# FIGHT ON ALL FRONTS

If you're going to win in modern warfare, you have to use every weapon in your arsenal. Guns, tanks, and bombs are great, but if that's all you put into play, you're going to lose. Information and propaganda have been a major part of war efforts for more than a century, and falling behind in those areas will doom you.

Amazonia has gone to war with Aztlan, which is supported by the greatest public relations machine the world has ever seen. Ready to fight fire with fire, Amazonia has brought in Horizon to sway public opinion, and possibly the tide of the war, to their side. To make their case, they'll need stealthy runs, fast moves, and quick thinking. And they'll need it fast, because Aztlan is pressing hard and not inclined to show any mercy.

*Colombian Subterfuge* is a complete adventure that brings shadowrunners into the war raging in Bogotá while enlisting them in Horizon's propaganda efforts. It contains all the information gamemasters need, from plot details to NPC statistics, to plunge players into the chaos of war.
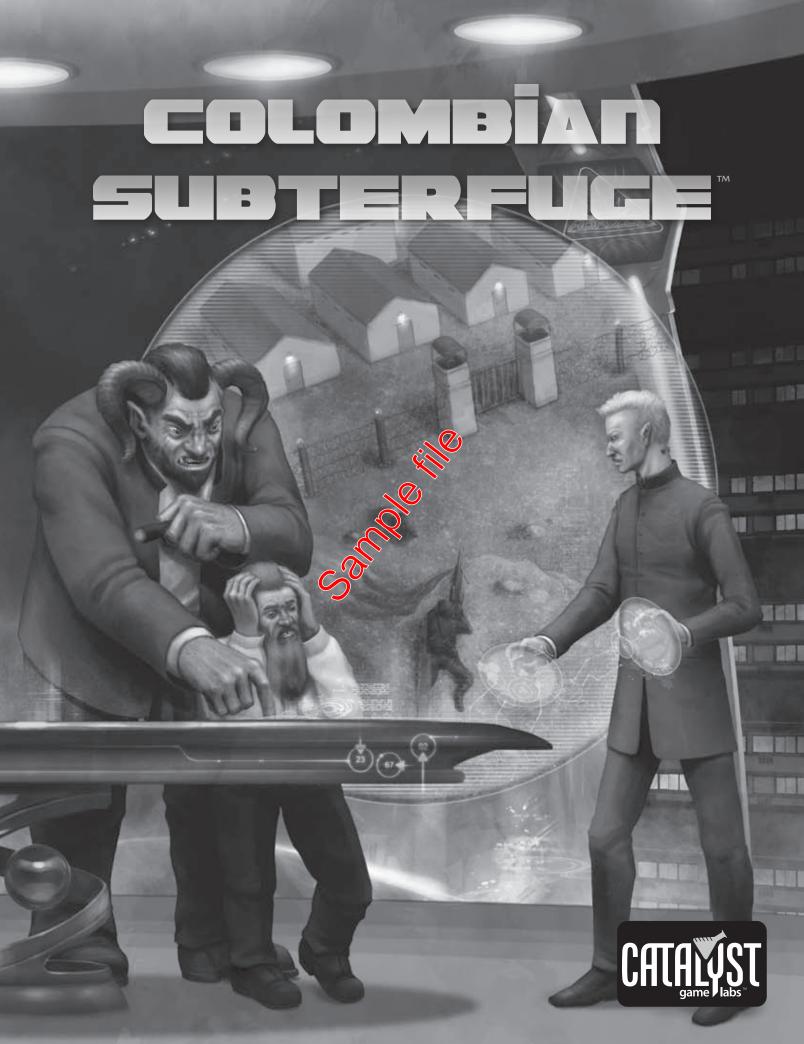
*Colombian Subterfuge* is the third in the series of Horizon adventures and is for use with *Shadowrun, Twentieth Anniversary Edition*.
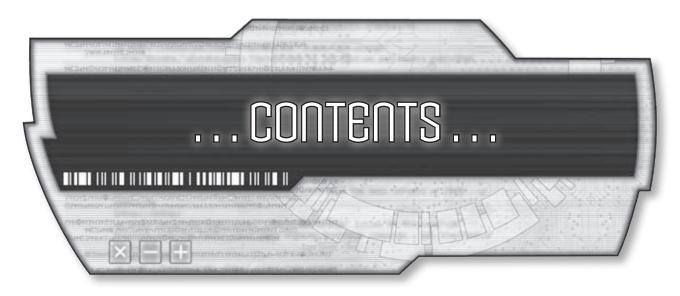
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## CREDITS: COLOMBIAN SUBTERFUGE

# ...COLOMBIAN SUBTERFUGE...

Los Angeles ...

"Ms. Ruiz, I commend you on an exceptionally polished presentation. Appealing to my corporation's social conscience was the smart approach; you articulated all the right reasons why Aztlan should not be allowed to retain control over the areas of the rainforest that they have captured, while playing up the business opportunities that we stand to gain from your benefactor. It was an amazing presentation worthy of my colleagues from Charisma Associates. But really, let's be candid here. How badly is Amazonia losing this war?"

For the first time during the hour-long meeting, Marcela Ruiz did not appear to be a confident and self-assured government official from Manaus. Instead, she looked very nervous. Cautiously, she replied, "I will admit, Mr. Hunt, that our forces have suffered significant losses at the start of this war. It is nothing that we can't eventually recover from, though, if given the time to do so. I assure you that your corporation would not be investing in a lost cause."

"Your assurances do not sway me. I need specifics, Ms. Ruiz. If I do not receive them, I will decline your request right now."

"As if your own intelligence networks don't already possess that information you seek," Ruiz snapped. "Our forces on the front lines have been routed in several locations, and they continue to be pushed further into our own territory. We have attempted to dig in and make a stand on several occasions, but each time our lines have been overrun. In the last six weeks, we have experienced more than four thousand casualties. We have lost a major weapons depot that we were using to supply our warriors. And one of our main lines of communication between our guerilla cells has been cut. To compound our problems, our intelligence operatives have found evidence that our cells are being compromised by double agents. Is that what you wanted to hear?"

"Candor will always get you further with me than bullshit, Ms. Ruiz." He quickly typed information into the document on his AR screen and compiled his final report. He then transmitted it for consideration by his superiors and also sent a copy to be scanned and interpreted by the Consensus.

The Consensus replied in seconds. After skimming through the detailed projections and analysis, Hunt said, "Ms. Ruiz, I have a counteroffer for you. After a careful consideration your proposal, we would be willing to assist you in this endeavor, but we would require a significantly higher payment than what you initially offered; a payment of no less than three hundred and fifty million nuyen. That amount is non-negotiable."

"That is outrageous," spat Ruiz, slamming her hand on Hunt's desk. "Are you really going to extort that much money from my people, in our time of need?"

"There are no guarantees that what you have promised in your presentation will come to fruition. In addition, to carry out the massive propaganda campaign you have proposed, there will be significant costs involved in mobilizing our global resources. It is likely our corporation will experience significant losses. We may spend much of our time engaging in activities that promote social causes for the betterment of metahumanity, but in the end we are still a corporation. We must consider the bottom line. The question you have to ask yourself is, how much is victory worth to you?"

Marcela Ruiz cursed harshly in Portuguese, then spoke slower in English. "I will have to get authorization to secure that large of a payment."

"You may use my office. I will return in thirty minutes." As Peter Hunt departed, he opened another AR screen and inputted a new question. "Assuming Amazonia makes the payment, what deniable assets should we call upon to handle the components of this mission?"

"Searching ..."

# INTRODUCTION

*Colombian Subterfuge* is the third and final installment in the *Horizon Adventures* series designed for *Shadowrun, Twentieth Anniversary Edition*. While this adventure is not designed specifically for the novice player, it can easily be tweaked to suit a range of player experience.

Players and gamemasters who played through the first two *Horizon Adventures* (*A Fistful of Credsticks* and *Anarchy: Subsidized*) will be familiar with the Horizon megacorporation and its influence over the media and entertainment industries. Player character actions from the previous adventures will undoubtedly color their interactions with Horizon and its representatives in this adventure.

Players should note that only gamemasters should read beyond this point. The following text reveals secrets and plots that, if read prior to the adventure, could impact their enjoyment of the adventure (and the surprises in store).

## PREPARING THE ADVENTURE

*Colombian Subterfuge* can be run with only the *Shadowrun, Twentieth Anniversary Edition* rulebook. However, many of the characters presented in this adventure draw from the additional core supplements such as *Arsenal, Augmentation, Unwired,* and *Runners Companion*. All rules in this adventure are assumed to follow the core rules presented in *Shadowrun, Twentieth Anniversary Edition*. Gamemasters can, of course, use any of the optional rules as best fits their game.

This adventure will take the player characters from the Seattle Metroplex to Bogotá, a city left scarred by the violence between Amazonia and Aztlan as the two nations seek to bring their ambitions for the region into fruition. Bogotá is a featured location in *War!*, and gamemasters and players will find a wealth of information, contacts, gear, and additional plot hooks in that book. For players who have not read *War!*, player handouts included in this adventure provide a basic overview of Bogotá and the politics that influence life there on a daily basis. Gamemasters may wish to provide these to their players prior to the adventure or provide them as player characters research the city or interact with the various factions. Gamemasters can also find useful information on the Horizon megacorporation in both *Corporate Enclaves* and *Corporate Guide*.

## ADVENTURE STRUCTURE

In *Colombian Subterfuge*, Horizon's Mr. Johnson hires a group of shadowrunners to complete a series of objectives in Bogotá that have been carefully designed to rob Aztlan of the momentum and the dominance it has established for itself on the battlefield and hopefully turn the tide of the war in Amazonia's favor.

The runners' greatest enemy is time. Even as they receive their assignment in Seattle, conditions in the field continue to change rapidly. To be successful, the runners will have to push themselves to meet their objectives quickly and to accomplish their tasks before conditions deteriorate to a point that defeat for Amazonia becomes inevitable.

## MAIN SECTIONS

This book is divided into several sections designed to assist you in running this adventure at your table:

- **Preparing to Play:** A plot synopsis, necessary background information, and other useful details and data.
- **Adventure Scenes:** The adventure itself, broken down into individual scenes.
- **Legwork:** Summaries of information and data the player characters might find during their research.
- **Cast of Shadows:** Profiles of the primary NPCs with whom the player characters will interact during the adventure.
- **Player Handouts:** Information designed for players.

## ADVENTURE SCENES

The adventure itself plays out over a series of sequential scenes. Each scene contains some, or all, of the following subsections:

- **Scan This:** A brief summary of the events in the scene.
- **Tell It to Them Straight:** A text selection that can be read directly to the players or paraphrased when the player characters reach specific points in the scene.
- **Hooks:** Descriptions of ways that characters might be encouraged to play a scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions for the scene.
- **Subplots:** Secondary adventures—or red herrings—that offer avenues for gamemasters to develop to make the adventure less linear for players.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or more powerful player characters.
- **Debugging:** Suggestions for getting the adventure back on track if the player characters' actions derail it.
- **Places of Interest:** Locations featured in the scene, including descriptions and ratings for security systems and Matrix systems.
- **Grunts and Moving Targets:** NPCs in that particular scene. NPCs that are featured in multiple scenes are found in the *Cast of Shadows*.

## NON-PLAYER CHARACTERS

Non-player characters (NPCs) are key to bringing any adventure to life; they include the allies, enemies, and contacts the characters will interact with during the shadowrun. Important NPCs have relevant profiles, including stats, in the *Grunts and Moving Targets* section for each scene. Major NPCs who appear in multiple scenes are listed in the *Cast of Shadows* section at the end of this book. Some of the major NPCs are recurring characters from previous adventures in the *Horizons Adventure* line*;* they have additional background provided that reveals more of their motivations. Gamemasters can and should tweak the NPCs to make them more or less challenging opponents (see *Prime Runners*, p. 284, *SR4A*). NPCs in groups benefit from Group Edge (p. 281, *SR4A*), while individual NPCs in this adventure possess their own Edge stat to use.