

INTRODUCTION

Activists, freedom fighters, militias, doomsday groups or terrorists; call them what you want, but there is no shortage of people that have decided killing people is the best way to bring about the change they believe the world desperately needs. Ever since the turn of the millennium, and heck, even before that, modern history has been scarred by bloody acts of violence with a message. The Night of Rage, where anti-meta hate groups ignited a metahuman pogrom; the Black Tide, a devastating flood of toxic sludge brought about by eco-terrorists; and most infamous of all, Crash 2.0—arguably the most successful worldwide act of terrorism to date. These are some of the biggest, but they are only drops in the bucket.

We live in a world where the megacorporations call the shots, accountable only to the almighty nuyen. Society is more polarized than ever, with the haves and the have-nots more divided and an institutionalized system—the SIN—keeping downtrodden voiceless and powerless. In such a system, there is no good way to have your voice heard. For most people, that means abandoning the field of battle and

plugging into BTLs after work to forget about everything and everyone. But some people can't forget or forgive. Their conscience cannot tamp down their fervor. These people act—often reprehensibly. To them, there are no innocent bystanders in their battle to transform the world.

For shadowrunners, these zealots are double-edged blades. Terrorist groups can be allies as readily as enemies. These groups have connections, gear, manpower, and the will to use it. They can provide shadowrunners with anything ranging from information and supplies to a highly effective distraction. On the other hand, with these folks, ideology trumps nuyen. I know; an alien concept to us mercenary face-shooters. They're a challenge, because you can't predict someone you can't buy. They may decide to kill you as easily as deal with you. Heck, some of these groups make a *point* of killing shadowrunners.

So here are ten of the most up-and-coming terrorist and doomsday groups of our day. Some may fizzle out in their own, some are here for the long game. Some have small, targeted agendas. Others have decided mankind's time on Earth has gone on long enough.

The Sixth World is a minefield, and these are some of the most explosive mines—ones that could go off anytime, because they always feel someone is stepping on them.

THREAT RATINGS

Each group here is rated, as a group, on several factors.

Operational team size basically tells you how many guys from the group you can expect to meet at any given time. Each group operates ground teams of various sizes. Keep in mind the large projects—an assault on police precinct for example—can require multiple units. **Magical assets** gives an indication of the group's ability to bring forth magic and integrate it into their operations. **Matrix assets** are the organization's Matrix savvy, both offensively and defensively. **Firepower and gear** rates the organization's ability to bring raw bang-bang to the party, along with their sophistication in terms of gear use.

Operational discipline is more abstract. Some groups are less cohesive, meaning members basically run around willy-nilly causing trouble. They are more like sledgehammers—raw and indiscriminate. Groups with higher operational discipline plan and recon their attacks much more carefully, coming in well informed of their target's capabilities and weaknesses. Finally, **Fanaticism** is rated. All of these groups are pretty unhinged; they are all extremists who have come to the conclusion that slaughtering many people for a cause is a good thing, but they vary in the intensity of their beliefs. You might be able to have a rational discussion with groups that aren't too fanatic. But the groups higher on the scale are lost to the world, living only to serve their cause. All but the first category are rated either very low, low, medium, high, or very high. Fanaticism has an additional scary rating of Mindless, indicating groups that are thoroughly relentless in their approach to their cause.

SEED

THREAT RATING

Operational team size: Groups of 3 to 5
Magical assets: Low
Matrix assets: Very High
Firepower and gear: Low
Operational discipline: Medium
Fanaticism: Medium

Ex Pacis is a group as readily known in its infamy as Winternight, the two groups having joined forces to bring about Crash 2.0. Where Winternight was annihilated in the aftermath, Pax and her Ex Pacis survived, and to a certain degree, remained active. The problem with Ex Pacis is that it was always simply an extension of Pax, an organ grown from the terrible technologies and brainwashing secrets she learned from the mad A.I. Deus. Pax's motivations, which led to some of the biggest acts of terrorism and destruction ever committed, were always quite simple. She craves for the hyper-realism that only an Ultraviolet host can bring. Like a heroin addict, she cares for nothing but her next bit of time spent in a UV host. The only reason Ex Pacis exists and remains coherent is simply because Pax knows brainwashing and mind-control techniques few





possess, and she uses them to maintain the loyalty of her crew. Should Pax slacken the reins, there is little that would keep the group active.

The trouble thus began when Pax spent some time in Korea. While surely she must have been working towards some agenda, she also took the opportunity to recruit new members. The Matrix is perhaps nowhere as important as it is in Korea. The country lives on the grid. As such, it is also one of the places that breeds the best deckers and technomancers, so it makes sense that Pax would look for new recruits there.

Two such new recruits were technomancer twins known as Lilith and Eve. The sisters were active in the local nationalist March 1919 movement. No strangers to radical direct action, their acts of Matrix sabotage and terrorism pushing the bounds of acceptability within the M1919 movement itself. When Pax offered them a new home, they gleefully accepted the offer and joined Ex Pacis.

- M1919 is mainly a student movement of nationalists aiming to topple the current Korean government, whom they claim is a puppet of the Japanese. The authorities are constantly raiding them, but new cells spring up all the time. It is indeed a good recruiting ground for more serious organizations, as the constant repression teaches budding M1919 terrorists to be nimble while also hardening them and pushing them into the extremist camp.
- Kia

As counter-terrorism reports will attest, while Pax continues to be active and recruit, she has lacked energy in her efforts of late. She has been distracted—appearing low on steam, as it were. Lilith and Eve, however, were far from being the same. The twins, difficult to control and increasingly sociopathic, twitched for activity. Pax's more careful, subtle, and long-term plans really weren't doing it for them. And in what can only be a further testament to Pax's



lethargy, her brainwashing and thought-control processes were not creating the unquestionable loyalty of days past.

- One testament to Pax's subtlety is how often people like you completely fail to understand what she is trying to do.
- Puck
- Ah, was wondering when you'd show up. So tell us, what is your girlfriend up to these days?
- Glitch
- I don't see why I should try to explain her to you.
- Puck

Seed was thus born when the twin sisters Lilith and Eve broke away, bringing with them a good portion of the members and, from the appearance of it, a solid chunk of Pax's finances. Ex Pacis ruptured. While in some groups this may have resulted in bloody and bitter internal warfare, the truth is Pax simply doesn't care about Ex Pacis beyond it being a tool for her needs. Thus, after a brief and half-hearted attempt to rein things in, Pax simply shrugged and let the split occur.

- Really. I would have though Pax more unforgiving than that.
- Bull
- Pax is pragmatic. Everything is about her goal, very little is about settling scores.
- Puck

Lilith, Eve, and their followers took no time in making a name for themselves. Embracing causes as diverse as AI rights and anti-corporatism and acting with a heavy anti-Japanacorp bias, Seed would be more classified as just another punk or neo-anarchist movement, if it weren't for the body count. Lilith and Eve always exhibited sociopathic tendencies, but this was tempered somewhat when they were part of a larger movement. Incubated within M1919 and then Ex Pacis, the two sisters gained the knowledge and experience to wield Seed as their tool of revenge for whatever malaise haunts them.

The group's modus operandi is to lay the groundwork by acquiring information using as much social engineering as possible. While the group's hacking expertise is beyond doubt, their ability to manipulate people into simply telling them what they want to know is one of their biggest strengths. Seed members of all genders use sex and guile to loosen tongues. Once they have compromised their targeted systems, they unleash hell. Security systems turn on those they are supposed to protect, machinery and automated systems go berserk and causes deadly accidents, electrical fires start when extinguishing systems are offline, biohazard containment systems fail, and so on. Anyone foolish enough to stand in their way while in hot sim gets their brain fried as well.

For the moment, the group has not caused any noteworthy wide-scale catastrophes, but their acts show a chilling progression in scope. They are darlings of the extremist hacker scene, and new members have flocked to them. The group has no trouble funding itself due to their expert ability to empty bank accounts and profit from the mayhem they unleash. Seed is the kind of group that, if it is not nipped in the bud, can come out of nowhere to pull off the kind of horrendously destructive act of mayhem that will keep people shuddering years after the fact.

SEED HACKER

(ELF, PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
2	3	3	2	4	5(6)	4	6	5.7
Condition Monitor		10						
Armor		6						
Limits		Physical 3, Mental 6(7), Social 8						
Physical Initiative		7 + 1D6						
Matrix Initiative		[Data Processing] + 4 + 4D6						
Hot Sim Skills		Acting skill group 4, Blades (Knife) 2, Cracking skill group 6, Electronics skill group 6, Etiquette 4, Forgery 4, Pistols 2						
Knowledge Skills		Japanacorps 4, Known A.I.s 4, Matrix Hangouts 4, Money Laundering 5, Neo-Anarchists 4						
Qualities		Prejudiced (corporate citizens, radical)						
Augmentations		Cerebral booster 1, datajack						
Gear		Armor clothing [6], Renraku Tsurugi [Device Rating 3, Attribute Array [6,5,5,3], Programs 3], programs [Stealth, Hammer, Armor]						
Weapons		Fichetti Tiffani Needle [Hold-out, Acc 5, DV 8P(f), AP +5, SA, RC —, 4 (c), w/ regular ammo]						

SANGRE Y ACERO

THREAT RATING

- Operational team size:** 12 to 20
- Magical assets:** Low
- Matrix assets:** Low
- Firepower and gear:** High
- Operational discipline:** High
- Fanaticism:** High

Taking its name from the infamous Aztlan gladiatorial fighting style, Sangre y Acero is a rising anti-corporate organization. The group is built around the charismatic leader known as Brother Barreda. Barreda was a gladiator in Aztlan's underground blood-sport arena. It was the only life he knew, and he was good at what he did.



However, under unclear circumstances, Barreda ran afoul of the Aztlan authorities. More specifically, as he tells it, he became involved in an Aztechnology plot. He rarely speaks of the details, but he makes it clear the corporation attempted to involve him in some sort of plot against the Aztlan people, which he resisted. Whatever the case may be, when they came for him, he fought and ran. Anyone that sheltered him or that was connected to him was arrested or killed. Whatever he did to piss them off, they came at him hard.

Miraculously, he managed to survive and flee Tenochtitlán, arriving in the UCAS sector of Denver. Once there, Brother Barreda was not inclined to forgive and forget. First, he reached out to his remaining allies in Aztlan—mostly fellow gladiators—and helped smuggle them out. It turned out he had a knack for people-smuggling. After getting his buddies out, he opened his smuggling network to a wider audience, charging dissidents to escape the state.

Then, having both grown in funding and manpower, Barreda decided to start hurting Aztechnology. Again, his version of the story is that the first move wasn't his. He claims that the corporation learned of his whereabouts and came looking for him again. It was then he understood they would never leave him alone, at least until he made it too costly for them to continue the pursuit. So he went on the offensive. He and his men began a wave of terror attacks against any known Aztechnology holdings, indiscriminately killing Aztechnology corporate citizens and destroying facilities and resources. Sangre y Acero, as they started calling themselves, had a distinctive style, which is not surprising for people bred in the bloody pit fighting dungeons of Tenochtitlán. The group would willfully target personnel, often ambushing security patrols, opening fire with assault weapons and finishing off the survivors with bladed weapons—eviscerating, flailing and dismembering as they went, a low-budget action trid come to life.

Of course, things changed when Ghostwalker leveled the Aztlan sector in 2061. By then, Sangre y Acero had made a name for itself. It was not a group for the faint hearted, as it suffered high casualties among its members, but it was seen as a respectable, tough-bastard outfit. Barreda, perhaps finally sated, recognized that what he had built had momentum. For all his desire for carnage, he was always a simple man, and he let some of his lieutenants take control of the movement. By then, Barreda and his fiery passion was becoming a sort of legend among the rank-and-file. The group's culture began to change. New recruits—refugees flowing from the Aztlan pipeline he had set up as well as locals from the CAS and UCAS—came to seek him out, looking for the man who stood against Aztechnology and won. He became a living legend.

- So, let me get this right. Barreda wants Aztechnology gone, and then in a pure coincidence of timing, Ghostwalker annihilates the Azzies in Denver without any real help from Barreda, but somehow Barreda becomes “the man that beat Aztechnology”?
- Ecotope

- Yup. To be fair, Barreda isn't the one that circulated that perception; his followers did. People are desperate for something to believe in. That kind of stuff has a life of its own.
- Dr. Spin

The group slowly took on the aspect of a brotherhood, preaching life without corporations, reliance on one another, and an underlying warrior ethos of direct action against the corps. In this code, a pure warrior lives simply and fights the corporations with no holds-barred. Enemies are to be bloodily dispatched in order to terrorize and demoralize the rest. The warrior should not fear death from corporate bullets. His life is calm and contemplation at rest, carnage and fury in action. Death means nothing so long as life is lived this way.

Sangre y Acero still has momentum, having chapters in most of the major sprawls of North America. As an organization, they do not really pose a world threat. They lack the true strategic and tactical skills to really make a dent. However, like barbarians at the gate, they more than make up for this in sheer zeal and raw carnal strength. Sangre y Acero will hit corporate assets—whatever they may be, none too small, none too big—and hit it with overwhelming force, killing everyone and destroying everything.

- Interesting bunch. So, like, Viking monks? Odd combo. /dev/grrl
- One time my team and I were exfiltrating a facility just when Sangre y Acero hit it. You know that guy in your team, the street samurai that's cybered to the gills and armed to the teeth? Imagine twenty like him, coming down on a facility with the sole intention of slaughtering everyone. Yeah, messy. They certainly took casualties; at least five of them died, several others pretty seriously wounded, but they pretty much killed everyone. All the guards, scientists, technicians—they even killed the fragging receptionist. We snuck past them in the chaos, because we all agreed we didn't know if they'd take a go at us too. They're rabid.
- Hard Exit
- Yeah, but myself, and several chummers that I know of, have taken shelter in their chapter houses. It's off the grid with wifi inhibitors. Great place to lay low. The Sangre y Acero members I met there were welcoming, offering us simple meals of bread and some disgusting porridge. They meditate and train most of the day and lecture about Barreda's life the rest of the time. Weird guys, and meeting them at their base of operations, you would never imagine they are capable of such carnage.
- Reptile

Brother Barreda still lives somewhere, though only the Chapter Masters know where to find him. At this point, though, the group is far larger than Barreda and doesn't need him, save as a continuing inspirational figure. Sangre y Acero is divided into independent chapters, headed by a master and whatever lieutenants the master needs. Duties



of the leadership are simply to guide the dual lives of initiates: peace, tranquility and meditation at rest; then planning, sourcing, and executing raids on corporate facilities. Chapter houses are always situated in the worst parts of the sprawls they are in, off the grid if possible.

- I met Barreda once. As you probably guessed, this whole thing around him has really grown out of proportion. Sure, he's a mean motherfragger, passionate and smart in his own way. He survived Aztechnology kill squads and brought the fight to them—that's all true. But he's older now, quiet. When I met him, he lived in a shack in the middle of nowhere. He looked pretty content to have the world forget about him. He knows about the group, and thinks of them fondly, like children. All in all, he's a pretty fucked up guy that's killed way too many people in his life. Don't tell him I said that.
- Kat o' NineTales

SANGRE Y ACERO SOLDIER (ORK, PROFESSIONAL RATING 3)

	B	A	R	S	W	L	I	C	ESS
	8 (10)	3	4 (6)	7	4	2	3	2	0.25
Condition Monitor	12 (13)								
Armor	16								
Limits	Physical 9(10), Mental 4, Social 3								
Physical Initiative	9 + 3D6								
Skills	Armorer 5, Close Combat skill group 6, Demolitions 4, Firearms skill group 6, First Aid 3, Gymnastics 4, Heavy Weapons 6, Running 4, Survival (Urban) 4								
Knowledge Skills	Aztlan 5, Aztechnology 5, Denver 4, International Politics 2, Meditation 4, Security Procedure 3								
Qualities	Prejudiced (corporate citizens, radical)								
Augmentations	Adrenaline pump, aluminum bone lacing, dermal plating 4 (betaware), smartlink, wired reflexes 2 (alphaware)								
Gear	Armor jacket [12], goggles [Capacity 3, w/ image link, flare compensation, low-light vision], Sony Emperor [Device Rating 2]								
Weapons	Combat Axe [Blade, Reach 2, Acc 4, DV 12P, AP -4] AK-97 [Assault Rifle, Acc 5(7), DV 10P, AP -2, SA/BF/FA, RC —, 38 (c), w/ underbarrel external smartlink, regular ammo] or Ingram Valiant [Machine Gun, Acc 5(6), DV 9P, AP -2, BF/FA, RC 2(3), 50 (c), w/ laser sight, bipod, regular ammo] or Ares Antioch-2 [Launcher, Acc 4(6), DV Grenade, AP —, SS, RC -8 (m), w/ high-explosive grenades [DV 21P, AP -2, Blast -2/m]]								

THE CRYING MASKS

THREAT RATING

- Operational team size:** Groups of 6 to 12
- Magical assets:** High
- Matrix assets:** Low
- Firepower and gear:** Medium
- Operational discipline:** Medium
- Fanaticism:** High

About ten years ago, authorities became aware of a group called The Crying Masks. This group has complex roots. To understand the Crying Masks, one must first understand the False Face Society. This latter group is a secret society of Native American shamans. Healers and spiritual leaders, the False Face members are pacifists. With roots going back centuries, they act as guides to the tribes of the Northwest region, including the Sioux, and the Algonquin-Manitou Council.

The Crying Masks are a dark splinter cell of the False Face Society. The group gets its name from the masks members wear: a sad face that cries red tears. While with the False Face the mask is a sacred artifact unique to each shaman, the Crying Mask's first act of shattering rebellion is to defile the meaning of the mask and wear identical ones. While the False Face Society combats the ills of society with patience, spiritualism, and wisdom, the Crying Mask have lost patience with these subtle means. Frustrated and angry at the pollution of the sanctity of the human body with cyberware and bioware, the group promoted direct action to stop and reverse progress in that area. Their stated goal was, simply, to make it too costly for augmentations to exit. The means to achieve these goals were sabotage of cyberware factories and the kidnapping, extortion, and murder of illustrious figures of the augmentation world, mainly scientists, professors, and industrialists.

- Right, I remember them. Our dearly missed Captain Chaos sponsored an upload on them on the old Threats 2 doc.
- The Smiling Bandit

The group, however, was relatively small scale, and in some way remained tied to the False Face Society, which acted as a calming influence, cajoling and shaming members back to the path of peace.

- Likening the Crying Mask to the teenage offspring of the False Face Society wouldn't be terribly incorrect, but only at a very superficial level. It is worth stressing that reality is far more complex. The False Face Society is a deeply imbedded,





important, and complex aspect of Native American culture, but so is the Crying Mask, with its ties to the Warrior Societies. The latter remain a controversial and widely debated aspect of Native culture with which ordinary people have complicated and mixed feelings, as they have played hero and ruffians throughout the last few turbulent centuries of Native American history.

- Elijah

Recently, however, a terrible development occurred.

Winternight, perhaps the most infamous terrorist organization known to the modern world, was destroyed during the fateful events of Crash 2.0. The organization's leadership and operational capabilities were annihilated with extreme prejudice by direct Corporate Court mandate. But Winternight had many members and cells throughout the world that remained at large after the initial crackdown. Corporate Court hunter-killer squads

eradicated as many as possible, but they were never going to get everyone. The few surviving members of Winternight sought shelter wherever they could, and this often meant within allied groups. Winternight, prior to its sinister crowning achievement, supported many other terrorist networks around the world. One such alliance was with The Crying Mask.

According to files uncovered during Sioux Wildcat raids, it appears that Winternight's liaison agent with the Crying Mask, a woman named Fylgia, managed to reach her allies and seek shelter on the rural back roads of the Sioux Nation. Fylgia, whose chosen name translates roughly to "she who follows," seems to have all the charisma and insane zeal of the old Winternight leadership. A true believer mixed with a cunning strategist, she has managed to not only hide within the Crying Mask, but also corrupt them with her zeal and warp them into the instrument of her vengeance against the world.

