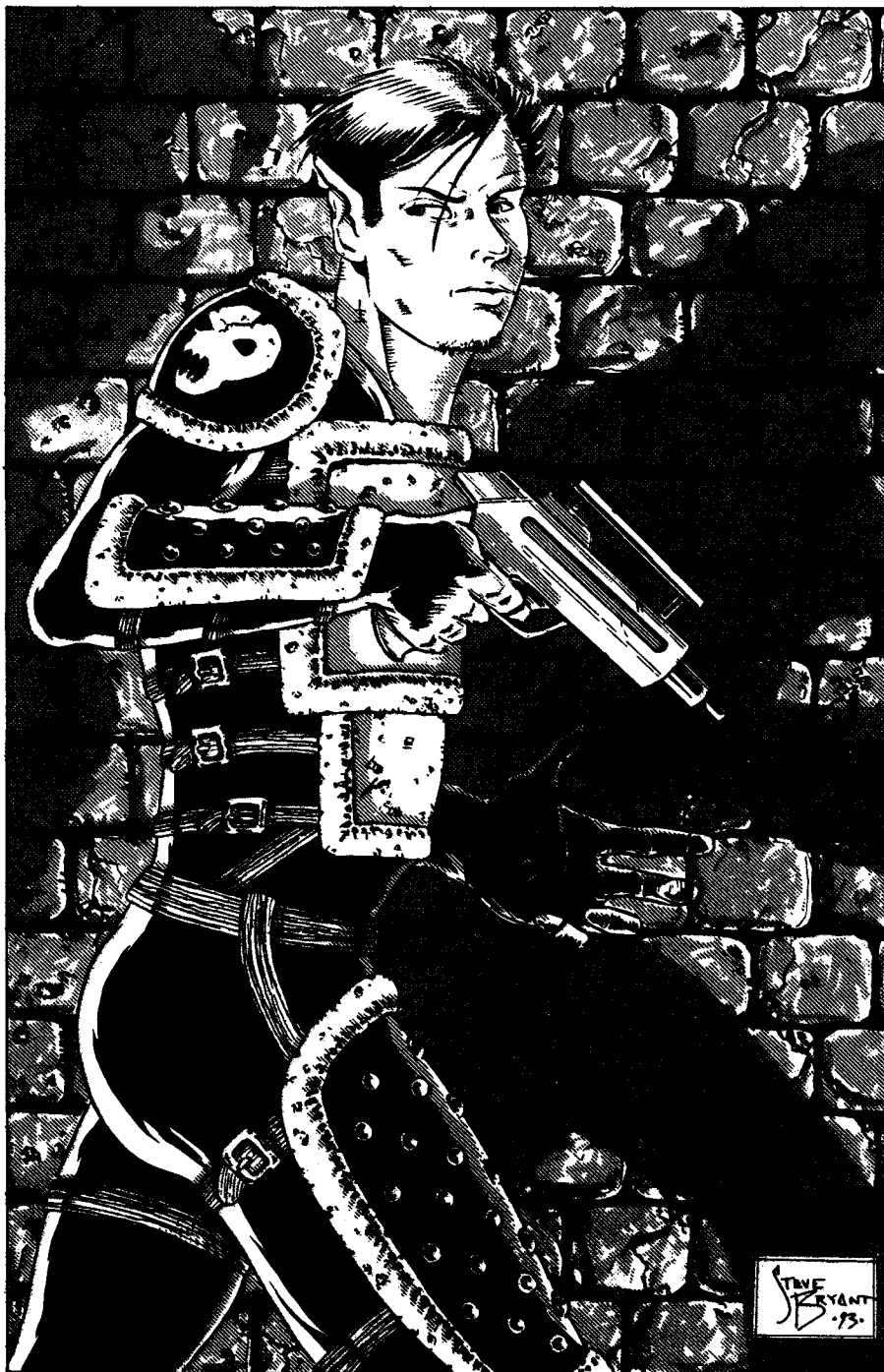
the next day that Punch and Judy got iced during the game by a group of assassins impersonating several members of the New York Slashers team. In this case, the gamemaster should feel free

to have Kyle Morgan and Perianwyr continue to hunt the runners down. Without Punch and Judy's help, they might not survive a second assault.

Alternatively, have one of the runners' contacts (who was watching the game) recognize Morgan and tell the runners about it. At that point they still have enough time to get to the brawl zone and stop the attack. If the runners find out about Morgan and refuse to get involved, they learn that Punch and Judy got geeked during the game and suffer the consequences described above. Hopefully, the runners will realize that only they can help Punch and Judy, and that they owe them one for the earlier rescue (see **A Visit From Aztechnology**, p. 22). If they refuse to help out the brawlers, they receive a much smaller Karma award for the adventure than if they get involved. See **Picking Up The Pieces**, p. 41, for more about the Karma award for this adventure.

In addition, refusal to stick their necks out will seriously damage the runners' reputations. Remember that

the sprawl has eyes and ears that no one sees. Few secrets exist in the sprawl that someone with the right connections and enough nuyen cannot find out.



STEVE
BRYANT
95

URBAN BRAWL

TELL IT TO THEM STRAIGHT

Great, just great. The only way to get to Punch and Judy is to plunge into the brawl zone and hope nobody geeks you before you reach them. Nice life, chummer. Now you've got to figure out the best way to get in without attracting too much attention. Null sheen. Ri-i-i-ght.

HOOKS

This encounter features fighting, sneaking, and more fighting. The outcome of this encounter can have many repercussions, and the runners should get the feeling that in more ways than one their lives depend on what goes down in the brawl zone.



BEHIND THE SCENES

Once the runners discover that Morgan replaced a member of the Slashers, they have roughly 30 minutes to get to the brawl zone, find Punch and Judy, and stop Morgan's attack. This leaves them no time to gather equipment or muscle. Any attempts at contacting a fixer come up craps; after all, most of them are busy watching the game. Let's face it, with a game this big, everyone wants a piece of the action. If by some miracle the runners do reach a fixer, the distraction of the Super Brawl adds a +3 modifier to the target number for all Negotiation Tests.

THE BRAWL ZONE

The Super Brawl takes place in the Kingsgate area within the Redmond Barrens district, a region almost entirely populated by squatters. The brawl zone is located toward the southwest side of Kingsgate, near Touristville. When the ISSV activated the brawl zone, they moved nearly 700 squatters outside the boundaries, offering high enough payoffs to squelch complaints. The zone measures four blocks (east/west) by three blocks (north/south) and is surrounded on all sides by open streets, per ISSV rules. See **Urban Brawl Rules**, p. 55, for more information.

Zone Security

A total of six ISSV security stations line the streets, housing the security personnel for the game. Each station has a force of 5 security officers, making a total of 30 security guards. The security men make sure that no unauthorized personnel try to enter the brawl zone. Three of the guards are mages, keeping an eye on astral space to ensure that the urban brawlers do not get any extra-planar help. Statistics for the security personnel appear below. Condition monitors for these characters can be found at the back of the book.

ISSV SECURITY GUARDS (27)

B	Q	S	C	I	W	E	R	Armor
4	4	4	2	3	3	4.75	3	5/2

Initiative: 3 + 1D6

Threat/Professional Rating: 2/3

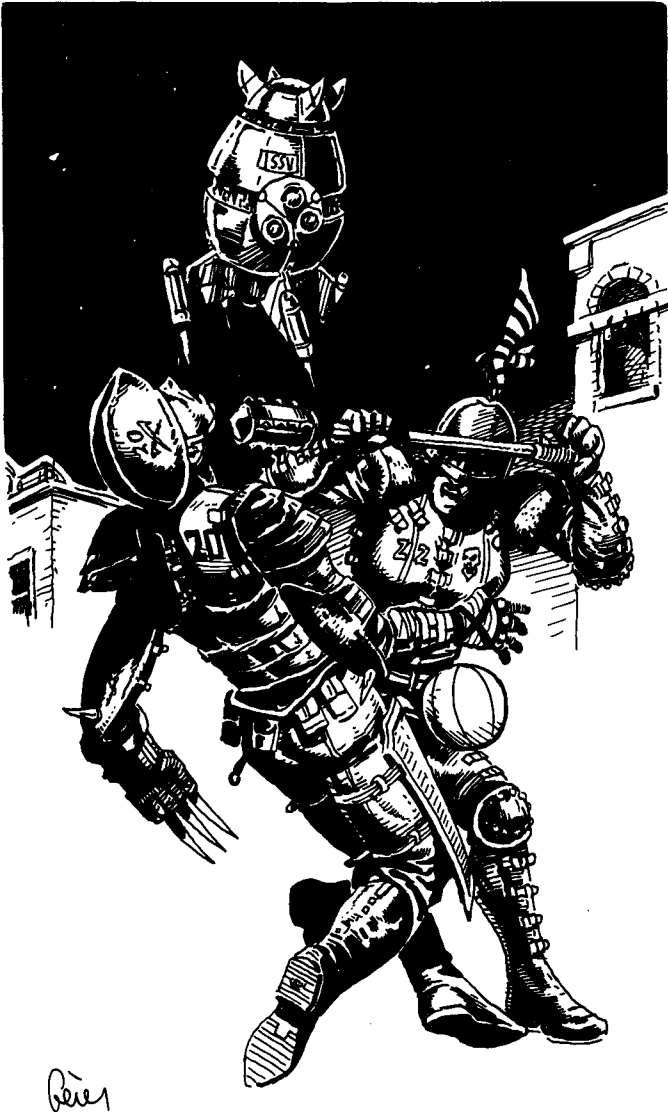
Skills: Car 3, Etiquette (Corp) 3, Firearms 4, Stealth 4, Unarmed Combat 4

Cyberware: Radio, Smartlink

Gear: Ares Predator [Heavy Pistol, 15 (clip), 9M, w/1 extra clip, Internal Smartlink], Armor Jacket (5/2), Uzi III [SMG, 24 (clip), 6M, w/2 extra clips, Internal Smartlink]

Use the Condition Monitors on p. 62.

URBAN BRAWL



Cameras and Drones

Eight transmission stations stand along the perimeter streets of the zone. Each station houses 3 cameramen/riggers responsible for capturing the game on vid. Each rigger controls 3 camera drones, for a total of 72 drones. These drones fly all around the brawl zone, between buildings, alongside players, wherever the action is.

In addition to the drones, several fixed, mounted cameras are also located around the zone. Each square city block has four mounted cameras, one on each corner. The exteriors of the perimeter buildings also have four cameras each, facing outward from the zone to aid the security personnel in safeguarding the area.

Camera/Surveillance Drones

Handling	Speed	B/A	Sig	APilot
4	70	2/0	3	2

Officials

Normal ISSV rules call for two to four officials per city block of the brawl zone. Because this game is the Super Brawl, each block has four officials presiding, for a total of 48 officials. The officials cover the areas near their blocks; at any time during the game, as many as 16 officials may be watching one play. If necessary, use the condition monitors in the back of this book for the Super Brawl officials. (Hey, chummer, anything can happen in urban brawl.)

SUPER BRAWL OFFICIALS (48)

B	Q	S	C	I	W	E	M	R	Armor
3	3	3	3	4	3	5.8	5	3	6/4

Initiative: 3 + 1D6

Threat/Professional Rating: 1/2

Skills: Car 3, Etiquette (ISSV) 4, Stealth 3

Special Skill: Urban Brawl Rules

Cyberware: Datajack

Gear: Defiance Super Shock Taser [Taser, 4 (mag), 10S], Partial Heavy Armor (6/4)

ENTERING THE BRAWL ZONE

Getting into the brawl zone unnoticed is NOT easy to do. As noted above, the zone is crawling with security guards, officials, and cameras that the runners must avoid if they hope to sneak in.

Avoiding Security

The security guards watch over the areas near the security stations. The runners can sneak past the guards, though not easily. To do so, the runners must roll 2 successes on a Stealth (4) Test. If any of the runners fail this test, a security guard notices that runner and attempts to stop him or her. Unless the guard is silenced within 2 Combat Turns, he alerts the other guards at his station to the presence of intruders in the zone. If all the runners succeed at the Stealth (4) Test, they slip past the guards. The next challenge is getting past the officials. As an alternative to the Stealth (4) Test, one of the runners can create a distraction to occupy the guards' attention as the other runners enter the zone.

ISSV MAGES (3)

B	Q	S	C	I	W	E	M	R	Armor
4	4	4	3	5	5	6	6	4	5/2

Initiative: 4 + 1D6

Threat/Professional Rating: 2/3

Skills: Car 3, Conjuring 4, Etiquette (Corp) 3, Firearms 3, Sorcery 5

Cyberware: None

Gear: Ares Predator [Heavy Pistol, 15 (clip), 9M, w/1 extra clip], Armor Jacket (5/2)

Spells: Chaos 3, Detect Enemies 4, Mana Barrier 4, Mana Bolt 5, Powerball 4, Sleep 5

Though the mages are supposed to be on duty scouting astral space, they have disappeared by the time the runners arrive at the brawl zone. Kyle Morgan's dragon partner, Perianwyr, has dealt with the mages and is watching the zone from astral space, ready to aid Kyle Morgan against any astral attackers (see **Perianwyr**, following, for more information).

Avoiding Officials and Cameras

Once the runners sneak past the security guards, they must avoid being spotted by officials or cameras. Slipping past the officials requires 3 successes on a Stealth (4) Test. As with the previous test, any runner who fails gets spotted by an official. If this happens, the official calls security, and the guards respond immediately.

Slipping past the cameras poses more difficulty than sneaking by the guards or the officials. With the number of cameras scattered across the zone, both drones and mounted, the runners risk exposure no matter what route they take to reach Punch and Judy. To avoid the camera drones while crossing the zone, each runner makes an Athletics (5) Test. Achieving 2 or more successes allows the runner to slip between the drones without getting caught by the camera lens. If any of the runners fails this test, the gamemaster makes a Success Test against the runner's Quickness, using the Intelligence Rating of the rigger operating the camera (3). Two or more successes means that the camera spots the runner and the rigger alerts security.

Of course, in their efforts to avoid the camera drones, the runners will probably cross in front of one of the mounted cameras. Fortunately, the dim evening light may enable the runners to slip by the camera without its operator noticing them. Make a Success Test against the Quickness of each of the runners, using the mounted-camera operator's Intelligence Rating (4). Three or more successes means that the operator notices the runner and alerts security.

Jamming Transmissions

One method of entering the zone without being spotted by the cameras is to have the team's decker (if they have one) run Matrix cover while the rest of the runners sneak into the zone. In this case the decker's job differs from the usual Matrix cover operation. Instead of silencing alarms, the decker must jam the signals the cameras send their operators.

To disable the mounted cameras, the decker must first get into the system controlling them, and then roll 3 successes on a Computer (5) Test. To get the decker in-system, instead of playing out a standard Matrix run, the gamemaster should use the **Fast Resolution System** found on p. 49 of the **Virtual Realities** sourcebook. The difficulty for the run is a 4 (Average). Gamemasters who do not have **Virtual Realities** (shame on you) should use the following procedure. Make an opposed test, rolling a number of dice equal to the difficulty (4) against the decker's Computer Skill. The decker rolls a number of dice equal to his deck's highest MPCP rating against the difficulty (4). If the decker rolls a number of successes equal to or more than the gamemaster rolled for the system, the decker succeeds in jamming the signals from the mounted cameras. If the system gets more successes, the decker fails, and the runners remain at risk of being seen. In this case, make the Success Test described for the camera riggers to determine whether they spot the runners.

The team decker cannot jam the drones' signals from the Matrix. The radio signals from the drones must be jammed locally, through the use of a jammer (p. 243, **SRII**) or other makeshift electronic jamming device. In order to use a jammer of any kind, a rigger (or other techie type) must roll 2 or more successes on an Electronics (5) Test.

Inside the Brawl Zone

Just because the runners made it past the cameras and drones the first time does not put the team in the clear. Every 2 minutes, the gamemaster should use the procedure already described to see if anyone or anything has spotted the runners. Once the runners find Punch and Judy, such checking is no longer necessary. At that point, everybody will know they are there.

FINDING PUNCH AND JUDY

If the runners get caught by the security guards, or noticed by an official or a camera, they must fight their way out in order to save Punch and Judy. If they get past all the potential surveillance, they can attempt to locate Punch and Judy without interference.

At the time the runners enter the brawl zone, Punch and Judy are both in play, near the Slashers goal block. Punch is one of the Screamer's heavies and Judy is the team's outrider (see **Urban Brawl Rules**, p. 55). If the runners know what positions Punch and Judy play on the team, they can locate the two players much more easily. If they never learned what positions Punch and Judy play, they should at least be able to figure out that Judy plays outrider because she drove the motorcycle when the runners met Punch and Judy (see **A Visit From Aztechnology**, p. 22).



When the runners find Punch and/or Judy, the two brawlers react with surprise. The few remaining real Slashers (see **Morgan's Team**, below) and the officials will notice this, and call a delay in the game so that security can remove the runners from the zone. Kyle Morgan launches his strike during the delay.

MORGAN'S TEAM

During the second quarter of the game, Morgan's men one by one replace all but four of the Slashers team. The Slashers' outrider, medico, and two of the team's scouts are actual Slashers players. The rest are Morgan's men wearing Slashers uniforms. One of the fake Slashers is a combat mage who masked his aura to get by the ISSV security mages.

The night before the brawl zone was activated, Kyle Morgan learned its location and set up shop in one of the zone's interior buildings. He and his men hid out, watched the ISSV crew set up the zone, and stole New York Slashers gear and uniforms in preparation for their big move. Morgan and his men have spent the second quarter of the Super Brawl grabbing Slashers, killing them, stashing them inside Morgan's improvised safehouse, and replacing them in the game. Morgan planned to launch the attack on Punch and Judy when all ten of his men joined the game. By the time the runners locate Punch and Judy, all but one of Morgan's men are in place. Realizing that the runners' presence could jeopardize his mission, Morgan decides to strike without waiting for the last man. Statistics for Kyle Morgan appear in **Cast of Shadows**, p. 49; statistics for Morgan's men are listed below.

Morgan's Men (9)

B	Q	S	C	I	W	E	R	Armor
4	4	5	3	4	3	3.8	4(6)	6/4

Initiative: 6 + 2D6

Threat/Professional Rating: 3/3

Skills: Car 3, Etiquette (Corp) 4, Firearms 5, Stealth 4, Unarmed Combat 5

Cyberware: Datajack, Smartlink, Wired Reflexes (1)

Gear: Ares Predator [Heavy Pistol, 15 (clip), 9M, w/1 extra clip, Internal Smartlink]. For additional gear, see **Slashers Gear** below.

Morgan's Combat Mage

B	Q	S	C	I	W	E	M	R	Armor
3(5)	5	4	4	5	5	6	7	5	6/4

Initiative: 5 + 1D6

Threat/Professional Rating: 3/3

Skills: Car 3, Conjuring 4, Etiquette (Corp) 4, Sorcery 5, Stealth 3

Gear: Ares Predator [Heavy Pistol, 15 (clip), 9M, w/1 extra clip], Spell Lock (Armor/4 successes*) Medium Armor (4/3 + helmet)

Spells: Armor 4, Chaotic World 5, Mana Bolt 4, Powerball 5, Ram 5, Sleep 5

Initiate Grade: 1

*For non-player characters, increase the Threat Rating by 1 for every 4 successes rolled when using the spell lock.

Slashers Gear

Because Morgan and his men are impersonating the Slashers, they carry the equipment that urban brawl players normally carry.

Following is a list of the positions on the team, and the equipment allowed for each position. All weapons are equipped with a smartlink.

Scouts (2): Ares Predator and Light Armor (3/2 + helmet)

Bangers (4): Ares Predator and Medium Armor (4/3 + helmet)

Heavies (2, one of which is Morgan): Ares Predator, AK-97 [Assault Rifle, 38 (clip), 8M, w/2 extra clips], and Medium Armor (4/3 + helmet)

Blaster (1): Ingram Valiant LMG with Rating 2 gyro harness mounting [LMG, 100 belt, 7S] and Light Armor (3/2 + helmet)

Morgan's team attacks as soon as the officials stop the game, but before the security men arrive. Though Morgan will order his men to attack the runners as well, he and his team concentrate their attack on Punch and Judy. The gamemaster determines the role that zone security personnel, officials, and the remaining urban brawlers play in the battle. Running that many NPCs in combat is extremely challenging, and the story does not require it. However, any gamemaster who really wants to run a free-for-all can go right ahead. If Morgan's men seem to be beating Punch and Judy and the runners, the gamemaster may throw in a few of the Screamer players to even the odds without necessarily having every available body join the fun.

Morgan's men continue to fight as long as they have a chance of killing Punch and Judy. If his team starts to lose ground, Morgan will back off and try to slip into a dark alley so that he can escape. As with the earlier fight (see **A Visit From Aztechnology**, p. 22), the dragon Perianwyr helps Morgan to escape as described below.

Perianwyr

Perianwyr covers the brawl zone from astral space, ready to fight off any spirits or elementals the runners might bring along. He also provides a source of Spell Defense dice (6) for any and all of Morgan's men, though he helps Morgan more than the rest.

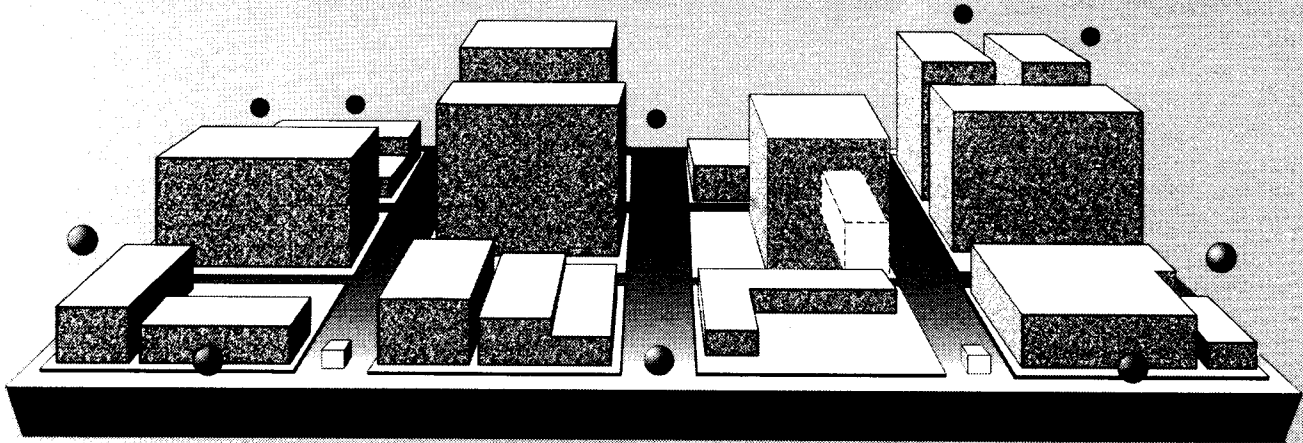
If the fight begins to go badly for Morgan, Perianwyr will re-enter his body and fly to the brawl zone to pull Kyle Morgan out. If any of the runners attack Perianwyr, he fights back using unarmed combat techniques, spells, or his fiery breath. Like Morgan, Perianwyr does not stay if the fight turns against him. Instead, he grabs Morgan and flies away. Any runner who tries to stop them deserves whatever punishment he gets.

USING DMZ

Some gamemasters may prefer to play out this final fight using the rules found in **DMZ**, the **Shadowrun** board game. For those who wish to use **DMZ**, the characters involved are presented below in **DMZ** format. To convert the runners to **DMZ** format, use the guidelines found on page 53 of the **DMZ Rulebook**. Note that HTH stands for Hand-To-Hand combat.

The gamemaster decides just how big he wants this climactic fight to be. Though it can be a free-for-all, ideally the battle should play out between the runners and Punch and Judy on one side against Morgan and his muscleboys on the other. If the gamemaster needs to balance the odds, add the Screamers. The security guards and officials stand by and watch, but generally try to stay out of the way until the violence blows over.

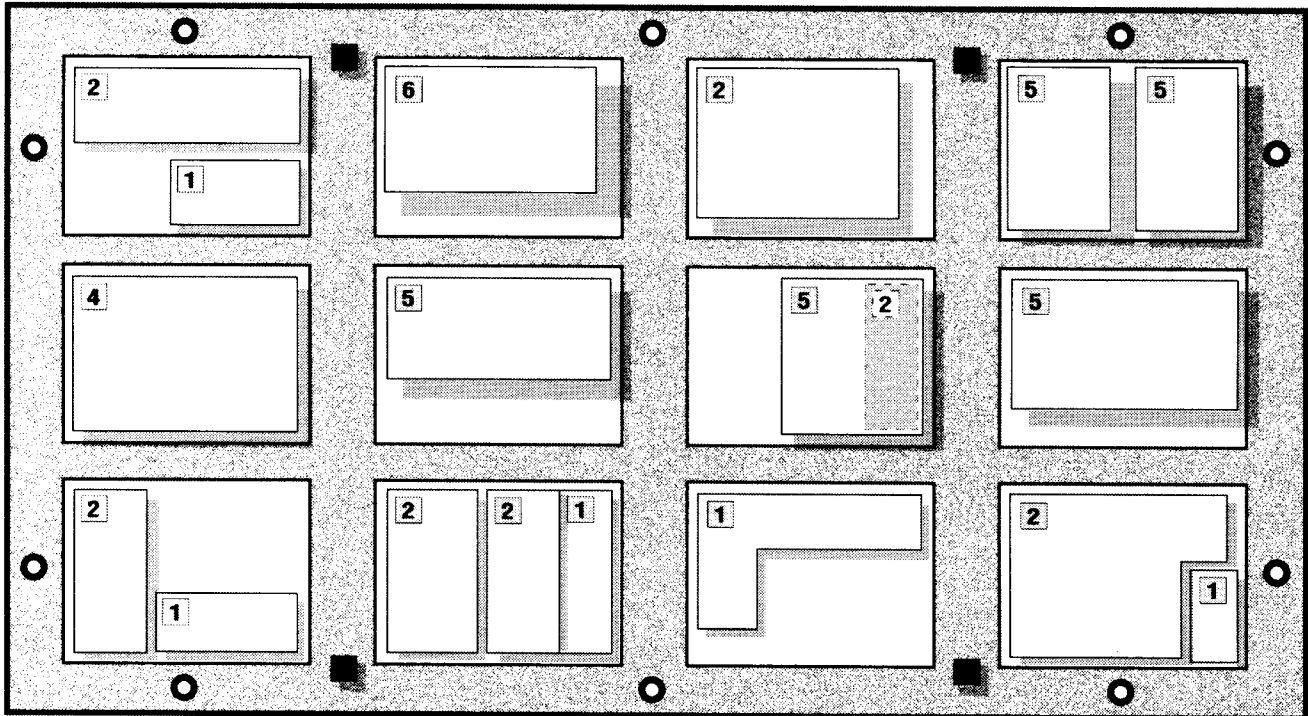
THE BRAWL ZONE



**MAP
KEY**

- 2** BUILDING HEIGHT
- TELE/VIDEO DRONE
- SECURITY STATION
- ▣** STREET/PAVEMENT
- BUILDING OR SIDEWALK

**MAP
KEY**



URBAN BRAWL

ISSV SECURITY GUARDS (27)

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	19	11	10	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11	13	4	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	Heavy	3/10	3	19	17	15	13
Uzi III	SMG	3/5	4	19	17	15	13
HTH	Success		Damage				
	19		2 Stun				

Notes: Armor Jacket

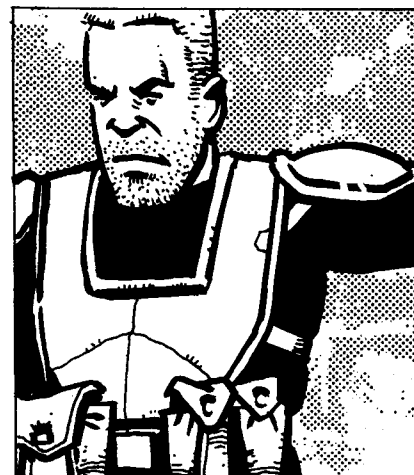


OFFICIALS (48)

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery
Success Values:	9	13	6	1	—
	Impact	Ballistic	Physical	Mana	
Defense Values:	8	10	2	4	
HTH	Success		Damage		
	13		2 Stun		

Notes: Partial Heavy Armor



MORGAN'S MEN

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	15	17	10	9	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11/12	12/13	4	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	Heavy	3/10	3	20	18	16	14
AK-97	Assault	3/13	4	22	20	18	16
Ingram Valiant	LMG	1/33	4	26	24	22	20
HTH	Success		Damage				
	17		2 Stun				

Notes: The values listed for impact and ballistic armor reflect Light/Medium Armor (includes helmet). All of Morgan's men have wired reflexes and smartlinks. All carry Predators: see the list of Slashers positions, following, for specific additional weapons. Morgan's men have taken the place of the following positions on the New York Slashers urban brawl team. Use the above statistics for each piece of appropriate equipment.

Scouts (2): Ares Predator, Light Armor (2)

Bangers (4, one of whom is the mage listed on p. 38): Ares Predator, Medium Armor

Heavies (2, one of whom is Morgan): Ares Predator, AK-97, Medium Armor

Blaster (1): Ares Predator, Ingram Valiant, Light Armor



URBAN BRAWL

KYLE MORGAN

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	12	21	12	12	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	14	15	5	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	Heavy	3/10	3	22	20	18	16
AK-97	Assault	7/13	4	24	22	20	18
	Success		Damage				
HTH	21		2 Stun				

Notes: Medium Armor (includes helmet), Smartlink, Wired Reflexes (2)

PERIANWYR (WESTERN DRAGON)

Powers: Enhanced Senses (Hearing, Low-Light Eyes, and Thermographic Vision), Fear, Flame Projection, Flight

Attack Forms

Unarmed Combat: Target Value = Impact Value, Success Value = 32, Damage = 6

Flame Projection: Range = 5 dots, Target Value = Impact Value, Success Value = 20, Damage = 5

Statistics

Move/Fire Ratio: 1/ (1/2)_{MP}: 12

Offense, Unarmed: 32

Damage: 6

Flame Projection: 20

Damage: 5

Defense, Physical: 22

Mana: 8

Armor: 3

MAGE

Move/Fire Ratio: 2/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	11	15	6	11	8		
	Impact	Ballistic	Physical	Mana			
Defense Values:	13	14	11	11			
Spells	Type	Force	Range	Damage	Success	Target	Drain
Armor	P	4/1	Touch	NA	12	P	4
Chaotic World	M	5/1	LOS	NA	13	M	7
Mana Bolt	M	4/1	LOS	2	12	M	2
Powerball	P	5/1	LOS	3	13	P	5
Ram	P	5/1	LOS	3	13	P	3
Sleep	M	5/1	LOS	3	13	M	3
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	Heavy	3/10	3	14	12	10	8
	Success		Damage				
HTH	15		2 Stun				

Notes: Medium Armor, Spell Lock (Armor, 4 successes*)

*For non-player characters, increase the Threat Rating by 1 for every 4 successes rolled when using the spell lock.

URBAN BRAWL

PUNCH

Move/Fire Ratio: 1/2

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	19	23	12	14	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	18	19	7	4			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	Heavy	3/10	3	22	20	18	16
AK-97	Assault	7/13	4	24	22	20	18
	Success		Damage				
HTH	23		2 Stun				

Notes: Medium Armor (includes helmet), Dermal Plating (2), Muscle Replacement (2), Smartlink, Wired Reflexes (2)



JUDY

Move/Fire Ratio: 2/3 (1/1*)

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	12	16	9	11	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	13	14	5	5			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	Heavy	3/10	3	20	18	16	14
HK 227-S	SMG	5/9	4	22	20	18	16
	Success		Damage				
HTH	16		2 Stun				

Notes: Medium Armor (includes helmet), Smartlink, Vehicle Control Rig (3)

*Numbers in parentheses apply when Judy is on her Harley, using the vehicle control rig.



SCREAMERS

Move/Fire Ratio: 3/3

	Armed	Unarmed	Firearms	Ranged	Sorcery		
Success Values:	15	17	10	9	—		
	Impact	Ballistic	Physical	Mana			
Defense Values:	11/12	12/13	4	3			
Weapons	Type	Ammo	Damage	Short	Medium	Long	Extreme
Ares Predator	Heavy	3/10	3	20	18	16	14
AK-97	Assault	3/13	4	22	20	18	16
Ingram Valiant	LMG	1/33	4	26	24	22	20
	Success		Damage				
HTH	17		2 Stun				

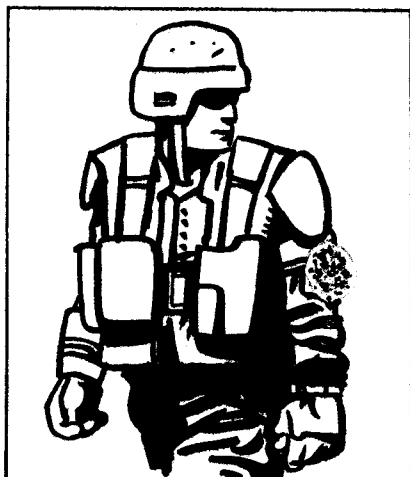
Notes: The values listed for impact and ballistic armor represent Light/Medium Armor (includes helmet). All Screamer players have wired reflexes and smartlinks. All carry Predators: see the following list of positions for specific additional weapons, and use the above statistics. The following Screamer players can get involved in the fight:

Scouts (4): Ares Predator, Light Armor

Bangers (4): Ares Predator, Medium Armor

Heavies (1): Ares Predator, AK-97, Medium Armor

Blaster (1): Ares Predator, Ingram Valiant, Light Armor



FREE-FOR-ALL AND AFTERMATH

Once the fighting begins, the ISSV broadcasters realize that a vid recording of the fight could make them a bundle. During the battle, several of the camera drones and as many mounted cameras as possible film the fight. This means that the runners' faces will be on video, creating a possible problem on future runs (assuming anyone survives this one). To see if any of the runners notice the cameras, have each runner make a Perception (4) Test. Any successes allow the runners to notice the camera drones zipping back and forth, capturing the action.

Any number of things can happen after the fight grinds to a halt. First of all, Punch and Judy may or may not be alive when the dust clears. If Morgan and his men managed to kill Punch and Judy, the muscleboys depart immediately afterward, leaving the runners to the tender mercies of the zone security guards. If Punch and Judy survive the fight, they will probably have serious injuries, and will not be able to continue the game. Because Kyle Morgan and his men killed the Slashers they impersonated, the ISSV declares the game invalid and reschedules it for a later date at a different location.

Whatever else happens, the runners must face the ISSV security guards and possible legal action. Interfering with an ISSV championship game carries a hefty fine, but if the runners saved Punch and Judy, the grateful owners of the Screammers arrange for all charges to be dropped. Of course, the runners may well take off as soon as Morgan and his muscleboys leave the scene. If they do, they must fight their way past the security guards, but should get away fairly easily.

DEBUGGING

Though this encounter is fairly straightforward, a few things can go awry. If the runners get caught by the security forces, they must either break free or persuade the guards that Punch and Judy are in danger. To do this, the runners must roll 3 or more successes on a Negotiation (5) Test using the guards' Intelligence Rating of 3 and adding a +2 Social Skill modifier. See the Social Skill Table, p. 182, **SRII**, for more information on social skill modifiers.



PICKING UP THE PIECES

AFTER THE ADVENTURE

After the runners have either escaped from ISSV security or wangled their release, they have one last problem to solve. ISSV cameras captured the fight with Kyle Morgan's men, meaning that the runners' faces have appeared on a world-wide vid broadcast and are also on file in the ISSV computer system. The runners can try various methods to remove the recordings, among them payoffs, arranging for a friendly contact to pull some strings, or (of course) a shadowrun into the ISSV system. How the runners deal with their sudden, unwanted publicity and how difficult it is to carry out their solution is up to the players and gamemaster.

If Punch and Judy survive the final battle, they retire from urban brawl and re-enter the shadows. They realize that they cannot escape their mutual past, but by staying in the shadows they might live a little longer. The runners learn of this soon after the Super Brawl, when their fixer informs them that a Mr. Johnson wants a meet at Club Penumbra. If they go, Mr. Johnson turns out to be Punch and Judy. They update the runners on their decision to return to shadowrunning, and also give the team a thank-you bonus of 15,000 nuyen for saving their lives. Punch and Judy inform the runners that they are heading back to Boston, so the team need not ever see them again.

Kyle Morgan and Perianwyr flee Seattle and Aztechnology if they do not kill Punch and Judy, knowing that death is the price of failing the Aztlan corporation. Like Punch and Judy, the pair return to shadowrunning. At the gamemaster's discretion, they may or may not choose to take revenge on the runners.

The only real loser in this adventure is Baby Joe. If the Mafia didn't kill him before (see **Return To Baby Joe**, p. 28), they will probably do so after the botched game. After checking with some contacts, the Mafia discovers that Baby Joe hired the runners to investigate Punch and Judy, and that he lied to the Mob. The yakuza is also after Baby Joe to pay them back the nuyen he borrowed. Baby Joe can count his remaining life span in hours.

AZTECHNOLOGY'S REVENGE

In one important repercussion of this adventure, the runners end up on the Aztechnology hit list. The corp will keep quiet for a while until the commotion dies down, then return to plague the runners. **A Killing Glare** provides the perfect opportunity for the gamemaster to create a later adventure in which Aztechnology seeks revenge against the runners. Wait until the players have almost forgotten about this adventure before running the revenge adventure. The runners may not realize at first why Aztechnology wants their blood, and their confusion and tension will add spice to the game.



AWARDING KARMA

Award Karma as shown below. Because the runners cannot prevent many of the events in this adventure, there are fewer goals than in most **Shadowrun** adventures.

TEAM KARMA

Telling the Mafia nothing	2
Telling Kyle Morgan nothing	2
Learning the truth about Punch and Judy	2
Saving Punch and Judy	5
Trying and failing to save Punch and Judy	3
Letting Punch and Judy get killed	-3
Aiding in Kyle Morgan's capture or death	3

INDIVIDUAL KARMA

Award individual Karma as per p. 199, **SR11**.



LEGWORK

To follow up on or discover clues in this adventure, the player characters need to investigate people, places, and situations. One of the best ways for runners to get the information they need is through their contacts. This section provides success tables containing information available to the runners from their sources.

A success test using Street or Corporate Etiquette, Target Number 4, typically serves to find out what a contact does or does not know. The amount of information available from the contact depends on the number of successes the player achieves. Characters who achieve more than one success gain all the information available to all previous levels of success.

The gamemaster should try to make the player character's interaction with his contact consist of more than a few abstract die rolls. Play out the meeting in full: contacts are characters with their own lives, points of view, and needs, not simply spigots of information to be turned on and off automatically.

The player character rolls a number of dice equal to his Etiquette Skill to determine what information the contact knows and will impart. Once the number of successes is determined, the gamemaster can roleplay the encounter with the appropriate information level in mind. Meetings should be tailored to the "personality" of specific contacts. Some will prefer a straightforward meet in a specific place, while others will only feel comfortable with elaborate forms of information exchange.

Contacts are generally considered trustworthy, as long as the runners play it safe. A player character should never compromise his contact by later tipping others to his source, or by revealing that the team may be planning to hit a group with which the contact has connections. Are the contact's ties stronger to his group or to the runner? A good runner never tests those ties by placing his contact in a position where he must choose.

The questions of whether or not the runner has to pay for his contact's services, how much, and how soon the contact may want information or a favor in return, add another dimension to these encounters. Dealing with a contact is a two-way street. Those gamemasters who need a base-line value to determine fees for information can use the following formula. Multiply the contact's Skill Rating in his or her most appropriate Etiquette Skill by the number of successes the player rolled in his Etiquette Test. Multiply that total by the sum of the contact's Charisma and Intelligence. Then multiply that final value by 10. The result is in nuyen. Gamemasters will, of course, adjust the base result to reflect the actual contact involved. Normal Negotiation procedures apply to determine the final payment for the information.

Runners may also ask their contacts to "check around," or otherwise generally listen for news. In such a case, the gamemaster makes an appropriate Etiquette Test for the contact at +2 against the target number given in the information table. If the Etiquette

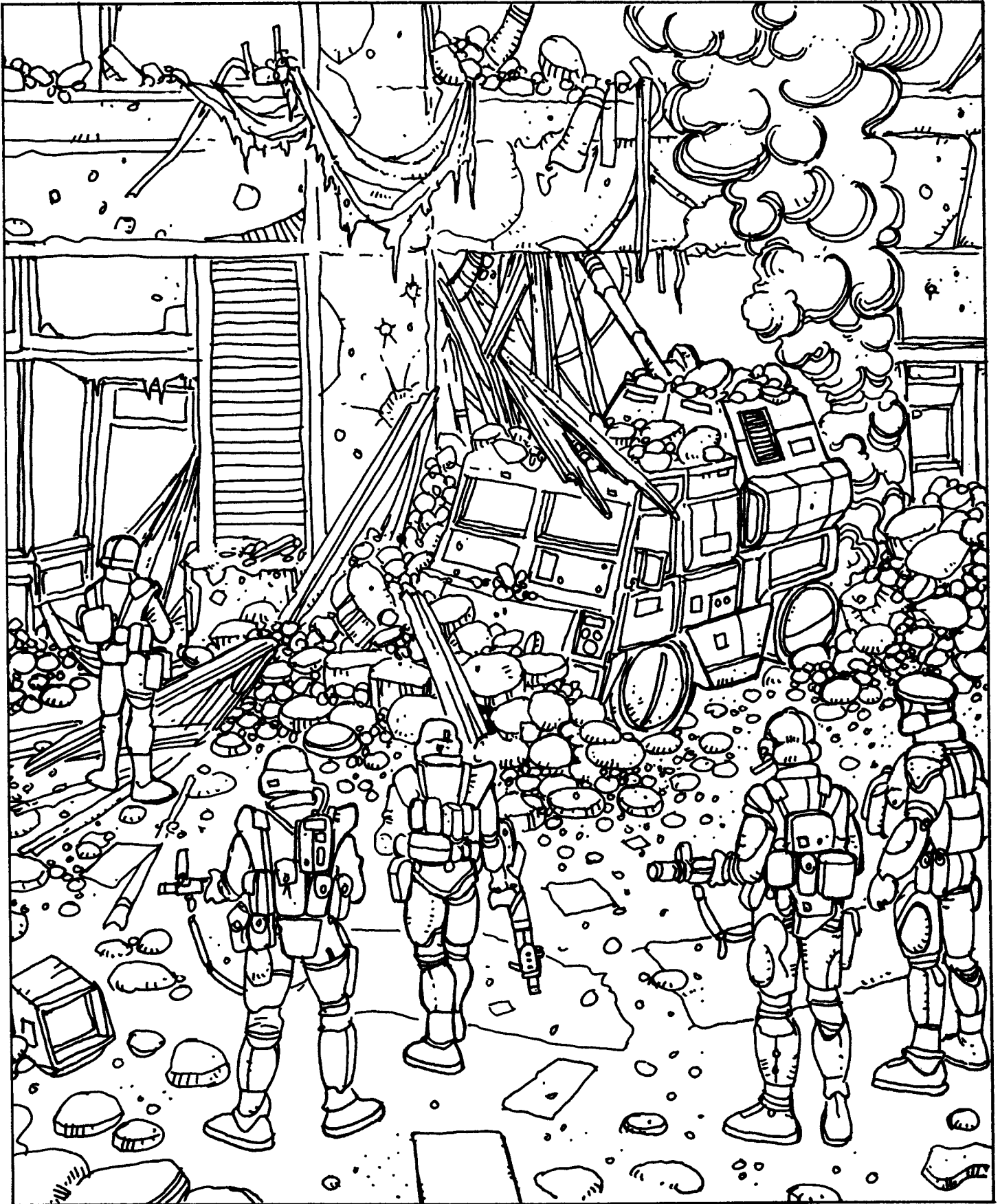
Test results in any successes, the contact reports the appropriate information to the runner in 2D6 hours, or at a time determined by the gamemaster. This is an excellent way for gamemasters to make sure that a certain piece of information makes it to the runners. The cost of this service is determined as if the contact initially had access to the information (see above formula).

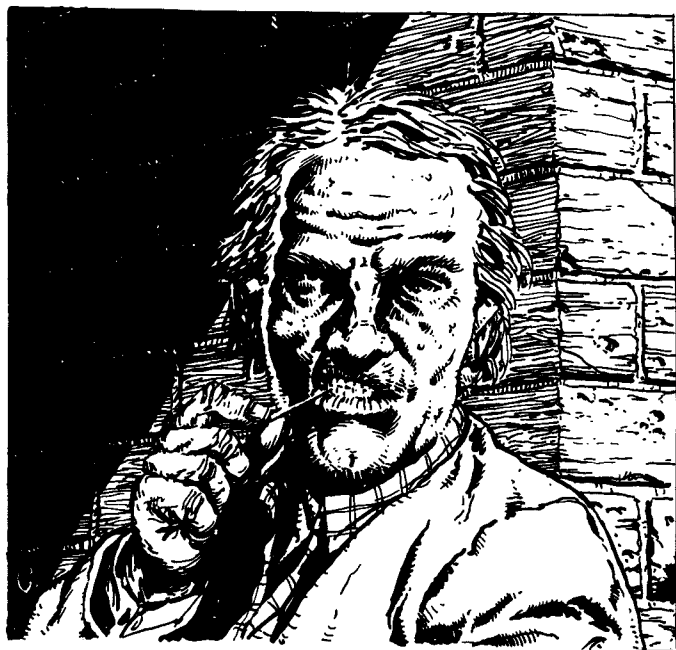
The gamemaster can add complexity to legwork by acknowledging that contacts are not always available at the convenience of the runners. Arrangements must be made before the actual meeting can take place. When a player character wants to meet with a contact, the gamemaster rolls 2D6, then multiplies the result by 30. The resulting base time is the number of minutes it will take to arrange the meeting with the contact. Players may elect to trade off successes from their Etiquette Test to reduce the time it takes to reach the contact, and so receive faster, but potentially less helpful, information. In this case, the gamemaster can have the player make the character's Etiquette Test at the time he announces his intention to meet with the contact. The player should also decide at that time how many successes he will trade off to reduce the waiting period. The base time value should be kept secret.

ELECTRONIC LEGWORK

Deckers may also take an active role in acquiring general information. Many electronic information services exist in the era of **Shadowrun**—public, private, and secret—and these contain gigapulses of data comprised of on-line conversations, rumors, stolen and dumped files, and the like. Deckers can create simple programs to search vast databases for key words and related terms, then download the information to their cyberdeck or Matrix-connected personal computer. Gamemasters should assume all deckers have a search program.

Virtually any information available in this section can be found in the Matrix, if one knows where to look and has the time. The base time for such a search is 2D6 hours. The decker makes a Success Test against his or her Etiquette (Matrix) Skill, or defaults to Intelligence on the Skill Web. The target number is the same as given on the information table. Hacking Pool dice may not be used to supplement this Success Test roll. As with conventional legwork, players can trade off Etiquette Test successes to reduce the base time for receiving information. Appropriate Contact restrictions do not apply to obtaining information through the Matrix, though the player must indicate what kind of information sources he is searching. If the character is searching corporate-related databases, Corporate Contact information is appropriate. If the character is searching a street-level chat-line database, Street Contact information is appropriate.





A decker is limited in the number of subjects he can research simultaneously, based on his own abilities and the available time. The maximum number of searches that the decker can conduct at any one time is equal to half the character's Intelligence, divided by 2, rounded up. This base value assumes the decker does nothing else but sit and search, continually adjusting the search paths and parameters. If the character wishes to perform other activities, the gamemaster must decide how much time those other activities take up and adjust the base value accordingly.

SHADOWLAND

The Shadowland network is one particularly wide-ranging and valuable source of information in the Matrix. The decker may only use Shadowland for one request during the course of the adventure, in addition to his other search programs. If the decker wishes to use Shadowland, he must first find a local echo station. To do this, he must make a successful Etiquette (Matrix) (4) Test. Once the decker has located the echo station, he may post a request for information.

The gamemaster then rolls 8 dice against the appropriate target number (listed for each category of information). The gamemaster asks the decker how many of the successes rolled he wishes to allocate to accuracy (more information) or speed (less time). The gamemaster should not tell the decker the number of successes rolled, but instead request the player to specify a rough ratio (1 success allocated to accuracy for every 2 to speed, and so on). To determine how long the Shadowland search actually takes, divide the appropriate base time for the search by the number of successes allocated to speed. The average Base Time for a search in Shadowland is 36 hours. The differing search times needed for certain topics of research are listed after the target number on the **Shadowland** line in each entry. The quotient represents the actual search time, and the successes allocated to accuracy determine the actual information gleaned (consult the **Legwork** tables, as normal).

At some point after the necessary time has passed, the team's decker will find the requested information posted on the Shadowland network. However, the decker has no way of knowing precisely when he can expect the information to turn up. Deckers posting requests on the Shadowland network should check every so often after the minimum elapsed time for the requested information. Once it shows up, the gamemaster uses the accuracy successes to tell the decker how much information is on the network for him.

PUNCH AND JUDY

Appropriate Contacts

Club Owner, Company Man, any corporate type, Media Producer, Mr. Johnson, Reporter

Shadowland

Target Number 4/Search Time 16 hours

Notes

If the runners use any contacts with Aztechnology connections, add +2 to the target number.

Successes	Result
0	"Ain't they dolls? I think my kids plays with dem."
1	"Hottest, newest urban brawlers in the league. They play for the Screammers. Punch is a heavy and Judy is the out rider."
2-3	"Punch and Judy put the Screammers in the finals this year. Before they joined the team, the Screammers were in next-to-last place."
4	"Some burned-out mage has been tossing around their names. Some guy named Bubba."
5+	"Street buzz says Aztechnology is interested in both of them. A fixer named Keane has had a few dealings with them."

URBAN BRAWL

If the runners want to learn about urban brawl, let the players read the section entitled **Urban Brawl Rules**.

BUBBA

Appropriate Contacts

Any Company Man, Fixer, Shadowrunner, or Talismonger

Shadowland

Target Number 4/Search Time 36 hours

Successes	Result
0	"Bubba? Bubba? Ain't dat a gum?"
1	"Bubba? Some mage who fragged his mind with cyberware. Lives somewhere in Puyallup." (Contact gives an address.)
2-3	"This Bubba slot claims to know Punch and Judy. You know, the urban brawl stars."
4	"Used to be a hotshot shadowrunner, so he says."
5+	"I heard he used to run for Aztechnology, along with a pair named Top Cat and Starlight."

BUBBA'S DEATH

Appropriate Contacts (Target Number 5)

Any Company Man, Fixer, Shadowrunner, or Talismonger

Shadowland

Target Number 4/Search Time 12 hours

Successes	Result
0	"Bubba? Bubba? Ain't dat a gum?"
1	"Bubba? You mean that guy who turned up in the squatter camp in Puyallup. The job was a real pro hit. Whoever wanted him geeked paid top nuyen."
2	"I heard a group of shadowrunners saw him last. Lone Star's on the lookout for them."
3	"You ever hear of a fixer named Keane? Well, word is he was looking to do a little wetwork just yesterday. Mighty big coincidence, eh chummer?"
4+	"This Keane slot was also looking to find out the site of the urban brawl championship game. Wonder what gives with that?"

"BABY JOE" JOHNSON

Appropriate Contacts

Company Man, Media Producer, Reporter, Snitch

Shadowland

Target Number 4/Search Time 24 hours

Successes	Result
0	"Baby Joe? Geeeee, I always knew you chummers were weird. . ."
1	"Baby Joe Johnson? He's the manager of the Seattle Screammers."
2-3	"Word is he's got himself in deep with the Mafia, borrowing all he could just to buy Punch and Judy's contracts for the Screammers."
4	"It seems Baby Joe is placing bets on his own team to win the urban brawl championship."
5+	"Baby Joe took loans from the yakuza to cover his bets. Baby Joe is a fragging bimble-headed brainwipe."

KEANE

Appropriate Contacts (Target Number 5)

Any Fixer, Snitch, or street contact

Shadowland

Target Number 4/Search Time 36 hours

Successes	Result
0	"Get away from me! Wadda I look like, yer mother?"
1	"Joker's a fixer, works the nasty lane. Down and dirty and very wet."
2	"Keane's been working for Aztechnology lately. He was looking for street muscle to do some wetwork for him. I heard he hired on Stark and Judas a few days ago, but they got geeked."
3	"Keane arranged some kinda haul last night. Real weird stuff. He lifted some urban brawl gear, and New York Slashers uniforms. Must be a big fan."
4	"Keane was also looking for a hot decker. He wanted to find out where the urban brawl championship game was going to be played. All he hadda do was wait one more day—go figure."
5+	"I heard Aztech sent some corp watchdog to check up on him. Keane didn't like that stuff at all."

MAFIA

Appropriate Contacts

Lone Star Cop, Mafia Don, Mafia Enforcer, Plainclothes Cop, Yakuza Boss

Shadowland

Target Number 4/Search Time 24 hours

Notes

If the runners use Mafia contacts, they do not belong to the same family as Carloni and his boys (see **The Mafia**, p.xx).

Successes	Result
0	"What Mafia? Dere ain't no such ting."
1	"The Mafia? Chummer, don't you know asking about them is asking for trouble?"
2-3	"According to the buzz, the Mafia helped 'finance' the manager of the Seattle Screammers, so the team could afford Punch and Judy."
4	"With the odds so good for the Screammers to win the urban brawl championship, some folks in the Mafia opted to place a few bets on the game."
5+	"The Mafia is betting loads of nuyen on the New York Slashers to win the championship. It's a long shot, but if the Slashers win, the Mob wins big!!"

YAKUZA

Appropriate Contacts

Lone Star Cop, Mafia Don, Mafia Soldier, Plainclothes Cop, Yakuza Boss

Shadowland

Target Number 4/Search Time 36 hours

Successes	Result
0	"The yaks? THE YAKS? AHEEEEEEEEEE!!!!!" (Contact runs away if appropriate.)
1	"Yakuza? Why the frag you think the yakuza's involved with urban brawl?"
2-3	"Someone in the urban brawl business is in big to the yak."
4	"You know Baby Joe Johnson, manager of the Screammers? He borrowed a ton of nuyen from the yak just recently."
5+	"Baby Joe borrowed money from the yakuza and bet it all on the Slashers."



TOP CAT AND STARLIGHT

Appropriate Contacts (Target Number 5)

Company Man, any corporate type, Fixer, Mr. Johnson, Snitch

Shadowland

Target Number 5/Search Time 36 hours

Notes

If the runners use any contacts with Aztechnology connections, add +2 to the target number.

Successes	Result
0	"Yea, dem was 'toons, righto? Used a watch 'em when I was a brat."
1	"Top Cat and Starlight were a couple of elven shadowrunners working for Aztechnology back 'round '48."
2-3	"Both of them pulled some pretty heavy runs for Aztechnology before they split the sprawl. Ain't heard no word of them since."
4	"Used to work with some other elven runners. A couple of them ended up dead in the Barrens."
5+	"An old mage named Bubba used to work with them, too. The last place anybody saw Top Cat and Starlight was over in Tacoma, at Aztech's research facility."

KYLE MORGAN

Appropriate Contacts (Target Number 5)

Company Man, any corporate type, Fixer, Mr. Johnson

Shadowland

Target Number 5/Search Time 36 hours

Notes

If the runners use any contacts with Aztechnology connections, add +4 to the target number. Also, Kyle Morgan first appeared in the **Shadowrun** adventure **Mercurial**.

Successes	Result
0	"Sorry, mind's a blank. Stood too close to some high voltage, don't ya know."
1	"Morgan is a big shot, pro sports type. You know, rally car driver, combat biker. I've heard he even plays urban brawl."
2-3	"Kyle Morgan is a hitman who works exclusively for Aztechnology. He's worked with them for the last ten, twelve years."
4	"Morgan has a partner who always works with him. A dragon. A fraggin' western dragon."
5+	"Morgan was involved in some business with Aztechnology and Perfekto Polymers a few years back. Around the same time that Maria Mercurial got hitched."

AZTECHNOLOGY, TACOMA RESEARCH PARK

Appropriate Contacts

Activist, Company Man, any corporate type, Fixer, Metahuman Troll Bouncer, Mr. Johnson, Street Cop, Talismonger

Shadowland

Target Number 4/Search Time 36 hours

Notes

If the runners use any contacts with Aztechnology connections, add +4 to the target number. Also, the Aztechnology Tacoma Research Park first appeared in the **Shadowrun** adventure **DNA/DOA**.

Successes	Result
0	"You have any idea how many research labs they got? Like I'm supposed to remember any one in particular."
1	"That place is some kind of genetic research lab or something."
2-3	"The place got hit by some runners working for a corp named Biogene Technologies."
4	"A few years back, someone spilled some info about that place; about it doin' research on live metahuman subjects."
5+	"A pair of runners named Top Cat and Starlight leaked the story about the lab experiments."



BIOGENE TECHNOLOGIES

Appropriate Contacts

Company Man, any corporate type, Fixer, Mr. Johnson

Shadowland

Target Number 4/Search Time 24 hours

Notes

Biogene Technologies first appeared in the **Shadowrun** adventure **DNA/DOA**, and also appears in the **Shadowrun** novels **Changeling** and **2XS**.

Successes	Result
0	"Geez, what do I look like, a useful contact or something?"
1	"Some genetic research corp. A Japanese corp called Yametetsu bought it out."
2-3	"Biogene hired some runners to hit Aztechnology's Tacoma facility a few years back."
4	"Biogene's run on Aztechnology happened because they found out Aztechnology was doing genetic research at the Tacoma place."
5+	"The info Biogene got came from a team of eleven runners who used to work for Aztechnology. Since then, some of that team turned up dead. The rest disappeared."



SEATTLE SCREAMERS

Appropriate Contacts

Club Habitué, Club Owner, any corporate type, Mafia Don, Mafia Soldier, Reporter, Street Cop, Yakuza Boss

Shadowland

Target Number 4/Search Time 30 hours

Successes	Result
0	"Urban brawl, you butthead! What are you, some stupid 'got-no-life' shadowrunner?"
1	"The Screammers are the number one ranked team in the North American Urban Brawl League. Odds are high that they'll win the big game this week."
2	"Up 'til this season the Screammers were nothing. Once they got Punch and Judy, though, then they started winning."
3	"I'm kinda surprised that the Screammers agreed to put up the nuyen for Punch and Judy. They've always been tight when it comes to buying new players. That's why they lost for so long. You can't get good players without paying big cred."
4+	"The word on the Screammers is that someone within their organization put up his own money to get Punch and Judy. Sounds crazy to me, but hey, now the Screammers are the team to beat."

NEW YORK SLASHERS

Appropriate Contacts

Club Habitué, Club Owner, any corporate type, Mafia Don, Mafia Soldier, Reporter, Street Cop, Yakuza Boss

Shadowland

Target Number 4/Search Time 30 hours

Successes	Result
0	"Urban brawl, you butthead! What are you, some stupid 'got-no-life' shadowrunner?"
1-2	"The Slashers are the number two ranked team in the North American Urban Brawl League."
3 +	"They used to be number one, until the Screammers picked up Punch and Judy. The Slashers are real upset. They're making plenty of noise about how they're going to stomp Punch and Judy but good."



CAST OF SHADOWS

The following non-player characters play principal roles in **A Killing Glare**. Because many of them appear in more than one encounter, their statistics and descriptions are grouped together here for convenience. They appear in the order of their importance to the story. The information in this section is intended to help the gamemaster better understand these pivotal characters, and to aid in roleplaying them. Any additional information needed to play these characters appears in the appropriate encounters. Statistics and descriptions of other, minor characters are listed in the encounters in which those characters appear.

PUNCH (TOP CAT)

Heavily built for an elf, the 41-year-old Punch stands 6'1" and weighs 165 pounds. He has dark brown hair and fair skin. Though Punch was born Franklin Hartman, his name and appearance have changed dramatically since his birth. Growing up in what eventually became the Boston sprawl, Punch learned early on the lessons he would need to run the shadows. At the age of 33 he moved to Seattle, where he entered the world of shadowrunners and became a top-notch street samurai. Calling himself Top Cat, the talented Punch soon caught the attention of Aztechnology fixers who hired him to work for the Aztlan corp. On a run for Aztechnology, Top Cat met a striking elven woman named Starlight. From the start the two worked well together, and soon became an inseparable team. As partners and lovers, they ran the shadows of Seattle for three years. They quit when Aztechnology used them to steal data dealing with metahuman genetic experiments, trashing the stolen data before leaving Seattle. The pair returned to Top Cat's home in Boston, underwent cosmetic surgery, and entered the world of international urban brawl under the names of Punch and Judy. This dynamic duo became the hottest pair of urban brawl players the league had seen in a long time. In demand from all quarters, they moved from team to team until signing on with the Seattle Screammers.

Punch truly enjoys playing urban brawl; to him, this dangerous game is the next best thing to shadowrunning. If the runners play straight with him, they earn Punch's trust. If he thinks they are playing him for a fool, he lets them know about it.

Punch gives his greatest love and first loyalty to Judy. The pair have spent eight years together, as lovers and teammates, and their relationship is built on love and trust. Though Punch often adopts a carefree attitude about life, it masks a deeper seriousness and sense of moral order that Judy shares.

Attributes

Body: 5 (7) Intelligence: 4
Quickness: 6 (8) Willpower: 4
Strength: 5 (7) Essence: .5
Charisma: 4 Reaction: 6 (10)

Initiative: 10 +3D6

Threat/Professional Rating: 4/4

Skills

Armed Combat: 5 Firearms: 6
Bike: 4 Stealth: 5
Etiquette (Corp): 3 Unarmed Combat: 5
Etiquette (Street): 4

Cyberware

Dermal Plating (2) Smartlink
Muscle Replacement (2) Wired Reflexes (2)

Gear

Note: Punch has two different gear lists. The Normal list includes what he carries when the runners meet him. The Brawl list includes the gear he carries during the Super Brawl game.

Normal

Ares Predator [Heavy Pistol, 15 (clip), 9M, w/3 extra clips, Smartlink]
Armor Jacket (5/3)
Doc Wagon Contract (Platinum)
HK 227-S SMG [SMG, 28 (clip), SA/BF/FA, 7M, w/2 extra clips, Smartlink, Sound Suppressor]
Monofilament Whip (Reach = 2, 10S)

Brawl

AK-97 [Assault Rifle, 38 (clip), 8M, w/2 extra clips, Smartlink]
Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/3 extra clips, Smartlink]
Medium Armor (4/3 plus helmet)

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

PUNCH (TOP CAT)



JUDY (STARLIGHT)

Slim but muscular, Judy is a 38-year-old elven woman of striking beauty. Her tawny blond hair and hazel eyes contrast with her dark complexion to create an unusual, unforgettable picture. Born Tina Andrews in the UCAS city of Denver, Judy grew up in an isolated enclave and longed to see the rest of the world. After her father died, Tina traveled to Seattle to live with distant relatives. She and they cared little for one another's company, and Tina went to live on the streets where she could breathe free. A shadowrunner named Bubba befriended her and helped her survive, and ultimately introduced her to the shadow world of Seattle. Taking her love of driving to the extreme, Tina became a rigger, and Bubba christened her Starlight. Starlight met Top Cat when Aztechnology hired her, Bubba, and Top Cat for the same run. She felt strongly attracted to the samurai, and the two became a team, both during runs and between them. Starlight, Top Cat, and Bubba ran the shadows for Aztechnology for almost three years until the Aztlan

corporation used them to steal data from a competitor's twisted genetic research project. They trashed the data and took off, leaving Bubba behind in Seattle. Starlight and Top Cat moved to Boston, where they underwent cosmetic surgery and changed their names to Punch and Judy to hide from their former employer's assassins. Shortly after moving to Boston, the altered pair joined the Boston Massacre urban brawl team. Swiftly becoming star players, Punch and Judy moved from team to team, eventually signing on with the Seattle Screammers.

A tough lady, Judy gets serious when talking business. Though she would never betray Punch, she feels a little guilty about leaving Bubba behind in Seattle.

Attributes

Body: 5	Intelligence: 5
Quickness: 5	Willpower: 5
Strength: 5	Essence: .3
Charisma: 6	Reaction: 5 (11*)

Initiative: 5 + 1D6 (11 + 4D6*)

Threat/Professional Rating: 4/4

Skills

Bike: 5	Firearms: 4
Car: 5	Ground Vehicles (B/R): 3
Electronics: 5	Gunnery: 6
Etiquette (Corp): 5	Rotor: 4

Cyberware

Datajack
Smartlink
Vehicle Control Rig (3)

Gear

Note: Judy has two different gear lists. The Normal list includes what she carries when the runners meet her. The Brawl list includes the gear she carries during the Super Brawl game.

Normal

Ares Viper Slivergun [Heavy Pistol, 30 (clip), SA/BF, 9S(f), w/ 1 extra clip, Smartlink]
Armor Jacket (5/3)
Doc Wagon Contract (Platinum)
Enfield AS-7 [Shotgun, 10 (clip), SA/BF, 8S, w/2 extra clips, Smartlink]
Harley Brawler (rigged) [w/2 Uzi III (SMG, 50 rounds, BF, 6M), and a grenade launcher (SS, 6 Defensive Grenades, 10S)]

Brawl

Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/3 extra clips, Smartlink]
Harley Brawler (rigged as described above)
Medium Armor (4/3 plus helmet)

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

JUDY (STARLIGHT)



BUBBA (ROBERT HOWLAND)

Bubba stands almost six feet tall; his height and his elven features combined with his cyberware make him an unusual-looking individual. Born in Seattle in 2012, only a year after the Awakening, Robert Howland grew up in a world trying desperately to cope with the sudden appearance of magic. Entranced by magic ever since childhood, Robert studied the hermetic tradition and became a mage. His magical abilities led him to the profitable but dangerous world of shadowrunning, where he worked under the handle of Bubba. His life began to change during a run in which he lost the sight in one of his eyes. By opting for a cyber replacement, Bubba began his long fall from grace. As he implanted more and more cyberware, his magic grew weaker. His hotshot career began to slow down, until he met a lovely elven girl named Tina living on the streets. Taking her under his wing, Bubba showed Tina life in the shadows of Seattle. Her enthusiasm for her newfound world rubbed off on Bubba, and seemed to halt his slow slide to oblivion. The pair began to work the shadows together, he as a mage, she as a rigger named Starlight. Through a fixer for Aztechnology, Bubba and Starlight met up with an elven street samurai named Top Cat. The three of them, along with a few other elven shadowrunners, became the hottest runners in the sprawl until a datasteal for Aztechnology turned sour. The team learned that Aztechnology was conducting metahuman genetic experiments, using live elven subjects. Furious, the team trashed the data and quit, only to be hunted by an Aztechnology assassin named Kyle Morgan. Morgan killed three of the team; Top Cat and Starlight left Seattle, and Bubba ended up in the Barrens hiding out

from the Aztechnology hit man. Bubba remained in the Barrens for years, scraping out a living with occasional, bottom-of-the-barrel shadow work. His magic continued to decline, and casting spells began to cause him actual damage.

Bubba is loyal to one person, and one person only: himself. He feels betrayed by Top Cat and Starlight, who left him to die in the Barrens. He feels especially vengeful toward Starlight, who paid back his care of her by neglecting him. A bitter individual, Bubba is angry at almost everyone around him. He feels that other people caused all the problems in his life, and wants to strike back.

Attributes

Body: 4	Willpower: 4
Quickness: 4 (5)	Essence: 2.1
Strength: 3 (4)	Magic: 2 (3)
Charisma: 2	Reaction: 4 (6)
Intelligence: 4	

Initiative: 6 + 2D6

Threat/Professional Rating: 2/3

Skills

Conjuring: 5	Magical Theory: 3
Etiquette (Street): 5	Sorcery: 5
Firearms: 4	

Cyberware

Cybereyes with Flare Compensation	Smartlink
Datajack	Wired Reflexes (1)
Muscle Replacement (1)	

Gear

Browning Max Power [Heavy Pistol, 10 (clip), SA, 9M, w/2 extra clips, Smartlink]
 Doc Wagon Contract (Silver)
 Lined Coat (4/2)
 Power Focus (1)
 Stim Patch (1)

Spells

Combat

Mana Bolt: 4
 Sleep: 4

Detection

Analyze Device: 3
 Clairvoyance: 4

Health

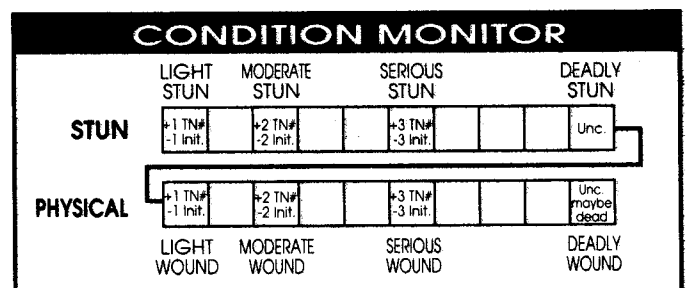
Heal: 4

Illusion

Invisibility: 5

Manipulation

Armor: 4



BUBBA (ROBERT HOWLAND)



JOSEPH "BABY JOE" JOHNSON

Baby Joe stands 5'8" tall and weighs 155 pounds. His coarse black hair and dull brown eyes do nothing to liven up his completely forgettable appearance. Baby Joe Johnson has always loved sports, and dreamed all his life of working in the professional leagues. Lacking the discipline to become an athlete, Baby Joe took what he saw as the smart way into pro sports and became an agent. He started out backing small-time sports figures, then started representing urban brawl players. Through his ties in the ISSV, he joined the Seattle Screammers as the team's manager. Only marginally successful, Baby Joe managed to hold onto his job in spite of the Screammers' endless losing streak.

Though most of the time Baby Joe looks out for numero uno, he does feel loyalty to his bosses, the Screammers owners. He knows they kept him on when others might have canned him, and he remains grateful.

Baby Joe comes across as confident and on top of things, always seeming to know what's going down. In reality, Baby Joe's confident front hides a scared and pathetic little man, afraid of losing his job and his life. He has taken a big risk to make a name for himself in urban brawl, and desperately hopes that it will pay off. Unfortunately, Baby Joe lacks the brainpower to realize that dumb moves never work.

Attributes

Body: 3
Quickness: 3
Strength: 3
Charisma: 4
Intelligence: 4
Willpower: 3
Essence: 4.8
Reaction: 3

Initiative: 3 + 1D6

Threat/Professional Rating: 2/2

Skills

Computer: 2
Firearms: 2
Etiquette (Corp): 2
Etiquette (Media): 4
Etiquette (Street): 2
Negotiation: 5

Cyberware

Datajack, 100 Mp of memory

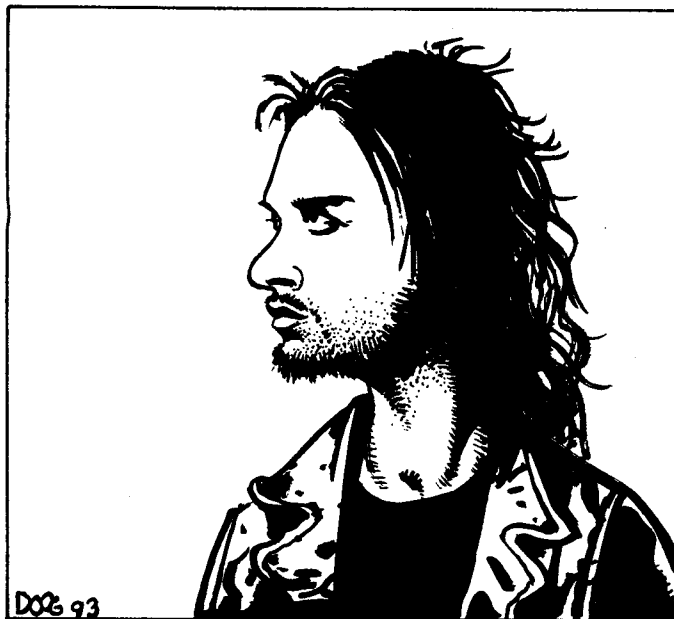
Gear

Fichetti Security 500 [Light Pistol, 12m (clip), SA, 6L]
Pocket Secretary
Portable Computer

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND

JOSEPH "BABY JOE" JOHNSON



KYLE MORGAN

Nearing 50 years of age, Kyle Morgan remains as physically fit as a man half his age. One of the Sixth World's premier assassins, he goes by different aliases as a rally driver. He has also

fostered rumors that he participates in other sports such as combat biker and urban brawl.

For the last twelve years, he has worked for Aztechnology, making hits for the corp. When Punch and Judy's shadowrun team went rogue after a seemingly routine datasteal, Aztechnology called Morgan to take the team out. Starlight caught him with a blast from a machine gun, and three team members got away. Kyle brings the intensity of a wronged man to his current mission; Top Cat and Starlight are one of the few blemishes on his career, and he looks forward to wiping them out.

In 2022, Morgan befriended Perianwyr, a newly awakened dragon. The pair have worked well together for many years, and are now ready to break with their corporate masters and make their own bid for power. Morgan and Perianwyr share an empathic link, allowing each to feel the other's emotions.

Attributes

Body: 5 Intelligence: 4
Quickness: 6 Willpower: 4
Strength: 5 Essence: 2.3
Charisma: 5 Reaction: 5 (9)

Initiative: 9 + 3D6

Threat/Professional Rating: 5/4

Skills

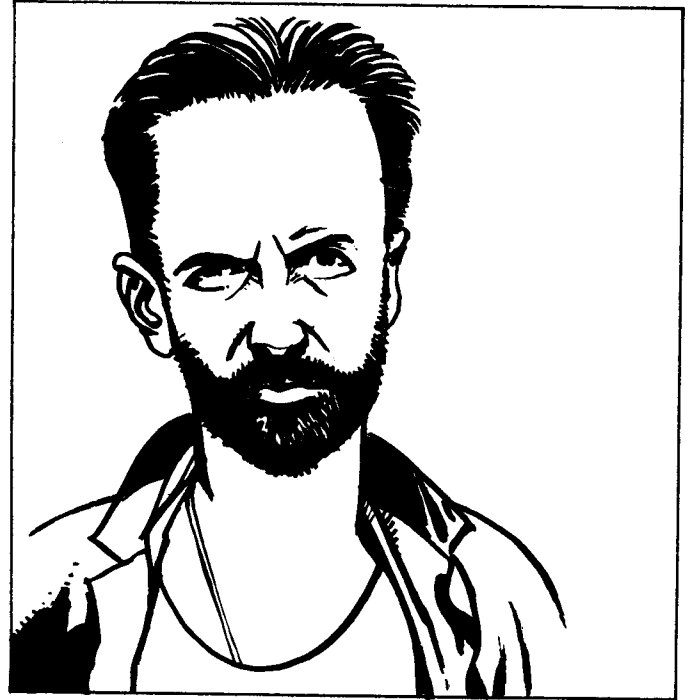
Firearms: 4
Languages
 French: 4
 Spanish: 5
 Welsh: 6
Leadership: 7
Negotiation: 6
Pistol: 10
Racing: 6
Rifle: 7
Unarmed Combat: 6

Cyberware

Datajack
Smartlink
Wired Reflexes (2)

Gear

AK-97 (Assault Rifle, 38 (clip), SA/BF/FA, 8M, Smartlink]
Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, Smartlink]
Ares Viper Slivergun [Heavy Pistol, 30 (clip), SA/BF, 9S(f), Smartlink]
Armor Jacket (5/3)



PERIANWYR

In 2022, the dragon Perianwyr awoke from a centuries-long sleep in a Welsh cavern. When he emerged, ravenous after his hibernation, he feasted on a nearby flock of sheep. Enraged at the dragon's action, a mob of angry farmers threatened to kill Perianwyr. A local boy named Kyle Morgan held them off with a shotgun and sheer charisma, saving the dragon's life. A grateful Perianwyr befriended the boy, and they have worked the shadows together for more than 27 years.

Perianwyr considers Morgan his only friend and devotes all his loyalty to him. The dragon and Morgan share an empathic link, allowing each to feel the other's emotions. Despite his steadfast loyalty, Perianwyr remains apathetic about this mission. He wants to end their employment with Aztechnology and begin work on their own plans. Any attack on Morgan, however, infuriates the dragon and he will counterattack mercilessly.

Attributes

Body: 15/8
Quickness: 6 x 3
Strength: 40
Charisma: 4
Intelligence: 5
Willpower: 8
Essence: 8
Magic: 8
Reaction: 5

Initiative: 5 + 2D6

Attack Code: 14D, +2 Reach

Threat/Professional Rating: 6/4

CONDITION MONITOR									
LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN			
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.						Unc.
LIGHT WOUND		MODERATE WOUND		SERIOUS WOUND		DEADLY WOUND			
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.						Unc. maybe dead

CAST OF SHADOWS

Skills

Languages

Ancient Celtic: 6

Latin: 5

Welsh: 4

Sorcery: 6

Special Skill

History of Rock and Roll: 7

Powers

Animal Control (reptiles)

Enhanced Senses (Low-Light Vision, Wide-Band Hearing)

Flame Projection (8L)

Flight

Hardened Armor (4)

Spells

Combat

Mana Bolt: 9

Sleep: 8

Detection

Mind Probe: 6

Health

Heal: 10

Illusion

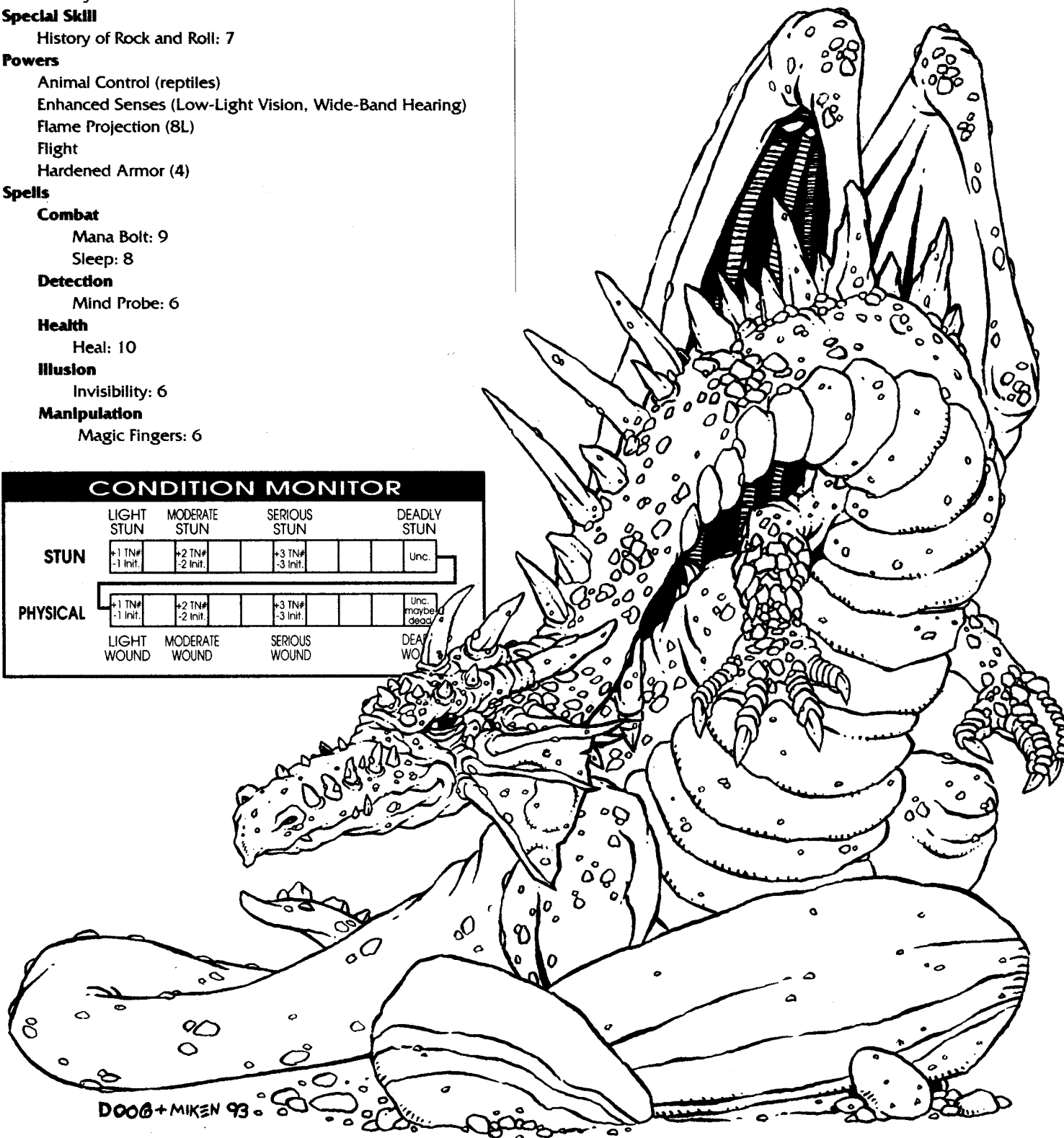
Invisibility: 6

Manipulation

Magic Fingers: 6

CONDITION MONITOR

	LIGHT STUN	MODERATE STUN	SERIOUS STUN	DEADLY STUN
STUN	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc.
PHYSICAL	+1 TN# -1 Init.	+2 TN# -2 Init.	+3 TN# -3 Init.	Unc. maybe dead
	LIGHT WOUND	MODERATE WOUND	SERIOUS WOUND	DEADLY WOUND



URBAN BRAWL RULES

In 2022, the rumble à la mode for French street gangs who wanted to settle something was a fight between two armed teams on a patch of neutral ground. The side that scored the most goals in a ball game played with guns won the beef. The violent game played like a cross between "get the guy with the ball" and the gunfight at the OK Corral.

About this time, the French corp Javert et Cie. was trying to reclaim an economically dead neighborhood in return for extraterritorial rights like those granted the multinationals. Javert got nothing but drek from the local gangs until some bright exec came up with the notion of sponsoring the killer ball games that the punkers seemed to like. Cash purses, assignments in corporate security, and other assorted goodies went to the winners.

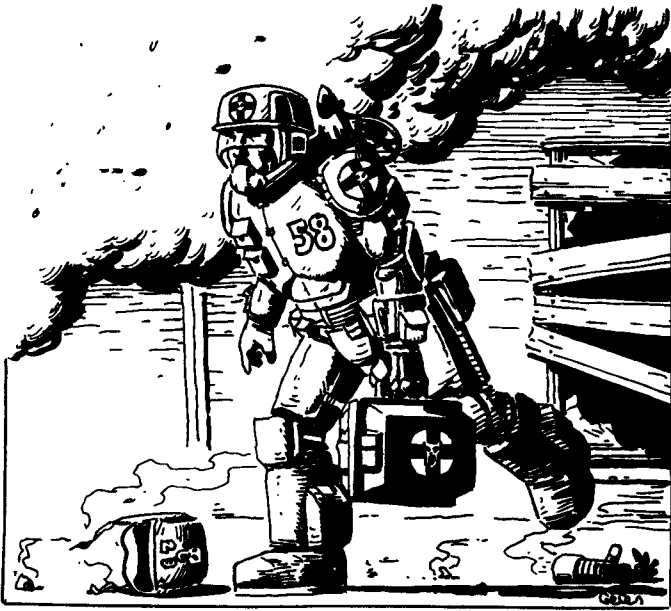
The games gripped the gangs' attention. They lost interest in doing dirt to Javert and concentrated on working to win the contests. Things really started cooking when a mid-level exec noticed that her fellow suits were betting like crazy on the outcome of the fights. People snapped up black market vids of the brawl—the suits got a real kick out of watching the street trash waste each other. After a quick check with the corp legal department, followed by some wheeling and dealing, Javert et Cie. started feeding cable coverage of "Jeu de Guerre de Ville" to pay-per-view networks all over the country. Within a few months, satcasts carried the games all over the world.

Within months of their sports debut, the gangs organized into official teams. Germany introduced non-gang players in 2024, the same year that Govinda Enterprises in Chicago adopted the game to co-opt the gangsters plaguing its operations in the city's depressed zones. "City Combat Game," the English translation of the game's French name, didn't sound quite right to U.S. ears, so a brightboy somewhere dreamed up the name urban brawl.

By the 2050s, urban brawlers came from almost every social class and even included university teams. But most brawlers still come from the streets, betting survival against escape from poverty. In some corp enclaves, felons may be offered indenture on an urban brawl team instead of imprisonment or the big sleep.

The first North American championship, the Super Brawl, was held in 2037. European urban brawl had gone dormant; the horrific EuroWar was giving everyone too big a taste of real conflict for a small-scale, professional urban combat game to stay popular. When the war ground to a halt in 2042, the corps rebuilding the Continent's infrastructure channeled returning combat vets into urban brawl teams. A lot of these new brawlers had gotten hooked on the battleboost drugs and chips used by all sides in the EuroWar, and they pushed the game's death rate to new heights. The first international Urban Brawl World Cup was held in 2046, and has been held every two years ever since.





PLAYING URBAN BRAWL

Played by two opposing teams of 13 players each, urban brawl looks like a crazy combination of football, soccer, and a gang rumble. Each team tries to score by getting the ball into the other team's goal area, and within the few limits set by internationally accepted rules, can cause as much mayhem and destruction in the process as the team members are capable of. Players use melee weapons, armor, firearms, and a single motorcycle to battle their way through the streets of the urban brawl zone, as each side fights to score off the opposition. The following pages describe in detail every aspect of urban brawl games.

BRAWLERS

Thirteen brawlers go into the brawl zone at the beginning of each quarter, with replacements for downed players made between plays. An urban brawl team has eleven offensive players and two non-offensive players. Under the official rules devised by the Internationaler Stadtskrieg Sport Verein (ISSV), urban brawl players can use any cyberware they can cram into themselves: limb modifications, body weapons, smartgun links, skillwires, name it. When a hot brawler on a small-time team shows up sporting the latest cybertech, it's a safe bet he's being groomed to move into the majors, and that his prospective team is slotting the credstick for his new cyber toys. Urban brawl teams can go through a lot of personnel in a season, so this kind of prospecting for players happens fairly often.

Offensive Positions

Any brawler in an offensive position can carry the ball. Each listing below contains the number of players in each position on the team, and the gear they carry.

Scouts: Four per team. Scouts wear light armor (Ballistic 3, Impact 2, plus helmet) and carry a personal sidearm (see **Weapons**, following).

Bangers: Four per team. Bangers wear medium armor (Ballis-

tic 4, Impact 3, plus helmet) and carry a personal sidearm.

Heavies: Two per team. Heavies wear medium armor (Ballistic 4, Impact 3, plus helmet) and carry a personal sidearm, as well as the brawler's choice of an assault rifle, SMG, or shotgun.

Blaster: One per team. The blaster wears light armor (Ballistic 3, Impact 2, plus helmet), and carries an LMG in a gyro-harness mounting (Rating 2).

Non-Offensive Positions

These two brawlers cannot carry the ball. Each entry below describes the position and the gear the player carries.

Outrider: The outrider wears medium armor (Ballistic 4, Impact 3, plus helmet), rides a motorcycle, and packs a cycle-mounted assault rifle, SMG, or shotgun. He or she also carries a personal sidearm. In addition to fighting, the outrider can also carry any other brawler on his cycle except for the ball carrier.

Medico: The medico wears heavy armor (Ballistic 6, Impact 4, plus helmet) painted a bright, glossy, white. In lieu of weapons, the medico carries a well-stocked medical kit. The medico cannot engage in combat, and players who deliberately attack him get slapped with a hefty penalty unless he is riding on the outrider's cycle. The outrider's bike and its passengers are always fair game.

WEAPONS

Personal sidearms include any single-action, double-action, or semi-automatic weapon up to the Heavy Pistol class, including short-barreled combat shotguns such as the Remington Roomsweeper. Brawlers can carry any amount of ammunition. In addition to the weapons and armor specified for each position, brawlers can carry almost any other melee weapons, either external weapons or cyberware. Only monofilament and electrically charged weapons are illegal.

A brawler can pick up any discarded melee weapon and use it during play. Any weapons improvised from materials found in the brawl zone are also legal, except for firearms, monofilament, or charged weapons that players might happen to find.

ARMOR

Each franchise team registers a color and pattern to which its players' armor must conform. Because they obscure the surrender lights woven into the armor, yellow and gold are not allowed. ISSV rules require each pattern to contain at least one dark and one bright color to minimize camouflage benefits conferred by any particular pattern.

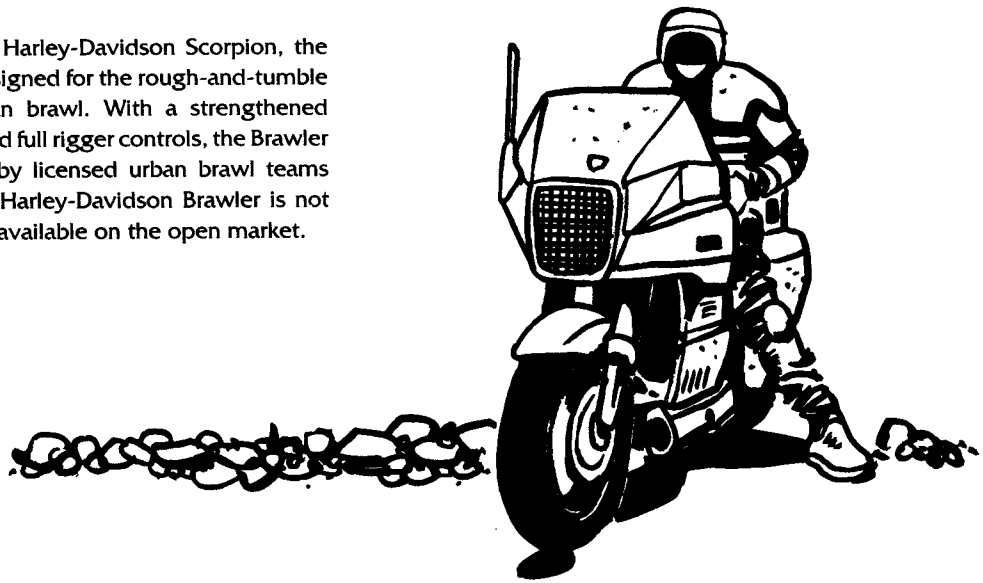
Regulation armor must be equipped with ISSV-approved penalty and surrender circuits. Brawlers are equipped with two-way radios, powered down to limit their effective range to the size of the brawl zone. Before play, officials carefully inspect each brawler for implanted comm gear that might allow a player to get information from observers outside the brawl zone. Anyone carrying such gear must allow officials to neutralize it or else be banned from playing.

OUTRIDER'S CYCLE

The outrider may ride any class of motorcycle, and the rules allow the use of a vehicle control rig. The Harley-Davidson Brawler, described below, remains the most popular vehicle among urban brawl players.

Harley-Davidson Brawler

Based on the popular Harley-Davidson Scorpion, the Brawler is a custom bike designed for the rough-and-tumble world of professional urban brawl. With a strengthened chassis, improved armor, and full rigger controls, the Brawler is the bike to beat. Used by licensed urban brawl teams throughout the world, the Harley-Davidson Brawler is not street-legal and remains unavailable on the open market.



	Handling	Speed	B/A	Sig	APilot	Availability	Cost	Street Index
Brawler	5/7	64/192	4/6	1	2	12/21 days	26,000¥	3
Seating: 1 front + 1 rear								
Economy: 36 km per liter								
Storage: 2 CF underseat + 2 CF per sidebox								
Options: Vehicle control rig, three firmoints (2 facing forward, 1 facing the rear)								

Fuel: IC/30 liters

THE BALL

The regulation brawl ball is sphere-shaped, 65–70 centimeters in diameter (about the size of a soccer ball), and weighs 500–600 grams. Made of dense plastifoam, the ball is coated with bright gold or yellow glo-paint that makes it clearly visible at a minimum distance of 50 meters as required by the ISSV rules. Players may carry the ball in the hands or tucked under one arm.

BRAWL ZONES

Franchise games take place in the streets, in brawl zones selected by the ISSV before the season begins. A brawl zone measures roughly four city blocks long by three city blocks wide; the official dimensions range from a minimum of 550 meters long by 420 meters wide to a maximum of 680 meters long by 510 meters wide. Open streets must bound the game area on all sides. Partly to keep people guessing and partly to cover rescheduling of games, the ISSV's top-secret list of potential sites includes twice as many zones as necessary for a given season. Brawl zones always cover a depressed area, usually an officially uninhabited neighborhood such as the local Barrens. The ISSV surveyors look for zones inhabited by SINless squatters, to avoid the hassle of moving official citizens out once the Commissioner activates the zone.

At the beginning of each season, brawl teams know what cities they can expect to play in, but they do not know the precise locations of the zones. A brawl zone is activated 24 hours before a match, at which point an ISSV team moves the area's residents out and moves in cameras and other gear needed for the game.

Once the ISSV has activated a zone, franchise and network techs go to work, setting up remote cameras and relay transmitters for the flocks of camera drones used to vid the game. Though UCAS law allows any citizen in the zone to appeal an ISSV vacate notice, few do. Fat payments, luxury accommodations during the game, guaranteed reimbursement for property damage... heck, the poor fraggers love it. According to hints in pirate newsnet reports, stubborn folks tend to come to grief.

Once the ISSV has activated the zone, the brawl teams study city maps, blueprints, and other records to try and recon their side of the area. Before starting play, brawlers can go anywhere in the zone that they can reach during the game: inside, outside, upstairs, downstairs, or anywhere else they can think of. The more detailed knowledge a brawler has about the playing area, the more edge he has once the whistle blows. Shadowrunners can pick up hefty nuyen doing covert scouting runs into one or the other team's turf. Of course, shadowrunners can also get dead mixing it up with ISSV security.

Twenty-four hours after the zone is activated, the game begins.

OFFICIALS

Two to four officials cover each city block of the brawl zone. Officials wear Partial Heavy Armor coated with white glo-paint and marked to show their status as referees, technicians, or biotechs. The armor is wired with a wizbang set of pickups that let

the officials scan the zone through any of the fixed-mount cameras set up across it, or any of the hundreds of surveillance drones that buzz through the zone catching the action for the folks at home. Officials also carry tasers to defend themselves from the occasional crazed brawler.

GAME STRUCTURE

An urban brawl game is divided into four quarters, each lasting thirty playing minutes. Each play lasts a maximum of five minutes or until it meets one of the following conditions.

- One team scores a goal.
- The clock runs out on the quarter.
- An official declares the ball dead.
- A wipeout takes place. (For an explanation of wipeout, see **Brawler Down**, p.59.)

If one team scores a goal or the clock runs out on the play, both sides begin the next play back in their home goals. If a ball goes dead, the opposing side (the side whose ball did not go dead) has the option of starting over at their goal, or resuming play with all their brawlers staying in their present locations. In this case, the opposing team starts back at its home goal. If a wipeout ends the play, the team making the wipeout wins hands down.

The clock stops between plays to give the players enough time to walk a couple of blocks, clear casualties to aid stations, start or maintain medical treatment, reload weapons, and so on. The rules call for a team to resume play five minutes after the previous play ends. An average game of urban brawl runs about four to six hours from start to finish, including a ten-minute rest period between quarters and the fifteen-minute halftime break.

SCORING

A circle four meters in diameter, marked by colored Neolux and glo-paint, appears somewhere on the street at each end of the brawl zone. This circle serves as the goal. The block of the street it lies in becomes the goal block. A team may move its goal to a different block on the street at the beginning of each quarter, to keep the opposition guessing where they want to hit the street when each new quarter starts.

A team scores if a ball carrier gets the ball into the opposing team's goal. The ISSV rulebook restricted goals to live ball carriers

until the 2044 season, when six disputed decisions over whether the carrier was still alive when he entered the goal circle caused the ISSV to change the rule. Current rules state that as long as the ball is in the brawler's hands or somehow attached to his body when he reaches the goal, he may be either alive or dead. A curious incident in a 2053 Boston-Seattle game caused a second

amendment; ISSV rules now count goals as valid whether the scoring player reaches the goal under his own power or not. In the 2053 game, a player was blown ten meters across the pavement by the opposition's blaster and hit the goal area in two pieces. Because one of the pieces remained in contact with the ball when it hit the circle, officials counted the goal.

OFFENSE VS. DEFENSE

The traditional offense versus defense used in other sports does not work in urban brawl; both teams play offense and defense at the same time. Each team carries a ball and tries to score while preventing the other side from scoring. Once play starts, the team has thirty seconds to get the ball out of its goal block. If they fail to move the ball beyond the goal block, the entire team except the ball carrier earns a freeze penalty (see **Penalties**, p.59). After the penalty expires, the team has another thirty seconds to get the ball out of the three blocks adjacent to their goal block. (See p. 36 for the layout of a regulation brawl zone.) During the remainder of the play, if the ball stays in the same block for more than sixty seconds, or a player carries it back into his own team's goal block for any reason, the team earns another freeze penalty that lasts until the ball carrier moves into a legal block.

A team must decide how to divide its forces to protect the ball as it travels through the brawl zone toward the opposing goal, without leaving their goal wide open. Split the team evenly, and risk succumbing to

a heavy offensive push? Leave the ball or the goal more lightly defended? Such questions of strategy take the ability to think things through, predict the flow of the game a few plays ahead, and react fast.

Any ball carrier can pass or hand the ball to any other offensive brawler at any time. If the ball hits the ground, the team has ten seconds to recover it. If they fail, the ball is declared dead. It also



goes dead if picked up by an offensive brawler on the opposing team.

BRAWLER DOWN

A brawler keeps playing until disabled by his wounds or until he surrenders. Surrendered or disabled players are considered "down." Brawlers who surrender too easily end up seeking other career opportunities. If a court conviction forced a player into urban brawl, too many surrenders may get him or her shipped back to the slam for execution or a jail sentence. Given such circumstances, few brawlers have incentive to surrender.

A brawler can trigger his surrender switch any time during play. The switch activates a pattern of bright yellow Neolux tubing woven through the player's uniform. (Natch, a particularly broad pattern of yellow 'lux runs up the spine.) The surrender switch also triggers the brawler's penalty circuit, and he remains under a kill penalty for the rest of the play (see **Penalties**, below). He may re-enter the game on the next play.

Keep in mind that a surrender has the same effect as being taken down. If all the offensive brawlers on one side get taken down during a single play, by wounds or through surrender, that team is the victim of a *wipeout*. If this happens, the other team wins regardless of the score.

The medico can attend disabled brawlers where they fall. However, he cannot transport them until combat in that block of the brawl zone ceases, either by moving elsewhere or stopping at the end of a play. Once the area is safe, pickup teams move in to evacuate any wounded brawlers.

Wounded brawlers can get first aid at aid stations located just off the field at the ends of each team's goal street. Typical field measures for wounded brawlers consist of dressings to control bleeding and fractures, plus heavy doses of painkillers and stimulants to get the players back into action for the next play. Teams can replace any brawler evacuated to a hospital on the next play. Only the on-duty physician, who reports to the ISSV, can order an evacuation. A player not evacuated who cannot or will not re-enter the brawl zone at the thirty-second warning before the next play, *cannot* be replaced on that play. His team *can* replace him on the following play; however, if they do, the wounded player stays out for the rest of the game even if his wounds heal.

Magical healing remains rare. If a team has a contract with a magical healer, once he or she applies curative magic to a player, that player cannot re-enter the game and must be replaced. Most brawl teams only retain magicians when a game takes place in a local jurisdiction that threatens legal action unless severely wounded players receive immediate magical aid.

PENALTIES

Penalties are rated as freezes, wounds, or kills. A freeze penalty affects an entire team or subteam. Wound or kill penalties affect individual brawlers.

A freeze penalty lasts until officials decide to end it. Most teams receive freeze penalties for minor errors, such as failing to get the ball out of the home goal block within the first 30 seconds of play. A wound penalty immobilizes a player for the rest of the play.

Most wound penalties apply to rules infractions more serious than those earning a freeze penalty. A severe rules infraction earns a brawler a kill penalty. He is kicked out of the game, and any death or injury he caused may be prosecuted as a criminal act in some jurisdictions. Where players given wound penalties can be replaced by teammates on the next play, a player given a kill penalty cannot be replaced until the beginning of the next *quarter*. If all functional players on a side receive kill penalties during one quarter, their team forfeits the match.

Urban brawl uniforms are wired with a regulation penalty circuit that gives any brawler who moves while under a penalty a disabling jolt of electricity. Any attempt to disable a penalty circuit earns a kill penalty. Before a penalty takes effect on any brawler, all brawlers hear a ten-second countdown over their radios. After the countdown ends, the offender's penalty circuit kicks in and his surrender lights blink on and off for the duration of the penalty.

The penalty circuit for "frozen" players stays on for the duration of the freeze penalty. A wounded player's penalty circuit stays on for the rest of the play in which he received the penalty. The penalty circuit of a player awarded a kill penalty stays on until an armed ISSV security escort arrives to escort the player out of the brawl zone. Because medicos do not suffer wound, kill or freeze penalties, medico uniforms carry no penalty circuits. A medico who violates the rules gets kicked out of play, but his team may replace him immediately instead of waiting until the next quarter.

If officials call a freeze penalty on a team, that penalty cancels any wound or kill penalties in force against the opposing team. If all the active brawlers on a team earn penalties simultaneously, except for kill penalties, the team does *not* suffer a wipeout. Instead, the penalized team's ball is called dead and the other team chooses from the standard options to begin the next play.

Specific Penalties

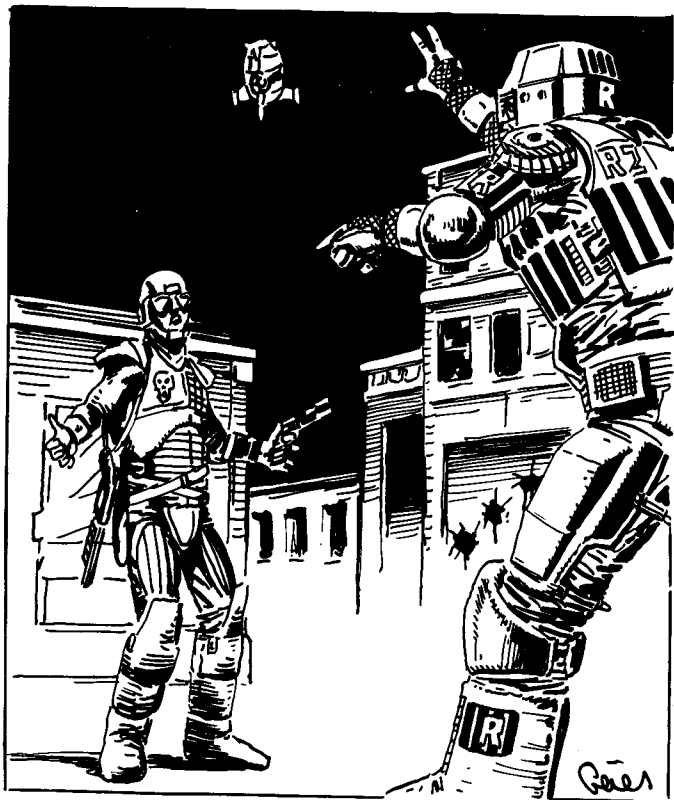
Arson: Deliberately setting a fire in the brawl zone earns a kill penalty, and means an automatic loss for the team if the game must be canceled. An unfortunate incident in Buenos Aires gave rise to this rule.

Deliberate Attack on Disabled/Surrendered Brawler: This action earns a kill penalty.

Deliberate Attack on Brawler Under A Penalty: If the attack misses, the player earns a wound penalty; he earns a kill penalty if it succeeds.

Illegal Intelligence: Any team receiving information from outside the brawl zone during a game forfeits the game. The ISSV can jam almost all technological means of cheating, but magic poses a thorny problem. An astral magician, or even a spirit, may relay information to brawlers. Though the ISSV employs astral security firms to prevent such spying, certain ISSV officials indulge in a paranoid fantasy that overly skillful or lucky teams owe their achievements to reports from astral space that help them find (or avoid) opposing brawlers. (In the history of urban brawl, the EBMM scandal in Bonn in 2043 remains the only verified case of magical cheating.)

Insufficient Offense: If the ball carrier remains in his own goal block sixty seconds after the game begins, a freeze penalty is called on every member of the team except the ball carrier. The penalty stays in effect until the ball carrier leaves the goal block.



The penalty also applies if the ball carrier is in any of the three blocks adjacent to his goal block two minutes after the play begins. If the ball carrier spends sixty seconds in the same block, his team suffers a freeze penalty until he moves into a different block.

An official can also call insufficient offense if he believes the ball carrier is not making sufficient effort to get the ball to the opposition's goal block. Though loosely enforced, this rule prevents ball carriers from going to ground in basements, or skipping back and forth between the same two blocks in an effort to avoid contact with the opposing team.

The clock stops on insufficient offense if the ball carrier is engaged in combat. For example, if a ball carrier spends thirty seconds in a block and then gets caught in a fight, the clock stops until the ball carrier gets out of combat. At that point, he has thirty seconds remaining to vacate the block.

Leaving the Brawl Zone: Leaving earns the guilty player a wound penalty.

Roughing the Medico: Deliberately attacking a medico earns a kill penalty. If the medico is wounded or disabled, his team sends in a replacement medico immediately.

Roughing Officials: Any player who attacks an official earns a kill penalty.

Unauthorized Ball Carrier: If the medico, the outrider, or a player mounted on the outrider's bike takes possession of the ball, or the ball carrier mounts the outrider's cycle, the ball is called dead. The opposing side may choose from the usual options to begin the next play.

Unnecessary Destruction of Property: This penalty rule is designed to save the ISSV money by cutting down on damage in

the brawl zone. Shooting at a car because an opposing player is using it for cover is fine. Doing it just for the frag of it draws a wound penalty from the brawl officials.

Unsportsmanlike Conduct: This type of action earns either a wound or kill penalty, at the discretion of the referees. Unsportsmanlike conduct includes arguing with a decision, interfering with a media device, and so on.

Use of Unauthorized Firearm: Picking up someone else's gun or a proscribed firearm such as an electrically charged gun earns a wound penalty.

URBAN BRAWL LEAGUES

Urban brawl teams flourish in almost every nation on Earth. In North America, only the Pueblo and Trans-Polar Aleut councils of NAN and the Awakened nation of Yucatan ban the sport.

North American urban brawl falls under the jurisdiction of the North American Commissioner of the Internationaler Stadtskrieg Sport Verein (International Urban Combat Sport Union), based in Berlin. League franchises are limited to twenty-four teams, but every two years following the World Cup playoffs, the top non-franchised teams can challenge pro teams for their slots.

The ISSV uses a complicated formula to track the league standings that determine which teams compete in the biennial World Cup playoffs. National and Continental championships are subject to rules worked out by the individual franchises and local ISSV commissioners. The annual North American Super Brawl Championship is a face-off between the two leading teams in North America, with the contenders chosen according to their ISSV ranking.

NORTH AMERICAN URBAN BRAWL FRANCHISES (As of 2054)

- Ares Predators (Ares Macrotechnology)
- Atlanta Butchers (CAS)
- Boston Massacre (UCAS)
- Chicago Sensations (Truman Technologies)
- Chicago Shatters (UCAS)
- Cincinnati Lasers (UCAS)
- Denver Thunderheads (UCAS)
- Detroit Nightmares (UCAS)
- Havana Guerrillas (CL)
- Lakota Arrows (Sioux Council)
- Los Angeles Bolts (CFS)
- Miami Spears (CL)
- Montreal Assassins (Québec)
- Mountain Dragons (Dunkelzahn Enterprises)
- New Orleans Tombstones (CAS)
- New York Slashers (UCAS)
- Norfolk Battlers (CAS)
- Oakland Terminators (CFS)
- Renraku Invincibles (Renraku)
- Seattle Screammers (UCAS)
- St. Louis Slaughter (UCAS)
- Tacoma Wings (Federated Boeing)
- Tenochtitlán Volcanoes (Aztlán)
- Tsimshian Warriors (Tsimshian)



ARENA BRAWL

Though the ISSV franchises pull in enough cred to pay for street games, only the most lavishly funded non-franchised teams can afford them. Lacking funds to do otherwise, they stage games in arenas or mock-ups of street zones, using non-lethal ammo (stun and gel rounds), reduced armor values (Ballistic 1, Impact 1), and dummy melee weapons that stun rather than kill. Players still risk injury, but suffer few fatalities. Arena brawl is fought in scaled-down game zones, in the same playing area used in combat biker (150 by 50 meters). Each mock-up building stands one story high, with doors and windows at random along the walls.

Most urban brawl aficionados consider arena brawl second best. Fans cannot follow the action from their seats half as easily as when watching on trid, and the compressed playing area can play hell with tactics. Most brawlers hate to play in arenas, because they run out of dodging room much too fast in such a confined space. Trid rights for arena games sell for far less than broadcast rights for street brawls, because arena games simply have less action than professional urban brawl games. Urban brawl is a child of the streets, and the game does not transplant well to other settings.

SHADOWRUN RULES FOR URBAN BRAWL

In addition to the game rules presented above, the gamemaster can play urban brawl using the **Shadowrun** rules. If he chooses to do so, the gamemaster must adjudicate almost every pass of the ball, block, take-down, and scoring attempt. In general, use a Target Number of 4 for most Skill Tests, applying a difficulty modifier as circumstances warrant. Direct conflict (ball stripping, and so on) requires an opposed test pitting a brawler's Skill or Attribute against the similar characteristic of the opposing player. (See p. 68, **SRII**.)

Of course, because an urban brawl game technically takes four to six hours, resolving such a game using the **Shadowrun** rules (or even the faster **DMZ** rules) **is not recommended** unless the gamemaster and the players have nothing to do for a week. Any gamemaster or group of players tempted to spend that much time on a game of urban brawl might want to think again.

AZTECHNOLOGY ABSORBS GENTECH

Dateline— October 28, 2048

In an unexpected move, Aztechnology today announced its purchase of Gentech Industries. The Aztlan corporation had no comment on future plans for the company's new acquisition.

BIOGENE ANNOUNCES NEW HEAD OF RESEARCH

Dateline— December 12, 2050

Biogene Technologies of San Diego today announced the appointment of Dr. Carol Owens as head of Biotechnology Research. Owens, formerly of Aztechnology, said she is looking forward to working with Biogene in the area of metahuman research and development. Aztechnology could not be reached for comment.

BIOGENE BOUGHT BY YAMATETSU

Dateline— June 25, 2051

Yamatetsu Corporation of Kyoto today finalized its purchase of Biogene Technologies of San Diego. Spokesmen for Yamatetsu stated that Biogene's advances in metahuman genetic research were the primary reason for Yamatetsu's interest in the firm.

Both companies declined to comment on the future status of Biogene and its employees.

Okay, chummers, how 'bout some extra Condition Monitors?

CONDITION MONITOR									
		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
STUN		1 Thw	1.5 Thw	2 Thw	2.5 Thw	3 Thw	3.5 Thw	4 Thw	4.5 Thw
PHYSICAL		1 Thw	1.5 Thw	2 Thw	2.5 Thw	3 Thw	3.5 Thw	4 Thw	4.5 Thw
		LIGHT WOUND		MODERATE WOUND		SERIOUS WOUND		DEADLY WOUND	

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		LIGHT STUN		MODERATE STUN		SERIOUS STUN		DEADLY STUN	
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Seattle News Intelligencer Update—Net, June 10, 2054/11:00/1. Local News/Seattle

TODAY'S HEADLINES:

INTERNATIONAL

TÍR NA NÓG— The Tír government Friday expressed regret over the loss of the luxury vessel *Gilded Hope*. The yacht, carrying eight crew and passengers, was lost last Thursday during an attempted passage through the Veil that surrounds the Tír na nÓg island. Tír spokeswoman Lea Devlin told reporters that a Tír investigation has established that the vessel ran aground after its crew failed to regain control after passing through the Veil. "The Veil was designed for just such security purposes," said Devlin. "Unfortunately, sometimes people don't believe press releases. In this case, it was a tragedy."

Sources say the Veil uses a combination of powerful magic and technology to disable any seagoing vessel or aircraft that passes through it.

POLITICAL

SEATTLE— Seven thousand orks and trolls attended a metahuman rights rally organized by the ork activist Preacher Thursday.

At the Redmond rally, Preacher, born John Picarille, spoke to the crowd of the continuing oppression suffered by orks and trolls in Seattle and other North American cities. He encouraged his listeners to "take up the torch" and fight back against anti-metahuman racism "at all times, and with all due force."

Following the rally, Lone Star Security attributed three incidents and six arrests directly to Preacher. Lone Star spokesperson Jules Nedich condemned Preacher for his radical and reactionary politics claiming that "if he continues to drive his people to violence, violence is what he'll get." In response, Half-Horn, a troll associate of Preacher, denounced Lone Star, declaring them to be "the problem."

ASSASSINATION ATTEMPT DURING SUPER BRAWL

NewsNet (Seattle)—An attempt on the lives of the Seattle Screammers' two star urban brawl players, Punch and Judy, misfired Thursday night during the North American Urban Brawl Championship game.

During the game's third quarter, a firefright broke out in the brawl zone between several unknown persons impersonating members of the New York Slashers team and a group of trespassers, who apparently arrived to protect the urban brawl stars. After the firefright, authorities discovered the bodies of several New York Slashers in an abandoned building in the brawl zone. Lone Star has no information regarding the would-be assassins' identities or motives.

ISSV officials declared the game invalid and have sched-

uled a rematch. As a result of the incident, Punch and Judy have resigned from the North American Urban Brawl League. Joseph Johnson, manager of the Seattle Screammers, could not be reached for comment.

M.I.T. & T. EXPEDITION FINDS RELICS OF ATLANTIS

NewsNet (Boston)—A team of scholars and magicians at M.I.T. & T. have announced the discovery of a major archaeological find 130 miles off the coast of Crete.

Unprecedented in scope and significance, the treasure trove of priceless artifacts may point the way to the mythical lost city of Atlantis. Historical records suggest that an island called Thera once existed in the immediate vicinity. Thera is known as a possible location of the legendary lost city of Atlantis.

Funded partially by the Atlantean Foundation, the team labored for two years tracking down the clues that led to their discovery.

"Of course, we don't know it's Atlantis," said Dr. Vera Kelley, the archaeological team's chief researcher. "But no matter what, it's an amazing discovery. We're all pretty thrilled."

METAHUMANS PROTEST TRID SHOW

Metahuman-rights activists gathered outside the offices of KSTS Thursday, to protest the broadcast of the syndicated program *Trolling for Orks*.

"The show is patently offensive to all sentient beings," said Tom Goodfriend, spokesperson for Trolls & Orks United By Anger (TOUBA).

In a written statement, TOUBA and other groups decried KSTS and the show for reinforcing the worst stereotypes of metahumanity. "By beaming this program into homes in areas where few metahumans live, KSTS insures that many young people's first views of metahumans will be of cruel, vicious clowns," the statement said.

Mabel Dadge, public relations specialist for KSTS, defended *Trolling for Orks* as "satire." She explained: "The show was meant to diffuse racism by poking fun at stereotyping. We can't help it if some people are too dense to see that."

GEODUCK WARNING ISSUED

The department of sanitation has issued a warning against eating geoducks from the Puget Sound until further notice.

"They are 'slimy' looking, and can only be described as 'hyperactive,' even in a controlled situation, such as a food market tank," explained Dr. Carmela Cuomo, a marine biologist with the department.

Local markets report that geoduck sales have plummeted in recent weeks, and pulling the repulsive-looking current crop "can only improve business," according to local grocer Tom Dowd.

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MASSACRE AT SUPER BRAWL GAME IN REDMOND

NewsNet (Seattle)—During Thursday's Super Brawl game in Redmond, the Seattle Screammers lost their two star players, Punch and Judy.

In what ISSV officials are calling the Super Brawl Massacre, officials found not only the corpses of the two star players, but also eight of the New York Slashers urban brawl team. The dead Slashers had been hidden in a building in the north end of the brawl zone.

Though the death of players remains distressingly common in urban brawl, both ISSV officials and the Seattle city government expressed concern about this horrific incident. According to officials present during the game, the massacre took place early in the third quarter. A review of the video taken during that time showed that neither team was making a play in the area where Punch and Judy died.

Responding to the massacre, ISSV officials declared the game invalid and scheduled a rematch.

In a related story, Joseph Johnson, the manager of the Seattle Screammers, was found dead Friday by Lone Star patrolmen during a search of the area near the brawl zone. Screammers owners could not be reached for comment about either incident.

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Mabel Dadge, public relations specialist for KSTS, defended *Trolling for Orks* as "satire." She explained: "The show was meant to diffuse racism by poking fun at stereotyping. We can't help it if some people are too dense to see that."

GEODUCK WARNING ISSUED

The department of sanitation has issued a warning against eating geoducks from the Puget Sound until further notice.

"They are 'slimy' looking, and can only be described as 'hyperactive,' even in a controlled situation, such as a food market tank," explained Dr. Carmela Cuomo, a marine biologist with the department.

Local markets report that geoduck sales have plummeted in recent weeks, and pulling the repulsive-looking current crop "can only improve business," according to local grocer Tom Dowd.