

//archive/KnightErrant/Athack/Alert: KE Command, KE Counter-Terrorism Division, KE Security Services Coordinator: Seattle Branch, KE Special Crimes Task Force: Seattle Branch, KE Matrix Security Division

//Internal Memo: KE-00932-E34

//Subject: Anarchy, update

//Filed by: KE Intelligence Division, Counter-Terrorism Task Force Two

//Date: 09/01/73

We have recently obtained information from reliable sources that the international terrorist known only as "Anarchy" has traveled, or will soon be traveling, to the Seattle area. Suspect is known to be an expert hacker specializing in data manipulation and penetration of Matrix security systems. Anarchy is believed to be responsible for several high-level Matrix crimes including: breaching UCAS military servers, deleting bank records from corporate banks, and crashing several private aircraft by remote manipulation of craft systems. Visual identification is still unavailable at this time; all known reports are contradictory as to the suspect's ethnicity and gender. Suspect is considered armed and extremely dangerous. All divisions are to report any possible activities that may be linked to subject immediately to KE Intelligence and or KE Counter-Terrorism Division. Supplemental files on all known and past associates attached.

KSFA STREAMING NEWFEED

@14:32:55/09-07-73

CLASH OUTSIDE ORK UNDERGROUND TURNS DEADLY, SEVERAL KILLED IN SHOOT OUT OVER PROP 23.

SEATTLE—Ten individuals have been reported dead as Prop 23 proponents and opponents clashed outside of the Big Rhino Bar and Grill yesterday, which serves as a tourist entrance to the Ork Underground. According to Knight Errant officials, approximately 20 individuals in favor of the proposition were peacefully picketing outside the famous Seattle establishment when they were attacked by several small groups who employed improvised explosives and melee weapons while chanting "down with the tuskers" and "nuke the underground," among other things.

Reports say that after the initial skirmish began, unknown persons opened up with automatic weapons fire resulting in an escalation where both groups engaged each other with gunfire. As a result, at least ten people were killed, and several more were wounded, though detailed tallies of the casualty are not yet available. Several individuals were witnessed fleeing the scene before Knight Errant officers could respond.

According to police reports, both of the groups involved claimed that the other shot first and that they were acting in self-defense. Detective Theodore Athack, head of Knight Errant Special Crimes Task Force, had no further comments about the incident. Damage to the Big Rhino was described by the manager as minor and the establishment remains open for business.

NEWSNET SPECIAL BULLETIN!

Posted 13:45:01/09-10-73

SEATTLE—District Attorney David Beatty has scheduled a press conference in two days to address the current problems of what he calls "the ongoing Proposition 23 issue." Although no one in the DA's office will comment to exactly what the District Attorney will address, rumors say that a major announcement will be made that could change the current political situation within the city-state.

INTRODUCTION

SRM 04-09: Assassin Nation is a Shadowrun Missions campaign adventure. Full information on the Shadowrun Missions campaign is available at shadowrun4.com/missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 04-09: Assassin Nation is intended for use with *Shadowrun, Twentieth Anniversary Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

SRM 04-09: Assassin Nation consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the player, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions, and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. (Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 04-09: Assassin Nation* (or any *Shadowrun Missions* adventure).

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine, and other things you'll want to keep in mind while running the adventure.

Step 3: Know The Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something, or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition (SR4A)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and are not repeated in this adventure.

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

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure and have more detailed write ups, including most of the skills and the gear to which they have access.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment and adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but should never be insurmountable for a team playing it smart.

Choosing Sides

During the course of a scenario, the PCs will be presented with options to choose sides between several Factions in the adventure. Seattle is a city full of conflict, with opposing Factions who butt heads

constantly. Characters can try to remain neutral, but often any decision they make will favor one Faction over another. These choices will earn the character positive or negative Faction Reputation. Positive Faction Rep doesn't mean that a runner has become a member of that Faction, but rather just notes that the Faction looks upon the character favorably and is more inclined to deal with that runner. High enough Faction Rep earns the character a favor from that Faction at the end of the adventure (see **Picking Up The Pieces** for more information). If your Faction Rep drops low enough, contacts that are members of that Faction may not deal with you at all.

Each Faction keeps tabs on its opposite, and every organization is full of spies, so any time a character deals with one Faction, the other side inevitably finds out about it. This is tracked on an individual basis, so even if one teammate sells out information to NewsNet, another can sell out to KSAF and still earn KSAF Faction Rep.

A Note on Commlinks

By 2074, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

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

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, once an adventure is completed, gamemasters should head over to the official *Shadowrun* forums at <http://forums.shadowrun4.com> and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the *Missions* adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PCs' exploits will be unable to affect the future shape of the campaign.

MISSIONS FACTIONS

BURIED UNDERGROUND PLOTLINE

Ork Rights Committee: This faction is pushing to see the Ork Underground become a full-fledged, legitimate district of Seattle, by any means necessary.

Seattle Government: The city of Seattle is hurting for money and sees the Underground as a huge expense they can't afford, with little to no gain from its largely SINless population. The government worries that making it a district would give legitimacy to the gangs, crime rings, and smugglers that use the Underground as a base of operations.

NewsNet: Horizon's flagship news outlet in Seattle, NewsNet has long struggled to maintain its status as Seattle's top reporting agency against its primary rival, KSAF.

KSAF: KSAF built a reputation on reporting the news before anyone knew it was news. Those days are past, but with the brewing fight between the city and the Ork Underground, KSAF sees a chance to get the scoop and reclaim their glory days, burying NewsNet in the process.

MISSION SYNOPSIS

Seattle is turning into a war zone over Proposition 23. If passed, the proposed law would make the Ork Underground a legitimate district. On one side of the Prop 23 debate is the Seattle government, doing everything they can to defeat it, saying that the costs of adding a new district will collapse the local economy. The other side is Project Freedom, a coalition of various metahuman rights groups who see Prop 23 as a vehicle for metahuman equality. Violence and death has broken out in support of both sides, and it's now become a pitched battle to the death. While both sides continue to plan and execute the next phases of their agendas, they have become so fixated on each other that they have overlooked threats from within their own camps. Not everyone in the Seattle government is against Prop 23, and some are more than willing to exploit that divide. On the flip side, not everyone in the Ork Underground is thrilled with the idea of going "legit."

Seattle Assistant District Attorney Mark Blackfern is an ambitious man. He is arrogant, power hungry, and feels he's been denied what he deserves by District Attorney David Beatty, who has given all the high-profile cases and the accompanying glory to that "upstart bitch" Dana Oaks. Blackfern only cares about politics, especially Prop 23, inasmuch as there is something he can gain from them. All he cares about is getting the top spot in the DA's office—a position he feels he deserves.

Gordo Buck is not a happy ork. He's spent the last few months filling the power vacuum left by Johnny "Junior" Torinni when the gang boss disappeared. Now, all his work and the blood he's spilled may be for nothing if those neo-hippies in Project Freedom have their way. Torinni believed that the Underground can and should stand on its own. The Underground doesn't need the topsider's problems or, more specifically their laws. Business is good in the Underground, and the last thing businessmen like him need is the Seattle Government and their Knight Errant lapdogs coming in and fucking it all up. Unfortunately, there is little he can do. With the violence escalating in and around the Underground, Buck can't openly oppose Project Freedom because it could cause a civil war. His campaign to salvage Torinni's organization and consolidate his own power has almost completely tapped his resources, leaving him unable to take direct action.

They are two men of means, both with their own agendas and unable to do much about it on their own. That's when they both get a little Anarchy in their lives.

Anarchy is, as his names implies, an agent of chaos. He came to Seattle when he first heard about Prop 23 three months ago, quite aware of the chaos the proposition could cause. He was not disappointed. He now wants to add his own special brand of "fun" into the mix, and when he found out about Blackfern and Buck, he had an idea. So he arranged for both Blackfern and Buck to meet, and now his idea is a plan.

Under the guise of a professional problem solver, Anarchy gave his pitch: He wanted to set Project Freedom and the District Attorney's office against each by taking out key figures in each organization, making both sides think the other was responsible. Then, with the leadership of both sides gone or weakened, Blackfern and Buck would move in to solidify their power bases and restore order. As a bonus, no matter which way Proposition 23 goes, both men will be in the perfect position. If it fails, it's business as usual. If it passes, then both men are saviors and heroes. Blackfern can get credit for "cleaning up the

Underground," while Buck can offer up any of his rivals as sacrificial lambs in exchange having some of his activities overlooked. It's a perfect win-win for both. And all it will cost is five million nuyen.

The first step of the plan is to hire and deliberately frame a team of unsuspecting shadowrunners. Anarchy supplies Blackfern with a list of candidates he had been researching. Blackfern then arranges for a lackey from the DA's office to act as Mr. Johnson and hire the runners for a supposed datasteal from Beatty's home. They runners arrive and find Beatty dead as responding KE units are en route, dispatched after receiving an automated alarm and a datafeed that showed the runners killing Beatty. The second part of the plan is for Anarchy's associate, a burned-out adept named Harbinger, to lead another group and hit a Project Freedom meeting to eliminate as many members as possible, leaving a data trail to frame the runners for that as well, with Anarchy modifying the information to implicate the runners. The third part is for both sides to go after the runners and eventually eliminate them.

When the runners are offered the job, they meet with Mr. Johnson at a popular coffee house in Tacoma. The job is a data snatch for confidential files that belong to the DA's office, and Mr. Johnson hints that the clients need specific court cases to simply go away. Once they take the job, the runners need to do the obligatory legwork. One that is done, the actual run begins. When the runners penetrate Beatty's home, they discover he's dead, and the data they were sent to recover never existed. Knight Errant just happens to show up at that moment, and the runners must flee.

From there, they must evade those intent on their capture or elimination. They learn from their fixers a sprawl-wide manhunt and bounty has been placed on them for Beatty's murder because of the doctored security footage. They also being blamed for the death of several other individuals in the DA's office, including ADA Dana Oaks. The runners also learn that the Project Freedom headquarters in the Ork Underground have been hit; there are several dead at that site as well, and again the runners are being blamed for it.

With the heat coming from multiple sides, the runners know they're in trouble. But help comes from unexpected sources: Joe Martin of NewsNET and Athena Totopolous of KSAF. Both offer the runners information that may help, but only in exchange for exclusives on this story. The runners are given the location of their Mr. Johnson (a.k.a. Leonard Freexclusive that they may have a chat with him). During the conversation, Freemont is killed by Harbinger, and the runners are assaulted by a group of orks from the Underground's Skraacha gang working with members of Gordo Buck's operation. After a vicious fight, the runners are ultimately saved by Detective Theodore "Tosh" Athack and a squad of Knight Errant High Threat Response officers.

Tosh surprises the runners when he doesn't take them into custody; instead he arranges for a surprise meeting with the not-dead-but-in-protective-custody Dana Oaks, Kathleen Shoard of Project Freedom, and shadowrunner turned fixer William "Bull" MacAllister. During the meeting, the runners learn of Anarchy and his plans with Blackfern and Buck. They're also given one last chance to clear themselves.

In the end, the runners confront Anarchy and his assassin associates in a former air cargo hub outside of Downtown Seattle. During the takedown attempt, they find Blackfern, Buck, and Anarchy in the middle of a meeting. They then have to deal with them.

SCENE 1: JUST ANOTHER JOB

SCAN THIS

The runners are contacted by one of their fixers about a possible job, a data steal from a local politician. For Mr. Johnson, time is of the essence! and he'll pay whatever price is needed to make this run happen. To get things rolling, he's put out the word to local fixers to set up a meet with potential talent at a local cafe. The runners don't know, of course, the larger plot that will be unfolding around them.

TELL IT TO THEM STRAIGHT

It must be the end of the world. You wake up from the previous night's shenanigans with only a few new bruises and notice an unexpected brightness in your bedroom. A quick peak outside reveals something seldom seen in the sprawl: the sun! Maybe, for the first time in who-knows-how long, Seattle may actually be able to dry out a bit from the perpetual precipitation it's accumulated over the last ... how long has it been? Maybe you could catch a few rays on the roof or ...

Before you can finish that though, you're interrupted by an incoming call on your 'link. Recognizing the number, you activate the vid screen to see the face of your normal fixer staring back at you with their normal talk-business-to-me look on their face. So much for enjoying some time in the sun.

"Got some work, if you're interested. Seems Mr. Johnson's in need of a quick B and E with an order of data snatch on the side. The money is especially good for this kinda' job like this because it's a rush. Johnson's a bit on the desperate side, though. And a desperate Johnson is a dangerous Johnson, so be careful. Still, you may be able to use it and squeeze a bit more out of him. If you're interested, be at Cuppa Joe's just off I-5 in Tacoma in about two hours. Ask the half-slag behind the counter for a tall 'Regular Joe' and a cheese danish. Do what he says and he'll point ya out to Johnson when he shows. Oh, and don't forget to tip well."

Yep, so much for enjoying the sun.

WATERFRONT ROAD, OFF INTERSTATE FIVE IN TACOMA

A small bakery and cafe, Cuppa Joe's is a favorite of the blue-collar workers, wageslaves, cops, and those traveling down I-5 on their way to or from work. It features standard diner-style foods for breakfast and lunch, but it's best known for having some of the best pastries, donuts, bagels, and soycaf in the sprawl. Joe's even serves real coffee that doesn't cost a month's wages. The joint is run by a dwarf known as Chip who named the place for his father when he started it ten years ago.

- **Word of warning:** If you do any biz at Joe's, be respectful and don't mess with the place. When Chip opened up shop, he avoided the usual protection and tribute rackets so loved by local criminal-types. Local legend says he did it by offering the local don, oyabun, gang leaders, etc. the "best damn donut they ever had." Sounds crazy, but it worked because both criminals and cops consider Joe's to be neutral territory. On any given day you can see yak enforcers standing in line with KE patrolmen, while family capos, salarymen, and gangbangers are mixed in among the booths and tables. Chip doesn't even have a real security system anymore. The last slag who robbed him ended up floating in the sound without his skin. That was six years ago.
- Sticks

When the players get to Cuppa Joe's:

Arriving at Cuppa Joe's, you notice the outside of the building is nothing more than a boring-looking white box with a big coffee-cup-shaped neon sign on top. The kitchen's exhaust is conveniently located behind the sign, giving the appearance that the mug is steaming. AR tags create the same effect 24-7 and enhance the image while a countdown timer lets passers-by know when the next fresh pot or batch of donuts will be ready. Inside however, the building is far from plain. The walls are covered with intricate murals and old-style pictures depicting Seattle's history since its founding. A number of booths line the side and back walls while the counter/bar has several comfortable stools, most of them currently empty. Half a dozen tables separate the bar and booths.

The breakfast crowd has started to dissipate for the day and left the place mostly empty of customers, except for two procrastinating business-types with an cheap suits, one corp drone with a really bad haircut fiddling with his 'link, some dockworkers finishing large omelets as they talk about getting home, a couple of KE bike-patrol cops munching on jelly donuts, and one guy with obvious chrome cursing a steaming cup of real coffee. None of them seem terribly interested in anyone else, and they give you only a cursory glance, although the two cops seem a bit nervous and occasionally cast weary looks over in the direction of [best combat character].

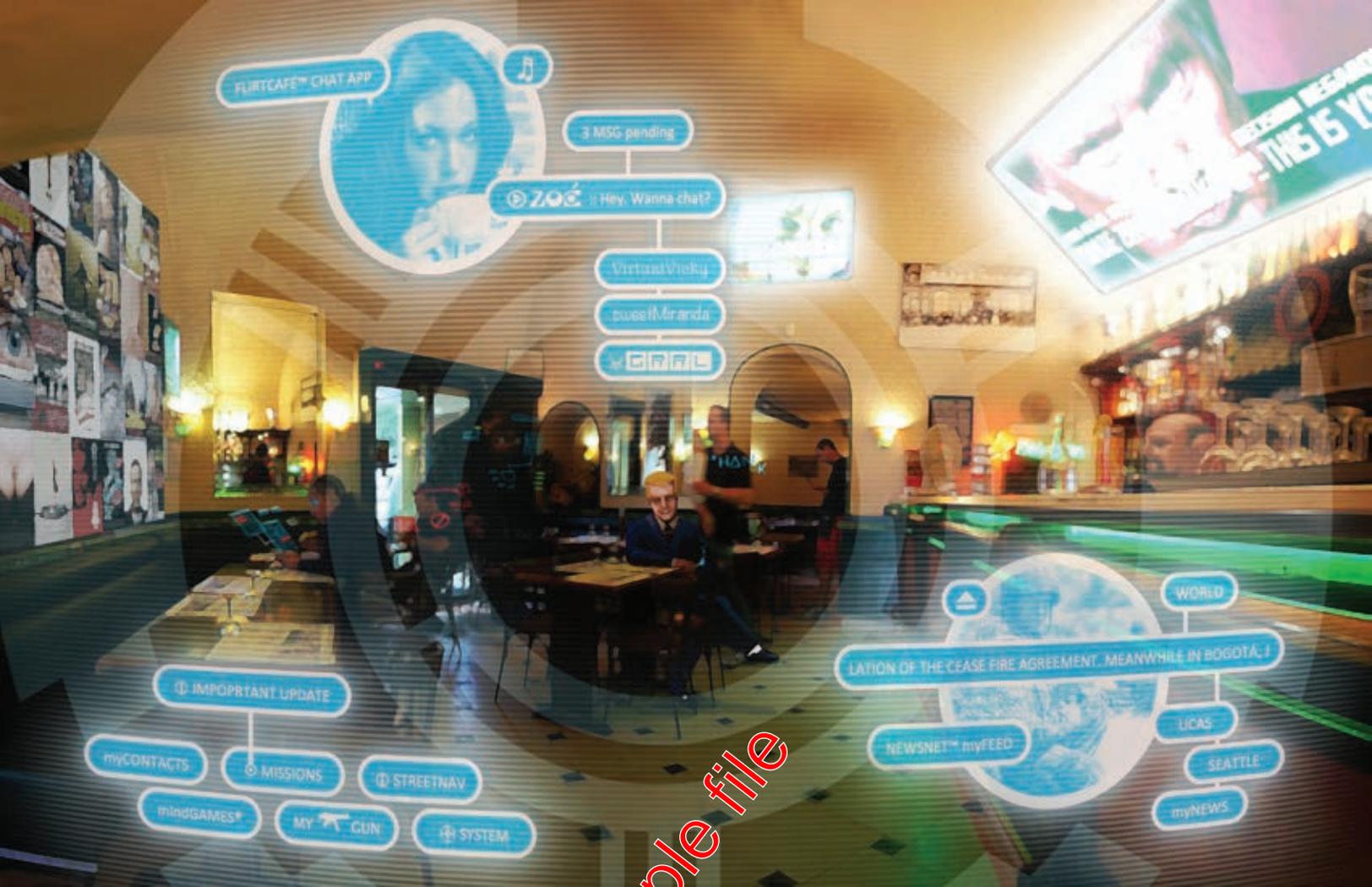
The staff is already cleaning up the breakfast mess and preparing for the lunch rush. The kitchen is alive with activity as the sounds of pots and pans mix with dueling voices arguing over what needs to get done and the right way to do it. A pot-bellied dwarf with thick arms, a nametag reading "Chip," and a white-stained apron shakes his head at the situation as he works a rag over the counter. The overall mood of the place is of casual calm and relaxation.

BEHIND THE SCENES

Hiring the runners is part one of the plan, and the linchpin for the entire operation. Anarchy's plan calls for Blackfern hiring these specific runners. Blackfern, however, is hesitant to get directly involved. He knows that if something goes wrong, this could be traced back to him. Blackfern has assuaged his worries by developing a solution, and he has the perfect Mr. Johnson.

Mr. Johnson in this case is Leonard Freemont, a mid-level criminal attorney working for the District Attorney's office in Seattle. Mr. Freemont was forced into his current role when Blackfern threatened to expose Freemont's debt with a local loan shark for almost one hundred thousand nuyen in gambling debts. Desperate to keep his job (and neck) and to have his debts cleared, Freemont, now Mr. Johnson, agreed to do this for Blackfern. Freemont has no idea about the overall plan; he only knows that if he doesn't do what he's told, he'll be at the bottom of the Sound within days. Blackfern sees Freemont as a mere pawn and scapegoat, something to be used and then discarded once he has served his purpose.

Freemont knows that if he can't convince the runners to take the job, he's quite literally a dead man. As such, he will offer enough money to make the runners take the job, but not so much they become suspicious—this is supposed to be a simple data snatch after all. The



Sample file

run's pitch is easy: break into DA Beatty's home office, steal valuable data files from his standalone system, trash the system and how to cover up the theft, and turn over the data for payment. The job is just a cover; there are no special files at Beatty's home. The real objective is to get the runners into Beatty's home where they can be placed on scene and framed for the DA's murder, a charge that will be substantiated by manipulated security footage.

Arriving at the meet:

As the runners enter, a cheery old-style bell announces their arrival. Chip looks up and flips his rag over his shoulder as the runners approach. "Howdy and greetings, friends!" he calls out as they reach the counter. "Welcome to Cuppa Joe's! What can I get for ya this fine, fine day?" After the runners place their orders, Chip rubs his chin and drums his fingers over an ARO that looks like a tip jar. After the runners transfer a few nuyen in, he tells them, "Well, caf's been on for a while and the danishes aren't quite done. So tell ya what, go take that corner booth in the back and I'll get a fresh pot goin' for ya and bring it to you when they're ready. Should only be a couple'a minutes."

Because of Cuppa Joe's unique status, no one is willing to do anything stupid that would disrupt business. So as long as the runners stick to their own business, there will be no problems from other patrons, who mostly ignore them. Have the runners make a Perception + Intuition (1) Test to notice a guy with a bad haircut who is doing his best to watch while looking like he isn't. The booth itself is a large wrap-around that covers a good chunk of two walls and is big enough to easily handle a troll. True to his word, Chip soon brings out their orders, complete with an extra napkin dispenser.

Approximately ten minutes after the runners arrive, a male human dressed in a modest but professional-looking suit and carrying a faux-leather briefcase enters the place. After taking a few moments to look around, he walks up to the counter and talks to Chip, who jerks his thumb in the direction of the seated runners. Without preamble, the suit walks up to the booth, sets his briefcase down, and grabs a chair from a nearby table. He sits down and opens his briefcase with an audible click of the locks before tapping the extra napkin dispenser (it's a Rating 4 area jammer). "This will make sure our conversation remains private. Excellent service here. Now, my time is very valuable and I know yours is as well, so let's just get to it, shall we?"

"Names are unimportant, but you may call me Mr. Johnson when addressing me. Obviously, I require the services of people such as yourself. There is a gentleman who has information I require, and I need you to obtain it for me. It is a simple job, but the target is very well known and influential. Also, time is a factor as some of the information I require is time sensitive. I am willing to pay handsomely for expedited and component service. Payment is 10,000 nuyen each. Now, before I can give details, I need to know if you're interested. So are you?"

If they accept, the runners should have some obvious questions, most likely details about the run as well as how much they're going to get paid, or how much more they can negotiate for. If the runners wish to do so, have them make an Opposed Negotiation Test with Freemont. Now, Freemont will give the runners what they want (and the gamemaster should fudge the rolls a bit if necessary), but he puts up a good show to maintain appearances. Freemont will give the runners an additional 1,000 nuyen apiece per net hit, to a maximum of 5,000 extra nuyen apiece. Should the runners glitch on the test,