

# THE SHARKS ARE CIRCLING

When the great dragon Hestaby leveled Saeder-Krupp's arcology in Dubai, a lot of people wondered if the success of her act meant that Lofwyr & co. were off their game. And of course, the corps of the Sixth World aren't ones to just sit around and speculate—instead, they act. All of the sudden, corporations of all sizes are on the move, snatching up any Saeder-Krupp clients they can pry away, telling them that S-K can't be trusted in the current turmoil.

Saeder-Krupp, though, is not about to let anyone believe they are weak. They're going to show that they should never be trifled with, and that clients would be well served to stay with them—or risk the wrath of Lofwyr. They're bringing runners to Dubai to demonstrate that the largest megacorporation in the world still has strength to spare.

*Damage Control* is the first in the new *Boardroom Backstabs* series of adventures for *Shadowrun*. The series explores one of the classic *Shadowrun* themes—corporate machinations where every handshake is made with crossed fingers, and the hand you can't see is always holding a knife. There's a lot of money to be made on this job, but runners better keep their wits about them if they want to keep all those corporate sharks from feeding on them.

*Damage Control* is for use with *Shadowrun, Twentieth Anniversary Edition*.

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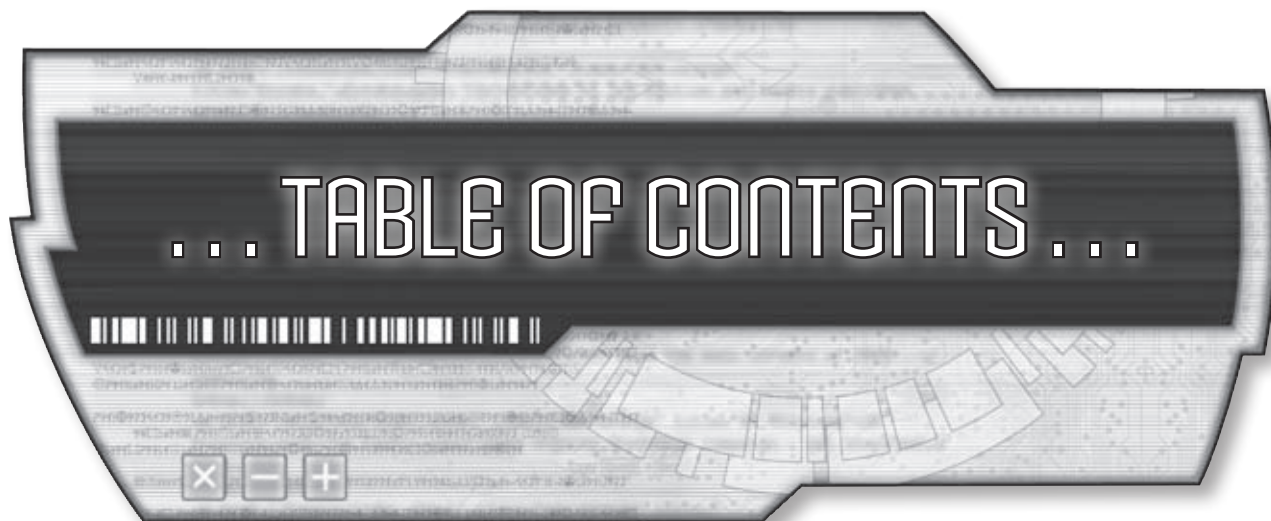
SHADOWRUN

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# DAMAGE CONTROL





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## **CREDITS: DAMAGE CONTROL**

**Writing:** Michael Wich  
**Editing:** Kevin Killiany, Jason M. Hardy  
**Development:** Jason M. Hardy  
**Art Direction:** Brent Evans  
**Illustrations:** Chad Sergesketter  
**Maps:** Sean Macdonald  
**Cover Art:** Eric Williams  
**Cover:** Matt Heerd  
**Layout:** Matt Heerd

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First Printing by Catalyst Game Labs,  
 an imprint of InMediaRes Productions, LLC  
 PMB 202 • 303 - 91st Ave. NE, E-502  
 Lake Stevens, WA 98258.

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# ... DAMAGE CONTROL ...

The armored limousine slowed as it passed the mass of twisted metal and crumbled plascrete that until recently had been the Middle East Headquarters of Saeder-Krupp. Hans Brackhaus knew the locals were already calling the devastation wrought by the great dragon Hestaby's unprovoked attack "the crater," but said nothing; waiting as always for his master to speak. Nothing of Master Lofwyr's visage revealed his thoughts as he surveyed the ruin, but Brackhaus was sure he was already divining how to turn this catastrophe to his advantage. Master Lofwyr had a gift for finding victory where others saw ashes. Brackhaus knew his Master dissected Hestaby's every action, noting the strengths of her spirits, the potency of her spells, the wisdom of her choices; every nuance told him something of her strengths and weaknesses. Master Lofwyr saw things Brackhaus could not imagine, and would no doubt use what he saw here to craft a triumph from this ruin. Though what a triumph in dragon politics would mean to metahumans Brackhaus could not imagine.

"Blood in the water, my dear friend," Lofwyr said. "They think they've detected a vulnerability, so they strike at us from the shadows—then flee back to the shadows in case they underestimated our strength. This is the first step of a familiar dance. Feel how charged the atmosphere is? I know that feeling well. They will be coming from the shadows again."

Brackhaus felt nothing in the atmosphere, but he understood his Master's intent.

"And I will be there when they do," he promised. "To make them regret their decision."

"As you always are," Master Lofwyr smiled briefly as he signaled the driver to move on. "The locals cannot be trusted. The blow was here because people who would betray us are here. Seek assets elsewhere; assets with the stomach and nerve to do what is needed."

"Settle," Brackhaus assured his Master. "I can find assets of the highest quality there. By the end of the week, those who would threaten your position here will regret their foolishness. I swear it."

"What of the nodes? Are they all accounted for?"

"A few are missing," Brackhaus knew not to hesitate when reporting a shortcoming. "Our agents are hunting for them as we speak. Project 348 will remain secure."

"Be sure of it. I do not want that information to fall into her hands." The mention of Hestaby brought an acid edge to his voice.

"I swear it," Brackhaus repeated.

Master Lofwyr's commlink chirped. Brackhaus saw the caller's name was Nicholas Whitebird before his Master turned the device to read it for himself.

"I'm sorry, my friend, but I must let you off here," Master Lofwyr's voice was again mellifluous. "If you would be so kind as to look into the affairs of our friend in this region?"

"I will do so personally," Brackhaus promised as the limousine stopped to let him out. "You will have the answers you seek."

Master Lofwyr acknowledged the promise with a nod.

As the limousine pulled away, Brackhaus did not question his Master depositing him on a strange street in an unfamiliar city, nor speculate on his reasons for doing so. His thoughts were focused on his mission.

He hailed a taxi, reflexively scanning for—and disabling—monitoring devices before climbing in.

"Airport," he ordered, taking the first step toward his objective.









# INTRODUCTION

*Damage Control* is the first of the *Boardroom Backstabs* series of adventures created especially for *Shadowrun, Twentieth Anniversary Edition*. *Boardroom Backstabs* adventures give players the opportunity to experience the intrigue, espionage, and combat of the megacorporations' struggle for supremacy; a war fought in shadows. The megacorporations will use any weapon, any tactic, any person they think might give them an edge.

*Damage Control* is an adaptable adventure, one gamemasters can easily adjust to suit the skills of their team, from novice to seasoned pro. It centers on Saeder-Krupp, which under the leadership of dragon Lofwyr has become the largest of the megacorporations. The leader of the Shasta Shamans, a close personal friend of the great dragon Hestaby, has been assassinated. Public opinion links the killing to Lofwyr, ostensibly as a response to Hestaby breaking with dragon tradition and law in her address to the United Nations. On July 30, 2073, Hasterby struck against Lofwyr, possibly in retaliation for the murder or perhaps for her own private reasons, by destroying Saeder-Krupp's Middle East Division's headquarters. Saeder-Krupp is now in damage control, trying to restore its operations in the Middle East, fend off competitors, and restore the confidence of clients. Complicating their efforts are rumors of a possible dragon civil war and the fear anyone associated with Lofwyr may become collateral damage.

Players should stop reading now. The rest of *Damage Control* is for gamemasters only. It lays out the plots, characters, and secrets the gamemaster will use in creating the group's adventure. Reading beyond this point could spoil a player's experience and diminish enjoyment of the adventure.

## PREPARING THE ADVENTURE

*Damage Control* can be run with only the anniversary edition of *Shadowrun, Fourth Edition* rulebook. However, many of the characters and gear presented are drawn from additional core supplements, including: *Arsenal*, *Augmentation*, *Unwired*, *Runners Companion*, *War!* and *Spy Games*. While all rules in this adventure follow the core rules found in *Shadowrun, Twentieth Anniversary Edition*; incorporating any or all of these supplements gives a gamemaster the option of using any of the optional rules they contain.

This adventure will take the shadowrunners from Seattle (though the gamemaster can choose another starting point) to Dubai in the Arabian Caliphate. The team will assist Saeder-Krupp in stabilizing regional operations and protecting the megacorporation against competitors willing to take violent advantage of its vulnerability as it rebuilds. Handouts on Dubai and its culture are included in this book. Gamemasters can opt to either provide these to their players in advance or make them available as the player characters research the city or interact with the various factions. Gamemasters can also find useful information on the Saeder-Krupp megacorporation in the *Corporate Guide*. Additional information on Dubai can be found in the *Sixth World Almanac* and *Corporate Enclaves*. Background information of the Mr. Johnson (Hans Brackhaus) can be found in *Street Legends*.

## ADVENTURE STRUCTURE

In *Damage Control*, the Saeder-Krupp Johnson (Hans Brackhaus) has four distinct objectives for the runners to

accomplish in the city of Dubai. The gamemaster has the freedom to run all four objectives or choose only those objectives best suited to the group; they may also wish to add original objectives to expand this adventure into a full campaign set in an exotic locale.

## MAIN SECTIONS

This book is organized into sections to assist you in brining the adventure to 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 the player characters will interact with 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 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. NPCs include the allies, enemies, and contacts with whom the player characters will interact during the mission. 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. 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.

