

INTRODUCTION

SMH 2012-01: Free Taiwan is a *Shadowrun Missions* campaign adventure. Full information on the *Shadowrun Missions* campaign is available at www.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

SMH 2012-01: Free Taiwan 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

SMH 2012-01: Free Taiwan 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 players, 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 *SMH 2012-01: Free Taiwan* (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 comprise 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, and include most of the skills and the gear they have access to.

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

GMs are encouraged to use their own judgment, and to 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.

A Note on Commlinks

By 2070, 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 GM, 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 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 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 GM feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

Simon Andrews is going to have some fun, create anarchy, get the goods, serve his master, and put paid to a rival, Lin Yao Chang. Through his various contacts, and the full resources of a mega corporate intelligence services, Simon has determined a shipment of various collectibles gathered by Lin Yao Chang is being shipped home on the *Free Taiwan*, a Wuxing built rigger controlled container ship.

Simon Andrews hired a team to retrieve the goodies, and prepared for his follow up operation to muddy up the waters even further. Things have gone even better than he planned, and the team is ahead of schedule, the theft undetected, and the cover story is even more effective than usual. The team has left the *Free Taiwan* in the hands of some Tir surfer pirate gang, The Tasmanian Devils.

Phase 2 of Simon's plans involve the runners. Simon Andrews has previously arranged for a meet with the runners, representing himself as Lin Yao Chang, and will send a member of his successful team to act as Lin Yao Chang during the meet. During the meet the runners are given instructions to rescue the ship from the pirates and check on the cargo.

The runners will need to get to the *Free Taiwan*, get aboard, deal with the pirates, check the cargo, then return to Seattle for their payment.

SCENE 1: RESERVATIONS

SCAN THIS

The runners are sent on a job interview with a Mr. Johnson claiming to be Lin Yao Chang. In reality it is his rival, the changeling Simon Andrews playing an April's Fools prank.

TELL IT TO THEM STRAIGHT

Free time isn't free. It costs. Even if all you are doing is lying around dreaming of your next job, the total nuyen of your net assets is slowly going down. However you spend your free time, visiting your mother, practicing shooting people in the face, or whining about Johnsons on your favorite shadowboard, you're interrupted with a notification alert for a job.

Authenticated against your various shadow contacts you have a 9 PM dinner reservation at the Seattle Yacht Club, a pre paid limousine ride, and a terse note to "Pack an overnight bag".

BEHIND THE SCENES

The message actually comes from Simon Andrews, but it will pass any normal authentication a runner will have—unless they contact Lin Yao Chang directly and ask him about it. The limo ride will pick the runners all together or separately at whatever location they designate. They will need to let the limo know where to pick them up. The key phrase "Pack an overnight bag" is a common indicator the runners should come to the meet prepared to immediately start their work after the meet.

DEBUGGING

If the runners do contact Lin Yao Chang, he will simply ask what instructions he has given them, then tell them to follow them, explaining that he only wants to reveal more at the meet.

SCENE 2: SURF AND TURF

SCAN THIS

The runners get a fine limo ride to the Yacht Club. They feast on fine real and magical food, while enjoying the excellent view of Seattle Night Lights. Then they hear the pitch from none other than the Lin Yao Chang, supposedly.

TELL IT TO THEM STRAIGHT

A Nightsky limo from Blackstone Limo drives you on autopilot to the Seattle Yacht Club, located on the waterway between Lake Washington and Puget Sound. Overlooking the fleet of personal watercraft at the club is an old structure that contains the Marine Room, home of the finest Pacific Northwest seafood cuisine. Changing rooms, lockers, and short term storage facilities are on the ground floor, accessible prior to going to the second floor dining room and the full length armored glass windows overlooking the ship berths.

Lin Yao Chang is already waiting for the runners, seated at a table by the window. The table is flagged in AR as for a private party. Beyond the window are the lights of Seattle shining brightly at the last of the day fades away. Lin Yao Chang presents the menu, indicating they will discuss business after the meal. Fare consists of fresh and paranormal seafood. The meal is served by a mixture of server drones and working university students. Lin Yao Chang does not participate in any conversation during the meal, though he will politely, and tersely, answer a direct question. After the meal Lin Yao Chang brings out and places some extra privacy measures, a White Noise Generator and a Camera Neutralizer.

Time to make a deal.

BEHIND THE SCENES

The Lin Yao Chang the runners are meeting here is really Sweets McGordon, the face for the team that Simon Andrews hired. This team has already stolen a collection of magical artifacts and left the ship in the hands of The Tasmanian Devils. Sweets McGordon is familiar with Lin Yao Chang, and has been given excellent background information. He will greet any runner that has worked with Lin Yao Chang before with an acknowledgement of their previous contact.

When it comes the time to make a deal, Sweets asks the runners if they are willing to rescue a ship from pirates and check on some cargo. The timing is critical, it must be done tonight, before the ship is officially recovered and there is no control over how the cargo is handled. He offers the runners one of two deals:

Deal one: each runner 2,000¥ in advance, another 5,000¥ on completion, plus a possible objective bonus of 5,000¥. Runners may negotiate with Lin Yao/Sweets to increase the advance pay by 500¥ per net negotiating hit, with a maximum of 6 hits.

Deal two: alternatively, he offers the runners a deal worth much more in gear, offering 2,000¥ upfront and 10,000¥ worth of gear chosen from the Wuxing 2073 Arms Catalog, plus an additional 10,000¥ in gear if they complete the secondary objective. The Wuxing Arms Catalog contains Wuxing brand versions of all weapons and armor from *SR4A*, *Arsenal*, and any weapon or drone from *Mil Tech Spec*. Runners may negotiate with Sweets. The first three net hits increase the up front offer by 1,000¥ each, and an additional 5 hits may be applied to the objective bonus, adding an additional 1,000¥ for each hit.

If the runners do not accept, Sweets thanks them for hearing his offer, and wishes them a good night. They are welcome to stay at the

GAMEMASTER NOTE

The runners are being set up by Simon Andrews here, and they will not be getting any of the backend payment, though Simon will give them 5,000¥ as compensation for their trouble. Be aware of this, as some players will be unhappy about getting screwed out of some of their payment, especially in a convention setting when you may not know the players very well and/or they have paid to play the adventure.

Yacht Club Marine Room and avail themselves of its services for the rest of the night.

If the runners do accept, Sweets thanks them, gives them the advance in certified credsticks, and informs them of the details. The *Free Taiwan*, a Red Wheel Type 68 Freighter (*Deadly Waves* p. 27), in service with Good Fortune Shipping Incorporated, an independent shipping company was in transit from Seattle to Hong Kong when it hijacked by pirates. Normally this is no concern, as there are insurance and the normal recovery services for hostage situations already paid for. However, aboard this vessel is a special shipment which cannot fall into the hands of pirates or any official rescuers. The shipment is in cargo container GGK9902314.

The freighter can be operated without any crew, but for practical reasons there is a crew of two people aboard. There are still some things you need a person to deal with. While the vessel can still be tracked by its transponder, there has been no further communication with the vessel since the reports of a boarding, only received by the owners. Other attempts to contact the vessel have been refused.

The primary objective is to rescue the ship and its cargo, eliminating the pirates and returning the *Free Taiwan* safely to Seattle. The secondary objective is to ensure that it's special cargo is destroyed to keep it out of pirate or Knight Errant hands. KE is the standard security contractor for ships leaving Seattle. While the ship is currently under control of pirates, Sweets says that only he has been informed of that fact so far. He gives the runners a chance to intervene before KE realizes the ship is off course and sends an anti-terrorist team to investigate.

The *Free Taiwan* is currently 200 kilometers northwest of Seattle, just past the Jan de Fuca Straight heading northwest. It should be heading southwest. This course change will eventually draw the attention of a KE anti-terrorist team. The runners are given the coordinates and the transponder codes for tracking the *Free Taiwan*.

Sweets gives the runners a Matrix drop box number where they can leave a message when the job is complete. When the message is received the Matrix address will reveal the location of where to meet for the payoff. He asks not to be contacted directly as he has a busy public schedule.

When asked about how the runners can get to the *Free Taiwan*, Lin Yao Chang will merely tilt his head in a manner to indicate the team should look out the window. Outside they will see a yacht club full of personal water craft. "You're shadowrunners" he says. "If you don't have a ship, steal one."

PUSHING THE ENVELOPE

The real Lin Yao Chang has been tipped off to someone impersonating him, and has sent an observation to watch and report. This team can be discovered by alert runners. Sweets McGordon, the fake Lin Yao Chang may ask the team to run them off. If the runners push, he will offer them an additional 1,000¥ to handle it. The observation team consists of four Triad Thugs and one Triad Mage.

OBSERVER TRIAD THUG (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	3	3	2	3	6	7	1	6/4	10

Dice Pools: Athletics Group 8, Automatics 7, Close Combat Group 7, Dodge 8, Pistols 7, Stealth Group 8

Gear: Lined Coat, Fichetti Security 600, HK 227-X, stun baton

Weapons: Fichetti Security 600 [Light Pistol, 4P DV, AP, RC, 30(c), Detachable Folding Stock and Laser Sight], stun baton [Clubs, 6s(e) DV, AP - half, Reach 1, 10 charges]

OBSERVER TRIAD MAGE (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
3	3	3	3	3	4	3	4	6	5	7	1	6/4	10

Dice Pools: Assensing 8, Astral Combat 9, Conjuring Goup 8, Leadership 5, Pistols 5, Sorcery Group 9, Stealth Group 5

Gear: Lined Coat, Fichetti Security 600, Magesight googles, Spellcasting Focus (Rating 2, Combat Spells)

Spells: Detect Life, Light, Physical Barrier, Powerbolt, Silence, Stunball

Weapons: Fichetti Security 600 [Light Pistol, 4P DV, AP, RC, 30(c), Detachable Folding Stock and Laser Sight], stun baton [Clubs, 6s(e) DV, AP - half, Reach 1, 10 charges]

DESCENDING

If the runners attempt to contact the real Lin Yao Chang during the meet, he will not be available directly. The runners can leave a message. Simon Andrews and Sweets McGordon have chosen a time where they know the Lin Yao Chang will be otherwise occupied. They will not be able to get a response from the real Lin Yao Chang until after the run deadline has passed. Lin Yao is preparing for the dinner at Deng's.

The real Lin Yao Chang's personality lends itself to easy impersonation. Lin Yao Chang's distinctive Mao suit and his lack of personality and individualism will make it extremely difficult to tell from anything said at the meet that this is not the real Lin Yao Chang. Sweets McGordon also has been informed by Simon Andrews if any of the runners have worked with Lin Yao Chang before, and he will proactively acknowledge the prior involvement. If asked why he has no magical aura, he will reply that it's none of their business, but if they must know it's because he's masking his aura.

If the real Lin Yao Chang was made aware of the meet, he sends the observation team mentioned in **Pushing the Envelope** to watch the meet, and the aftermath. He will not intervene. The observers will not become involved; if they are spotted they will attempt to escape. If caught and interrogated they do not know much except they were hired to observe and report to Matrix drop box.

If the real Lin Yao Chang was previously made aware of the meet, and the runners mention that to Sweets McGordon, thinking he is the same Lin Yao Chang, Sweets will take that in stride. Nothing changes his objective of getting the runners out to the *Free Taiwan*. It doesn't really matter if the real Lin Yao Chang finds out what happens now or later.

If the runners attempt to reach the real Lin Yao Chang, they cannot reach him directly; both the real and fake Lin Yao Chang have their direct lines off. The runners can leave a message for Lin Yao Chang, which will notify Lin Yao Chang for the Payoff scene.

If the runners determine that Sweets is not the real Lin Yao Chang, and confront him; he will wink, and ask "Does it really matter?" while still offering the credsticks.

GMC WAVE CUTTER



SENDAKU MARLIN



COLORADO CRAFT "CIGARETTE" HYDROCONVERTABLE



ZEMLYA-POLTAVA SWORDSMAN



SCENE 3: OFF TO THE RACES

SCAN THIS

The runners need to find a way to get to the *Free Taiwan*. First they need to choose between stealing and hiring a boat, arranging some other transport, or swimming. They have a deadline. They need to beat KE to the *Free Taiwan*!

TELL IT TO THEM STRAIGHT

You are sitting around the remains of your excellent meal. About two hundred kilometers off shore is your target, the *Free Taiwan*, heading west northwest, slowly moving up on the threat list for Knight Errant. Outside, behind the bobbing superstructures of a variety of watercraft, shine the lights of Seattle in majestic splendor.

Now what?

BEHIND THE SCENES

The runners have lots of options. Steal a ship, rent one and pilot it themselves, or hire a boat captain and his ship to take them out. Do a HALO drop from a gun ship. Swim to it on their own. Regardless of what method they choose, it's bound to take some time, and the night is only so long. When the sun rises that's one less bit of cover, and much more likely KE will be checking into things. Don't allow the players to waste too much time planning here, keep the pressure on them as they are on a very time sensitive job.

The Yacht Club itself has minimal security, consisting of requiring everyone on the grounds to be in Active Mode. Anyone not in Active Mode is first sent a request to switch from Passive Mode to Active Mode. If this request is not complied with, a drone with a speaker will approach and ask for the guest to switch to Active Mode. If this request is not complied with the guests are asked to leave and Knight Errant is notified of a trespassing complaint. A Knight Errant patrol car with two patrolmen will arrive three minutes after being alerted of a trespasser.

The dinner is a private party, which explains why Active Mode was not required during the meet. However once the runners leave their table the clubs security systems will be checking occupants and its list of Active Mode members on the grounds.

There are many available vessels to choose from at the Seattle Yacht club. Personal watercraft, sailing boats, motor boats and cruisers in various sizes. The following are lightly secured: Six GMC Wave Cutters, two Zemlya-Poltava Swordsmans, two Colorado Craft "Cigarette" Hydroconvertibles, and a Sendaku Marlin. For full writeups for these ships, see *Deadly Waves* Breaking a padlock, chain, or a simple Maglock (Rating 2) will be all that is required to get to the ship, and runners will either need to Hotwire the vehicle with a Hardware + Logic [5, 1 minute] extended test or using a Hacking on the Fly test the controls with a Hacking + Exploit [8, 1 combat turn] extended test.

The primary protection against theft is the fact most people do not have or use boats. More valuable vessels will have secondary security measures against theft. There are plenty of more valuable craft at the Yacht Club, and they may not appear to have any more direct security, but it's simple to have your personal security software check if your boat is still there every five minutes.

Vessels typically have a transponder for identification and proof of registration. Larger vessels will come equipped with their own satellite uplink and GPS. There are no undocking or unmooring restrictions and no security to prevent a boat from leaving the club once it is underway. There are always people at the yacht club, though the numbers will certainly decline after 3 AM. The club layout is open and visible to all neighboring areas and across the waterway. Suspicious activity can be observed and reported. Traffic on the waterways through Portage Bay, past Lake Union and through Puget Sound is light. All vessels are required to display running lights.

GMC WAVE CUTTER

A watersport jet-ski capable of carrying two passengers.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
+3	20/30	50	3	5	3	1	7,800¥

ZEMLYA-POLTAVA SWORDSMAN

A standard 7-meter long motorboat capable of seating six.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
0	10/20	75	2	14	3	1	25,000¥

Upgrades: Satellite Communication

COLORADO CRAFT "CIGARETTE" HYDROCONVERTIBLE

A six-meter long speedboat that seats four.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
+2	10/50	105	1	8	3	1	55,000¥

Upgrades: Hydrofoil Capability

SENDAKU MARLIN

A 15-meter long luxury sailboat capable of carrying a dozen passengers comfortably.

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	COST
-1	5/10	30	1	18	8	1	58,000

Upgrades: Sail Power, Living Amenities(High)

Once out of Puget Sound the North West Pacific Swell is significantly different. There is far less traffic once the runners start heading away from the coast. The *Free Taiwan* can be tracked by its transponder signal.

PUSHING THE ENVELOPE

Simon Andrews' first team of runners is returning to Seattle after a successful mission at the same time the player characters are leaving