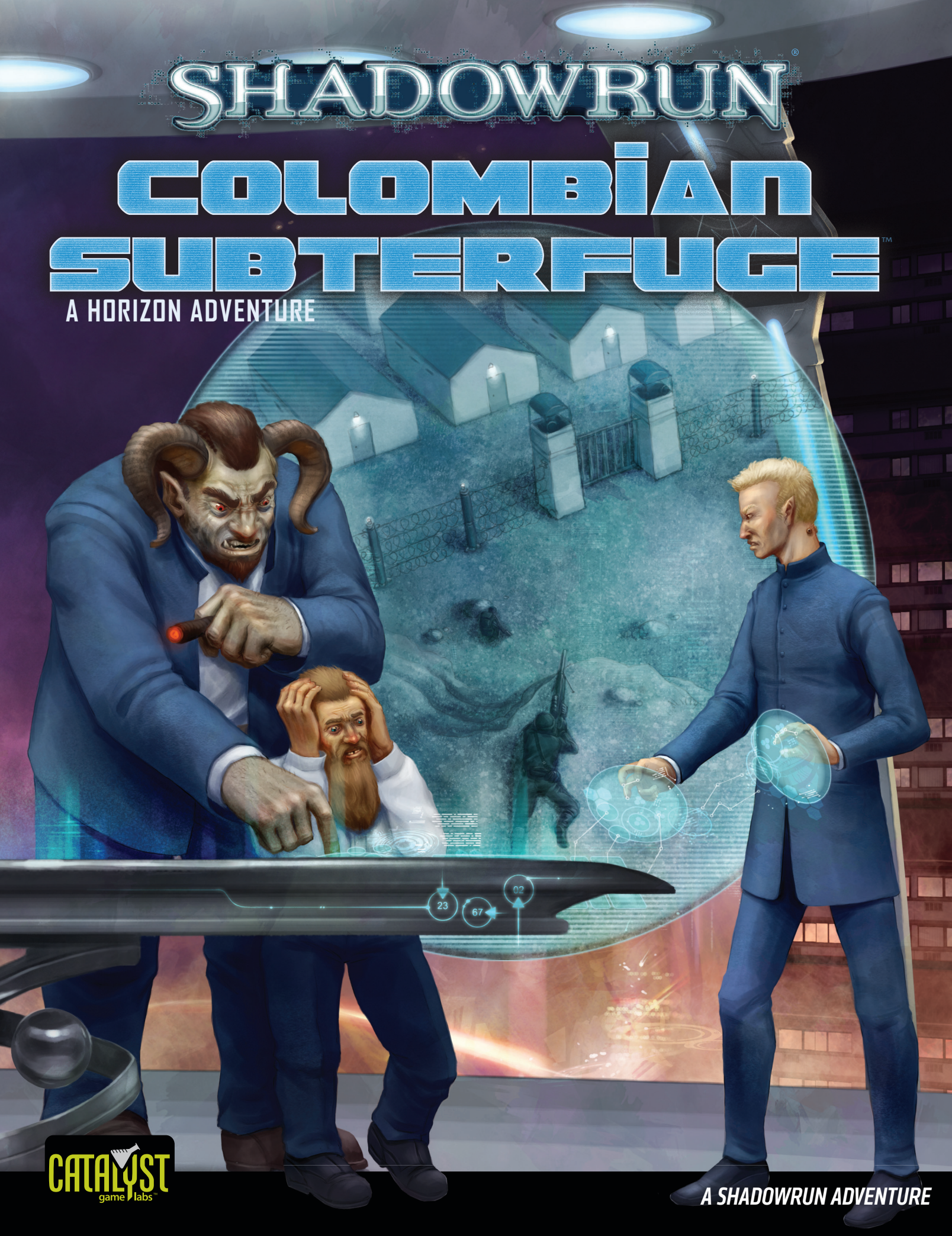


SHADOWRUN[®]

COLOMBIAN SUBTERFUGE[™]

A HORIZON ADVENTURE





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*.

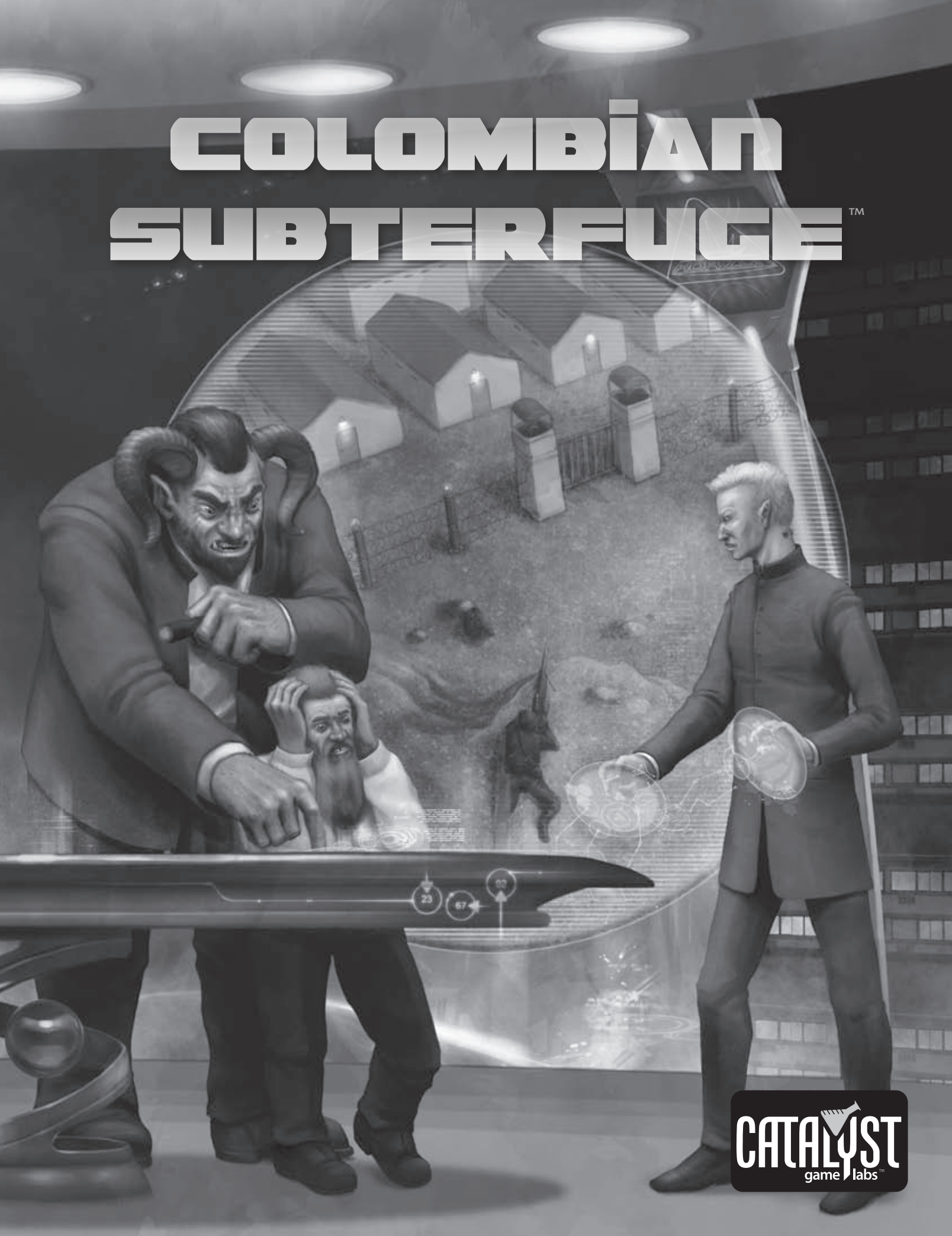


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COLOMBIAN SUBTERFUGE™



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... 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 uneasy. 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.





GAMEMASTERING THE ADVENTURE

Colombian Subterfuge is an adventure designed for *Shadowrun*, *Twentieth Anniversary Edition*, and it is the third in the *Horizon Adventure* series that involves characters in the operations of the newest megacorporation, Horizon, and its unorthodox methods for conducting business. In this adventure, players and their characters will see the extreme lengths to which Horizon will go to carry out their agenda. They will discover that the great good Horizon claims to be working toward may require blood to be spilt; and that ultimately, some of that blood will be on their hands, and they will have to live with the consequences of those actions.

Here are a few suggestions that will make the adventure, and gamemastering it, run more smoothly.

Step One: Read the Adventure

Reading through the adventure prior to introducing your group to it ensures you know what's coming down the line and are familiar with the entire story. This helps when your players (inevitably) come up with something not presented in the adventure.

Step Two: Assess the Adventure

Rarely does any gamemaster take a written adventure and run it without any changes. You may decide it needs to be more challenging for your players, or perhaps they form a specialized team (such as all mages) who will undoubtedly approach certain tasks in unique ways. You may want to switch certain NPCs with characters your players are familiar with in their game, such as a common fixer or gang contact. Assessing the adventure lets you make notes on how you want to customize the adventure to best fit your game and your gamemastering style.

Step Three: Know the Characters

You should have a copy of each character prior to running the adventure, so you can assess their individual (and group) skills, contacts, and abilities. If a scene calls for them to fly a plane through the Rockies, and none of

them have a Pilot Aircraft skill, you may need to tweak the scene so they'll still have a chance at success. If a character is sidelined for parts of the story due to lack of abilities or skills, the gamemaster should consider adding scenes that play to the character's strengths.

Step Four: Take Notes

Written notes help you keep things organized. You may want to jot down a note to give a particular handout to players at a specific moment or highlight important details about an NPC or combat scene. Taking notes during the adventure helps you remember characters' actions during the adventure, which is useful in awarding Karma and handling contacts at the conclusion of the adventure. Since this adventure is the third in a series of adventures, you may want to refer to your notes from the previous adventures if you ran them for your players. Likewise, it is quite possible that the players' decisions in this adventure might come back to haunt them later!

Step Five: Don't Let the Dice Run the Game

Dice rolls normally dictate the outcome of events in a roleplaying game. However, sometimes the dice fall in such a way that they interfere with the story. Remember, as gamemaster, you can always tweak the dice to enhance the story. As a rule of thumb, a gamemaster shouldn't fudge the die rolls to hurt player characters, but occasionally might tweak the roll to help them out or to help the story progress (softening a roll to seriously injure a player rather than killing them is one example).

Step Six: Don't Panic

You'll make mistakes. *Everyone* makes mistakes. You may forget a rule, misread a scene, or forget an important clue. Don't worry. The reason you're there is to have fun, and fun is far more important than a flawless performance. If you or the players make a mistake, do your best to straighten things out, then keep moving forward.

BACKGROUND

The use of propaganda has traditionally proven to be a crucial aspect of warfare. It has been used by various nation-states to galvanize the support of their citizens for their pro-war policies. Propaganda has also been used as a weapon against the enemy on the international stage, carefully orchestrated to sway public opinion to both demonize the enemy while helping a nation build consensus and form alliances for its own cause. Misinformation has also played an important role on the battlefield itself, as it has been used to misdirect and demoralize enemy troops. More than a few historical battles' outcomes have been determined not by the sheer number of bullets or bombs used in the fighting, but by the fighting spirit of the soldiers on the front lines—and by whether that spirit could be broken. Now, in 2073, that power

to manipulate the will to win has become an important tool for one of the largest corporations in the world, the megacorporation that has turned public relations and media manipulation into an art form: Horizon. They are about to enter the fight against Aztechnology and Aztlan, pitting the two largest PR powers in the world against each other. As they wield their considerable skills against each other, the repercussions of their actions could affect millions of people.

In the conflict between Aztlan and Amazonia, the fortunes of war have shifted into Aztlan's favor. Six weeks ago, Aztlan scored a significant ground victory by surrounding and capturing a series of Amazonian guerrilla cells on the front lines. They captured nearly two thousand troops. Shortly afterward, Aztlan scored another strategic victory: it successfully bombed a major weapons depot that Amazonia was using to supply its troops with guns, armor,



and ammunition. Almost immediately after that victory, Aztlan captured a village that was a vital line of communication to the guerilla cells on the front line. Due to this sudden shift in fortune, Aztlan went on the offensive in an effort to keep Amazonia's forces off balance, hoping to capture as much territory as they possibly could before Amazonia recovered. Each day, more territory, more villages, and more resources fall to Aztlan as Amazonia's forces are sent into full retreat. To stop Aztlan's blitzkrieg-style offensive, Amazonia has reached out to Horizon to obtain its cooperation in orchestrating a propaganda campaign against Aztlan, one so massive and convincing that it would sway the international community to take notice of Aztlan's war crimes and possibly take action against the nation, providing for an adequate distraction that would give Amazonia a chance to organize an effective counter-offensive.

Urgent Message

A FISTFUL OF CREDSTICKS: HORIZON ADVENTURES 1 SUMMARY

In *A Fistful of Credsticks*, the shadowrunners were hired to protect one of Horizon's simstars in Los Angeles from a blackmail scheme. A relatively straightforward job became much more complicated for the runners when they were inadvertently targeted by one of Horizon's own pet projects called the Life Management Guide. When the program designated them as Undesirable and Unable to be Rehabilitated, the program sent three former patients of a Horizon rehabilitation program to seek out and destroy the runners. As a consequence of the "Moral Vigilantes" that this program created to forcefully remove deviants from society, several innocent people, including a music star who was never intended to be targeted by the program, ended up dead.

ANARCHY: SUBSIDIZED: HORIZON ADVENTURES 2 SUMMARY

In *Anarchy: Subsidized*, Mr. Johnson hires the shadowrunners to perform a series of tasks, targeting a specific, Mitsuhamas-owned celebrity; the construct known as Teiko Ikemoto. Their goal was to draw Ikemoto into a series of scandals, tarnishing her reputation to the point that it would cause Mitsuhamas to lose interest in her and sell her (at reduced value) to Horizon, so that they could set her up to make a tremendous comeback and become another profitable artist in their stable.

Urgent Message

HORIZON

Horizon made history in its rapid ascension from single-A corporate status to a AAA megacorporation with a seat on the Corporate Court in only four years. The Horizon Project was initially founded in 2061 by a group of philanthropic and civic-minded entertainment industry leaders whose goal was to improve the lives of Los Angelinos through a new corporation that was hyped as a "social experiment." In the years that followed, the Horizon Project experienced tremendous expansion by making connections with financial backers who supported its vision and sought to advance its agenda. Using those resources, the Horizon Project acquired public relations firms, advertising firms, media outlets, simsense studios, and bioresearch companies while investing heavily in software development and Matrix systems that they would use to establish their dominance in the media and entertainment sectors. In 2062, the Horizon Project had grown and changed into the Horizon Group, and it also became widely known for its public relations and image consulting services that including marketing firms, focus groups, and opposition research.

In 2064, Horizon proved to be exceptionally versatile in weathering the global catastrophe that was later known as Crash 2.0. While other megacorporations were brought to the verge of financial crisis, Horizon's investment in state-of-the-art technologies and diverse ventures allowed it to take advantage of the disaster and purchase a vast array of assets at a fraction of what they were worth. Eventually, Horizon pursued the vacant Corporate Court seat once held by Cross Applied Technologies, and the corp was awarded the seat in 2065.

Like the other megacorporations, Horizon controls dozens of subsidiaries and divisions made up of hundreds of thousands of employees across the globe. For *Horizon Adventures*, the most relevant divisions of the megacorporation are Pathfinder Multimedia, Charisma Associates, and the Dawkins Group. Pathfinder Multimedia manages all of Horizon's media outlets, including studios for major trid productions, music labels, and news networks. Charisma Associates is the subsidiary that handles public-relations projects, while the Dawkins Group, while not an official division (it literally does not exist in any file) is the black-ops arm for the megacorporation.

COLOMBIAN SUBTERFUGE



BRIDGING THE ADVENTURES

Colombian Subterfuge is set two weeks after the conclusion of *Anarchy: Subsidized*. The player characters are home, settling into their normal routines. For teams who have thus far been successful and professional, another Mr. Johnson (from the Dawkins Group, p. 41, *Corporate Enclaves*) contacts them about a new job. This time, however, the work Horizon has in mind can only be given to the right shadowrunner team. This interaction between Mr. Johnson and the player characters can be as fluid or hesitant as the terms of their last interactions dictate.

If the runners did not participate in the previous adventures, they are still able to complete *Colombian Subterfuge* without many problems. Gamemasters should adjust specific references to the events from the previous adventure to accommodate.

Some teams may have completely failed at the previous jobs or been so unprofessional as to allow their employer to come to great harm. In cases like this, if the players want to continue the story, they may want to use a different team of shadowrunners. This might be a good time to point out that in the shadows, positive working relationships can trump skill and proficiency when it comes to keeping contacts.

PLOT SYNOPSIS

Following weeks of devastating losses to Aztlan, Amazonia made an urgent plea to Horizon to help them alter the course of the war by mounting a massive propaganda campaign targeting Aztlan; a campaign that can only be waged using Horizon's extensive array of international media outlets, contacts, and resources. After agreeing to take Amazonia on as a client, Mr. Peter Hunt sets up a meet with a Seattle-based shadowrunner team that has been profiled and specifically selected for this mission by the corporation's internal modeling programs.

During the meet, Mr. Hunt explains that he has an immediate need of their specialized services in Bogotá. Although everything will be kept on a need-to-know basis, he tells them they will be in the region to make subtle manipulations in the course of the war that will redirect the momentum back in Amazonia's favor. Although Mr. Hunt does not go into specifics, he makes certain that the payment is so tempting to the runners that they will not turn down the job. Once they have accepted the mission, he instructs the runners to drive to the Sea-Tac airport, where there will be a cargo plane waiting to take them into the war zone.

When the runners arrive at the landing zone seventy-miles outside of Bogotá, Mr. Hunt's representative in the area, a field agent from the Dawkins Group, gives them their first assignment: locate an Aztlan-run POW camp that is in the vicinity of Bogotá and secure a way into that prison camp undetected. They will be

given a location in Bogotá from which they can begin searching for information: a well-known mercenary bar in Bogotá called The Abyss. After they have acquired the intelligence, he provides them with the next set of instructions.

While asking around for information in The Abyss, the runners discover a variety of personalities in the bar, some reliable and some not. These individuals include: a mercenary handler from the *Bogotá Libre!* politico/paramilitary organization; an Aztlan spy posing as a member of the Order of the Temple from the Catholic Church; a street drug pusher from the David cartel; a lieutenant from the Olaya cartel; and an actual member of the Catholic Church who is part of the New Jesuits. Each potential point of contact has their own asking price and agenda for selling the information to the runners. Depending on the contact, they might ask for a specific amount of nuyen for a personal bribe or a specific favor from the shadowrunners that would benefit their organization. They could also ask for both nuyen and the favor. The favor asked of the runners would require them to extract a high-level dignitary from the Aztechnology Business Complex. After successfully completing this task, the runners learn that the location of the Aztlan-run POW camp is just outside of Medellín, in the Andes Mountains and deep inside Aztlan-held territory. They will also be given information on how to impersonate Aztlan soldiers who are authorized to enter the camp.

Once the runners have accumulated all this information, the Dawkins Group agent informs them that they will need to take trideo footage of the conditions inside the prison cells as well as the prisoner interrogation sessions. In addition to that footage, the agent wants all the data they can obtain from the camp's infirmary regarding the medical care of wounded POWs. Before the runners are ordered to liberate the camp, they must infiltrate the communications center, where they have to replace intelligence files that the Aztlan intelligence operatives have built from the prisoner interrogations and substitute them with files that Amazonian operatives have engineered to deliberately mislead Aztlan's military on the front lines. After the false intelligence has been transmitted, the shadowrunners can take the steps necessary to free the prisoners.

When liberating the camp, the agent requests that the runners load the prisoners onto any kind of vehicle they can find in the camp and transport them back to Bogotá. The wounded prisoners that are freed from the infirmary are to be placed on a separate transport, along with any remains of dead Amazonian soldiers that are found in the camp's morgue. During the trip back to Bogotá, the runners are to discreetly reroute the wounded Amazonian prisoners of war and bring them to the Dawkins Group agent, under the pretense that the Dawkins Group agent wants to provide immediate medical care to the wounded and return the remains of the dead soldiers to the Amazonian government.

The Dawkins Group agent then gives the runners eight hours to rest up for the next mission. During this time, the runners have the opportunity to catch up on the current news. Much of the footage that the shadowrunners recorded in the POW camp is being aired on international news networks, many of which are owned by Horizon. Some of the footage is unaltered, revealing prisoner abuses and torture techniques Aztlan employed in an attempt to extract information from the prisoners of war. The

reports also reveal that many Amazonian prisoners were left to die in the infirmary, as their care had become too costly for Aztlan to maintain; it was easier to simply deny life-saving treatments instead of returning prisoners to Amazonia. Along with the real footage the runners retrieved, there is a large amount of video showing incidents that never happened. The altered footage greatly exaggerates the abuse that took place in the camp and has been designed specifically to incite disgust and outrage in viewers. The scary thing about the footage is that if the runners had not been present at the camp, they would have no way of distinguishing fact from fiction. The altered footage is flawless.

In addition to stories about the events inside the camp, there is also news about the progress of the war that brings a glimmer of hope to Amazonia. In the last six hours, several Aztlan units have been ambushed by Amazonian guerilla cells, and Aztlan's reinforcements have been drawn out of position and rendered unable to help the other units. The end result was that Aztlan received the highest number of casualties in a single day since the war began. As a result of the POW camp being liberated and the devastating ambushes, Aztlan's advance into Amazonia has been greatly slowed.

For the next part of their mission, the shadowrunners are to proceed to the city of Icana, where Aztlan has established a new forward operating base along the front. As was the case with the POW camp, the runners are to infiltrate this base and achieve multiple objectives. Their primary objective is to infiltrate the Operations Center and alter the targeting coordinates for upcoming aerial strikes. The aerial strikes will be redirected at Aztlan ground positions in friendly fire incidents. While altering the targeting coordinates for the aerial strikes, the runners also need to upload several encrypted files. With those objectives accomplished, the runners must perform a cautious sweep of the base, looking for suspected double agents who are feeding military intelligence to Aztlan about guerilla cell movements. Once the runners have found and eliminated any double agents in the base, they can head back to Bogotá, where the Horizon agent is waiting for them.

Shortly after the runners accomplish their final mission, it comes to light that UN investigators, looking into the allegations of widespread prisoner abuse, discovered a mass grave just outside of Tenochtitlán. This mass grave includes the remains of the wounded soldiers that the runners liberated from the POW camp. A few days later, there is a leak of those encrypted files. Those files contain forged orders that appear to have come from several of Aztlan's and Aztechnology's highest-ranking military officers, implicating them as the ones who gave the orders to have those prisoners tortured and executed. In addition, the orders refer to at least four more mass graves. The UN orders Aztlan to hand these officers over to stand trial for war crimes. The Corporate Court also looks into Aztechnology's involvement with the executions and takes appropriate action. Between the friendly fire incidents and the scandals that threaten Aztlan's military leadership with war crimes trials, Aztlan's lines on the front begin to lose cohesion and crumble, as the Amazonian forces break through with renewed vigor and drive the demoralized Aztlaners back.

YOUR COMMLINK WILL SELF-DESTRUCT IN 10 SECONDS

SCAN THIS

The shadowrunners' fixers contact them for a midnight meet with Mr. Johnson at Matchsticks. The characters are not familiar with this Mr. Johnson, but they have worked with Horizon before and are aware of its reputation for fair treatment of shadowrunners. Mr. Johnson, whose real name is Peter Hunt, is from the Dawkins Group, a division of Horizon that, according to the corporate bureaucracy, does not exist. Mr. Johnson takes extraordinary measures to make sure that the runners can only verify that he is associated with Horizon, but they cannot identify specifically who he is, given his involvement in other sensitive, black ops missions for Horizon and his high position within the Dawkins Group. He provides the runners with commlinks that have been modified specifically to get them to a VR meet with him, as he is physically in Los Angeles. The commlinks have been modified with a self-destruct device, and after the meet concludes they detonate a small explosive charge, destroying the units. After the meet, the runners should be left with the very real impression that this is a high-level, black-ops mission with high stakes at risk.

TELL IT TO THEM STRAIGHT

It's been good to finally be able to enjoy the Seattle nightlife without having to worry about whether someone is going to shoot you or whether Mr. J is going to screw you over. Earlier in the evening, you and your friends were finally able to catch a live performance for one of your favorite bands at Dante's, who were playing live in the third circle of hell.

During your time at Dante's, your commlinks receive an ARO advertisement announcing a special tribute next week to be held for music and sim stars who had died over the past year. Three of the names of the stars stand out for you—Pandora, Christy Dace, and Whyte Nyght. These stars were killed for their "involvement" in one of your runs, executed by a group of criminals that the media dubbed "the moral vigilantes." These criminals decided that these three celebrities were deviants who lacked any kind of redeeming value and had to be eliminated for the greater good. They then came after you for the exact same reason. Although the sim stars' deaths were very tragic, you just want to put the entire mess behind you and move on, like you do with any other job. Just as you delete the advertisement, a text message arrives to your commlink from your respective fixers. "Got a new job for you ... the meet is set up for Matchsticks at midnight. This Mr. Johnson works for Horizon, and the job is extremely well paying. We're talking ¥¥¥¥¥! Ask for Mr. Johnson 211983. Oh, and get your asses moving. You do not want to be late for this meet."

Damn. So much for your down time.

When they arrive at Matchsticks, read the following:

Over the years, Matchsticks has been one of the premiere locations for the shadowrunning community in Seattle, next to Club Penumbra and Dante's Inferno. Matchsticks has prided itself on its ambiance, adopting the décor of the 1920s and the 1930s from the old United States, the era of jazz. While Dante's



and Club Penumbra tend to attract shadowrunners of all types, Matchsticks is a private club and entertains a much more elite clientele who emphasize class and style. You and your teammates were fortunate enough to become members of Matchsticks several months back and realized that if you were to stay in good standing with the club, you needed to occasionally change your clothes so that you could wear attire suitable for the atmosphere of the club.

With some creative driving, you manage to make it to Matchsticks about ten minutes before midnight, dressed in your best-looking eveningwear. With your commlink broadcasting the membership IDs attached to your fake SINS, you breeze past the bouncers into the club and are greeted by the vibrant and sultry sounds of jazz music coming from the stage. The music ranges from the trumpeting of a holographic Louis Armstrong to the crooning of Billie Holiday and Ella Fitzgerald. The music envelopes you as you cross the white-and-black-tiled dance floor and approach the bar where a dwarf is serving drinks. You give him the information passed on to you by your fixer.

"Yes sir. Your party has reserved the back room. Beatrice will show you to the back." You follow the waitress through a hidden back door that reminds you of the speakeasies of that era. When you enter the room, you do not find Mr. Johnson waiting for you, but instead find an elegant dining table with a number of seats around it matching the number of people in your team. You also find a number of commlinks with attached trodes and sim modules set on the table in front of each seat. On the table itself, there are name cards by each commlink, each one containing the name of a member of your crew. There is a note in the middle of the table that reads, "Thank you all for coming. Unfortunately, I am unable to be there in person, but if you would turn on the commlinks, and put on the trodes, we will be able to meet in virtual reality. Please do not use your own personal equipment or natural abilities, or tamper with these commlinks in any way. This equipment has been set up specifically to give you access to my network. Failure to follow these instructions could result in the immediate termination of the meet."

**After the runners have entered
Virtual Reality, read the following:**

When you put on the trodes and switch into VR, you immediately find yourselves in what appears to be the back of an armored limousine. There is a text message that appears on the limousine's center console reading, "Currently in transit: one moment please." You try to glance out of the limo's darkened windows to see where you're going, but you see nothing. You glance around at each other and see that for this particular meet, Mr. Johnson has decided to give each of you personas of famous performers from the mid-20th century; from Frank Sinatra and Dean Martin, to Sammy Davis Jr. and Joey Bishop. You say something to one of the other team members, and you discover that your personas sound exactly like the performers that you appear to be. Mr. Johnson has provided some quality icons.

Eventually, the limousine arrives at its destination, and the vehicle doors pop open. Looking around, you find a closed office door in front of you with the familiar Horizon logo on it. You open the door for the meet, and you see something that you were not expecting: the sim idol who had been the center of your efforts in Neo-Tokyo, Teiko Ikemoto. Teiko is sitting in the executive's

INCOMING FEED



COLOMBIAN SUBTERFUGE

desk facing you and is wearing a really expensive business suit. As you take a look around, you are amazed by the smooth, almost life-like textures of the office. It's possible that you are in one of those ultraviolet nodes. *Gulp.*

"Greetings, my friends." The voice has a girlish tone, but is oddly flat, too, unlike the real-life Teiko. "Obviously, I am not the real Teiko. Unfortunately, that is about as much as I can tell you about myself, as my position within Horizon requires that I maintain absolute anonymity when working with our deniable assets."

"Recently you have done exemplary work for our corporation. I personally reviewed the reports your handlers filed on your team and the ops that you did for us, including the one involving Teiko. Based on those findings, along with other factors, we have selected you for a new mission. There are a few non-standard conditions for this rather unusual run. The first condition is that all information about this mission will be given only on a need-to-know basis. Which means that you will only be given information when you are ready to act upon it. The second condition is that you will be put on retainer. In this scenario, we will pay you to be available to us to accomplish a series of objectives until our agenda is accomplished. And the third condition: You will be working in Bogotá. Your activities will be designed to apply subtle manipulations in and around Bogotá to alter the fortunes of war in favor of Amazonia. It is important to keep in mind that your mission is only a small part of a much larger operation, which means that being able to complete tasks in a timely fashion is of utmost importance. Because, as you might have heard on the news, the war hasn't been going all too well for Amazonia as of late, and the difference between winning and losing this conflict could very well come down to the operation of which you will be a part. If you agree to these conditions, then let's discuss business."

When asked why they were hired instead of a local team, read the following:

"That is a good question. You're correct; it would be preferable for us to hire a team that is from that area, who has local contacts and knowledge of the interests that are involved. We have done that—there will be teams operating in parallel effort to you. Unfortunately, the war is limiting the resources we have available in Bogotá, so we have to look elsewhere. Many highly qualified and experienced local runner teams are either already working other jobs or have just finished missions and need some downtime to treat their injuries. And as you might suspect, knowing exactly who to trust in that region is problematic for us. In this instance, due to the urgency of the mission as well as due to the need for absolute secrecy, it is better that we rely on outsiders who don't have any particular loyalties to the local players. It helps that you've given us plenty of reasons to trust in your skill and reliability."

When asked about transportation and the payment, read the following:

"We have a plane leaving from one of our hangers at the Sea-Tac airport to Bogotá in three hours. We want you on it. We have enough room on the plane for a couple of drones along with all your gear. We will furnish you with a vehicle that is suitable for the environment."

"We will also provide you with mission-specific gear. You may keep that gear once this mission is over as part of your payment.

For your retainer, I am authorized to pay your team 12,000 nuyen per day. My representative in the Bogotá region will handle all of your payment arrangements. On top of the retainer and the gear, we will also pay you a bonus: 5,000 nuyen for each piece of valid intelligence that you gather while operating in Bogotá that we don't already possess and that is not mission-related. But please, try and make sure that it is valid information and not propaganda. You will not be paid for information that turns out to be merely rumors or lies. The mission is expected to last approximately a week. I urge you not to stretch it beyond that. Your point of contact for this run is a gentleman who simply goes by the name of 'Agent 211983.' He is my personal representative on the ground in Bogotá. He will meet you at the landing zone and will provide you with any logistical support that you require. So, do we have a deal?"

When the runners agree to the run, read the following:

"Glad to hear you have accepted the mission," says Teiko, whose cool, professional demeanor continue to make you feel uneasy, as those characteristics are not traits that you usually associate with the effervescent pop star. "I have sent your fixers the package with the credentials you will need to gain access to the hangar. And here is the commcode for Agent 211983. From this point forward, any inquiries about this mission must go through him. In addition, if I need to reach you, he will be my line of communication to you. With that, I will say my good bye. Oh, and I wouldn't delay too long in getting out of VR—those commlinks are set to self destruct in ten seconds."

HOOKS

The runners may be hesitant to accept a job from a Mr. Johnson whose identity they cannot confirm and whose reputation that cannot check. Or they may be reluctant to take on a job that provides so little information up front. They may also be reluctant to accept a job that takes them out of the Seattle sprawl into a foreign country where there is an active war zone.

To convince them that he represents Horizon, Mr. Johnson may choose to disclose details about their previous runs that only they and their previous Mr. Johnsons would know. He also may remind the player characters of Horizon's reputation for its fair treatment of shadowrunners. Horizon is not known for being a corporation that gives shadowrunners assignments that it intentionally knows that they either cannot complete or do not have a decent chance of walking away from. Horizon has also been known to make exclusive deals with shadowrunners, which can help make runners more comfortable. Finally, Mr. Johnson will impress upon the player characters that they stand to make a significant amount of money from this run, along with having access to new gear.

BEHIND THE SCENES

The player characters should not encounter any significant difficulties arriving at the meet. It is common knowledge to both shadowrunners and Mr. Johnsons alike that you do not cause problems in Matchsticks. The shadowrunners that make up the core membership of Matchsticks are very protective of their club and police it accordingly. So if the player characters start trouble inside the club or if they act unprofessional their reputations will take a hit due to their pissing off the veteran shadowrunners who



enforce this unspoken rule. If it is a serious transgression, the other members of Matchsticks will make an example out of the problem shadowrunners. Revocation of their membership privileges will be the least of the characters' concerns at that point.

When the player characters arrive in the back room and inspect the commlinks that Mr. Johnson has provided for them, they will find that the commlinks only have what is needed to get them into the meeting in VR. There are no programs installed that would allow a hacker to trace where Mr. Johnson is located or to hack into his nodes. To perform either of these functions, a character would have to install the appropriate programs on the commlink(s). If a hacker was so inclined, he would first have to make a Perception + Intuition (5) Test to notice that there is a hidden program running on each commlink that immediately notifies Mr. Johnson if any uploads were to occur on the commlink. Installing programs on the commlinks constitutes tampering with the equipment. Should the runners be paranoid enough to crack open the commlink casing, the character(s) must make a Perception + Intuition (6) Test to notice that there has been an internal modification made to the commlink's hardware, and that there has been a localized self-destruct added (see p. 58, *Arsenal*). Should the players fail the Perception Test, they immediately trigger the self-destruct, detonating a charge that destroys the commlink. Those who succeed in the Perception Test then must make an Extended Electronics + Logic (12, 1 Combat Turn) Test to disable the self-destruct. Glitching on this test automatically triggers the self-destruct.

The players can, if desired, try to negotiate with Mr. Johnson for a higher retainer. They will need to make an Opposed Negotiation + Charisma Test, with each net success increasing the retainer by 1,000 nuyen, up to the maximum of 17,000 nuyen. Keep in mind, some of the player's powers or augmentations designed to help in social situations, such as tailored pheromones or kinesics, will not apply for this test since it takes place in VR.

During the meet, the characters may make a Perception + Intuition (5) Test to notice that the mannerisms the Teiko Ikemoto icon uses are typically masculine in nature and are uncharacteristic of the actual musician. Teiko Ikemoto is actually Peter Hunt, a senior operations manager in the Dawkins Group.

PUSHING THE ENVELOPE

If the gamemaster wants to make things more exciting for the runners, instead of hand-waving the driving to Matchsticks, have the players make an Extended Pilot Ground Craft + Reaction Test (12, 1 minute) Test for getting to the club on time. A failed roll means that they have lost some time, which they then need to make up. A glitch or critical glitch means that the character has encountered a significant problem (e.g., traffic accident, attempted car jacking) and will be significantly late to the meet. At the gamemaster's discretion, the character's tardiness may be worth a point of notoriety.

When entering Matchsticks, the runners will spot other teams that they may have encountered in the Sprawl on other missions. Some of the other runner teams may have been helpful to them, and some might even be contacts for the runners. On the other hand, some of the other runner teams in Matchsticks could be former rivals with a history with the player characters, and they may have a score to settle with them. In this situation, while

Matchsticks is off limits to violence, the alley behind Matchsticks does not have such consideration.

DEBUGGING

The most likely opportunity for the meet to go wrong is in the back room, with the commlinks. Players will understandably be paranoid about using Mr. Johnson's equipment. Should they tamper with the equipment and get caught, Mr. Johnson could simply furnish replacement commlinks, and remind them that they are not to tamper with the equipment again. Mr. Johnson will also reduce their retainers due to their lack of professionalism, offering them only 10,000 per day instead of 12,000 nuyen (up to a negotiated maximum of 15,000 nuyen).

Throughout *Colombian Subterfuge*, there are scenes where accessing the Matrix and hacking are essential to accomplishing the mission. If no player characters in the group are capable of hacking, Mr. Johnson should offer the runners the services of a Horizon-employed technomancer (see the **Grunts and Moving Targets** section, see below). They may refuse those services, but he will let them know that they will most likely need on-the-ground Matrix support. If the runners choose not to use the Horizon technomancer, modify the background of the technomancer and make her available for hire in The Abyss, the mercenary bar in Bogotá.

PLACES OF INTEREST

Matchsticks

Matchsticks is a well known shadowrunner hang out from previous editions of *Shadowrun*, similar to Dante's Inferno and Club Penumbra. It is a private club that has modeled itself as a jazz club from the 1920s and 1930s. The characters may not recognize most of the music and performers unless they are fans of old jazz. There is a dress code (suits and/or dresses, period specific preferred) that is strictly enforced to help create the atmosphere of a swinging club. Matchsticks looks for members that are capable of displaying class and style, and who positively contribute to the club scene.

The members of Matchsticks are highly protective of the club. There is an unspoken rule: do not start trouble at Matchsticks. This goes for both shadowrunners as well as for the Mr. Johnsons. Should a problem occur, the members pitch in to take care of the problem for the good of the club.

The club is known for its deep-red leather privacy booths and its dark wood bar and tables with polished brass highlights. The lampshades are constructed of green glass.

GRUNTS AND MOVING TARGETS

Nahimana Three-Fires (NPC Technomancer) Female/Human

Born in Cheyenne in 2049, Nahimana Three-Fires lived an ordinary life with her middle-class parents and her three older brothers. In 2064, when she was fifteen years old and attending a public high school, Three-Fires' technomancer abilities expressed themselves. She demonstrated an innate and profound talent with the Matrix and was performing programming feats that were nothing short of profound. Her theories and her projects quickly



grabbed the attention of the Office of Military Intelligence. When she turned eighteen, she was automatically transferred into the Wild Cats following her basic training for her mandatory one-year military service. During her time with the Wild Cats, Three-Fires earned several decorations for her ability to investigate and prevent intrusions into the Sioux Nation's Matrix networks. Three-Fires remained with the Wild Cats for six years until she was approached by the Dawkins Group to work for Horizon. Initially, Three-Fires turned them down, but the Dawkins Group headhunters were relentless with their increasingly lucrative offers, until she finally agreed to retire from Wild Cat service and work for Horizon in 2070.

B	A	R	S	C	I	L	W	R	Edg	Ess	Init	IP
5	4	4	3	4	4	7	5	8	4	6	8	1 (4)

Condition Monitor Boxes (Physical/Stun): 11/11

Armor (Ballistic/Impact): 14/12

Skills: Automatics 3, Cracking skill group 6, Dodge 4, Electronics skill group 5, Pistols 5, Tasking 4, Unarmed Combat 3

Qualities: Exceptional Attribute (Logic), Technomancer
Submersion Grade: 2

Echoes: Firewall Upgrade, Overclocking

Registered Sprites: 1 Courier Sprite 4, 2 Crack Sprite 5, 1 Data Sprite 5

Gear: Light military grade armor w/ helmet

Persona: Firewall 6, Response 5 (6), Signal 4, System 5, Biofeedback Filter 3, VR Matrix Initiative 9, VR Matrix IP 4

Complex Forms: Analyze 5, Armor 5, Browse 3, Attack 6, Decrypt 6, Defuse 4, Exploit 4, Edit 4, Scan 2, Stealth 5, Track 5

Notes: Nahimana has the same mission-specific gear as that provided to the shadowrunners. Nahimana is of the Sourceror stream.

WELCOME TO THE WAR ZONE

SCAN THIS

Following the meet, the runners will have a three-hour window to gather their gear and arrive at the Sea-Tac international airport for their ten-hour flight to Colombia on board a Horizon cargo plane.

As the plane approaches its landing zone, it will come under heavy attack by Aztlan forces firing surface-to-air missiles (SAMs), giving the runners their first real taste of the war zone. The plane has been modified with counter-measures and uses them to allow the plane to make a hard (but safe) landing at a makeshift landing zone, approximately 121 kilometers southeast of Bogotá on the Amazonian side of the battle front. Agent 211983 greets the shadowrunners as soon as they touch down. He gives them their first set of instructions: travel into Bogotá, and locate a top secret, Aztlan-run POW camp that is believed to be operating somewhere in the Aztlan-controlled sections of Colombia. They are also instructed to secure a means to successfully infiltrate the camp. Agent 211983 insists on having the runners gather this information first before giving them the next set of instructions. To aid them with their search, Agent 211983 gives them the name of a well-known mercenary bar that might have a few leads. The bar is called The Abyss.

Travelling through the rainforest should be dangerous for the runners, as they will encounter everything from hostile paranormal creatures and spirits to military patrols. In this scene, the runners will also encounter firsthand the effect of war on the rainforest.

TELL IT TO THEM STRAIGHT

Acid rain pours down over Seattle in the early morning hours as you drive to the Sea-Tac airport to catch your flight. The instructions that the icon gave you directs you to a specific service entrance for the corporate-owned hangers. There are two Knight Errant guards on duty as you approach the gate. You immediately broadcast the credentials that were given to you by your corporate handler, which identify you as members of the Social Science Auxiliary Corps. The Knight Errant officers are surprisingly thorough, and they scrutinize every detail of the credentials looking for inconsistencies. Not finding any, they arrange for you to be escorted to Horizon's hangar.

At the hangar, you observe that the cargo plane is still in the process of being loaded. There are pallets of medical supplies, tents, emergency food rations, and clean water lying next to the ramp of the cargo plane. You also notice some of the pallets are unmarked. You overhear whispers and coded talk from the forklift operators, who are being instructed to take "exceptional" care in loading the unmarked pallets. If you had to guess, those could be weapons meant for the Amazonian soldiers on the front lines.

As you stand around waiting to be given the go-ahead to board, an SSAC physician approaches you and your teammates and inoculates you with the proper vaccines for the region. Twenty minutes later, once the primary shipments have been loaded, your gear is stowed on the plane. Looks like it's your turn to board the plane. Next stop, Colombia.

When the plane arrives in Colombia, read the following:

Ten hours into your long flight, you anxiously await the plane's landing. The pilot comes onto the intercom and reminds you that being on the ground is not going to be a picnic.

"All passengers. Please be advised we are being painted by SAMs. Buckle in now. We are deploying countermeasures. Hang on!"

When the plane is ready to land, read the following:

The cargo plane experiences several violent pitches as it weaves its way through the incoming fire. On more than one occasion, the plane is rocked by a nearby explosion. Each time you feel the plane tremble violently, you fear the worst: that your plane has been hit and you will all be killed in a fiery crash.

Fortunately, that worst-case scenario doesn't come to pass as the plane takes one last power dive and touches down safely, albeit with a hard landing, in a large, open field.

Shaken from the violent maneuvers, you remain perfectly still in your seats for a minute, allowing time for your nauseous stomachs to calm themselves. Unfortunately, as soon as the cargo plane's ramp lowers to the ground, a tall, dark-skinned human runs up the ramp toward you. "Come on, we've got to get you out of here. A couple of Aztlan patrols are already on their way."



As the shadowrunners disembark from the plane, read the following:

Stepping out of the cargo plane, you watch as the SSAC members and other ground personnel scramble to get their shipment off the plane and loaded onto the appropriate transport trucks before the Aztlan patrols arrive, even as other crews are refueling the plane and restocking its countermeasures.

The man, who identifies himself only as Agent 211983, escorts you through the chaos to an Ares Milspec Humvee. Along with your own gear that you pile into the truck, you find packages already stowed in the back of the vehicle containing your promised mission-specific gear. “We have two Azzie patrols coming in, one from the north and one from the west. Both are bringing in heavy armored support. Let me give you the rundown of the first part your mission so you can be on your way.

“We need you to locate a top-secret Aztlan POW camp that we believe is operating in the region. Its location is still unknown, even to us. While acquiring this intel about the prison camp’s location, we also need you to secure a means to infiltrate the camp without detection. That is as much as I can tell you for now. Once you have secured this information, we can talk more about the next phase of the mission. I would suggest you start asking questions in a mercenary hangout in Bogotá called The Abyss. We have received credible intel from that establishment in the past. Also, should you encounter difficulties with Aztlan out in the field, I am authorized to provide you with two orbital strikes to help clear a path for you.”

When the runners reach Bogotá, read the following:

After surviving the violent encounters you had in the rainforest, you are relieved to have finally made it to the city proper, even if it is a feral city. Following your satellite navigation system, you slowly make your way through the myriad of checkpoints controlled by the local factions. Most of the high rises you see off in the distance are in ruins, with most windows blown out. Their facades are ravaged by frequent aerial attacks. The only section of the city that you can see from your vehicle that is relatively unscathed is what your navigational system identifies as the Aztechnology Business Complex. Ever so slowly, you approach Zona Centrico, which is where the navigation system tells you The Abyss is located.

HOOKS

The inherent dangers of traveling into a war zone in the Amazonian rainforest should be stressed in this scene. There are also opportunities in this scene to highlight the consequences of war for both the rainforest and its indigenous peoples. It would also be appropriate to stress that in a time of war in an Awakened rainforest, almost anything can occur.

BEHIND THE SCENES

When the surface-to-air missiles (see p. 38, *Arsenal*) start threatening the cargo plane, there are opportunities for player involvement. Magicians may call upon their spirits to conceal the plane, or they may use their spirits’ accident or weather control powers to knock the incoming missiles off course and away from the plane. If a missile hits and damages the plane, riggers in the group with the Aeronautics Mechanic skill can make an

Urgent Message

SUGGESTED TIMELINE FOR ADVENTURE

- Flight to Bogotá (10 hours) (Day 1)
- Travel through rainforest (12-24 hours) (Day 1-2)
- Aztlan Ambush (optional) (4 hours) (Day 2)
- David Cartel Bad Intel (optional) (8 hours) (Day 2)
- Obtaining personal items for hotel worker disguises (optional) (1 hour per worker) (Day 2)
- Extracting the Vicar General (up to 10 hours) (Day 3)
- Travel to the POW camp (8 hours by ground travel) (1 hour by air travel/7 hours to modify helicopter) (Day 3)
- Operation within POW camp (10-12 hours) (Day 4)
- Travel back to Bogotá (with one stop to meet with Agent 211983) (9 hours) (Day 5)
- Rest/downtime (8 hours) (Day 5-6)
- Travel to Icana to meet the Aztlan Forward Operating Base (10-12 hours) (Day 6-7)
- Operations inside the Forward Operating Base (8 hours) (Day 7)
- Travel back to Bogotá (Day 7-8)

Urgent Message

MISSION-SPECIFIC GEAR PROVIDED BY HORIZON

- 2 doses of nanopaste disguise (per runner)
- 1 Ares Thunderstruck Gauss Rifle assault cannon w/ 10 rounds and a power cell
- 1 state-of-the-art commlink w/ Rating 6 hacking programs installed (for each Matrix-orientated runner)
- 2 codes for orbital strikes from a Loki Orbital Deployment System (expires within seven days)
- 1 Aztlan-sanctioned Heckler and Koch G12A3z (per runner)
- 1 Aztlan-sanctioned Savalette Guardian (per runner)
- 1 Aztlan-issued survival knife (per runner)
- 1 Aztlan uniform (fitted to each runner)
- 1 Rating 5 fake Aztlan Military SIN (per runner)
- 1 set of Aztlan light military grade armor w/ helmet (14/12, fitted to each runner)
- Intelligence Dossier on the Bogotá region and the Aztlan military (player handout)
- 1 camouflage net
- 1 week’s worth of rations (per runner)
- 5 water purification tablets (per runner)
- 200 rounds of regular ammo (per runner)



Aeronautics Mechanic + Logic (12, 1 minute) Extended Test, using the appropriate modifiers from the Build Repair Table (see p. 138, *SR4A*) to apply a jury-rigged repair of the plane that allow it to land intact. The cargo plane has been modified with Rating 20 concealed armor (see p. 132, *Arsenal*) and lock-on countermeasure (see p. 139, *Arsenal*). The lock-on countermeasure only has six uses before it is depleted. If the runners are not capable of contributing to this part of the scene, feel free to move quickly to the scenes on the ground. No matter if the cargo plane scene is played out in detail or not, the player characters should still make a Charisma + Willpower (3) Composure Test to resist the urge to vomit from the violent maneuvers.

As the shadowrunners begin their treacherous drive through the rainforest, they will encounter dangerous paranormal creatures. Appropriate critters for this region include wild shapeshifters, naga, the infected, drakes, lindworms, wyverns, and even feathered serpents, along with mundane predators. There should be a scene in the rainforest where the runners drive through the site of a recent battle, seeing dead soldiers strewn about on the rainforest floor. Since Amazonia is friendly toward the infected, there could be a dozen gnawers and ghouls who have saturated the site and are now feeding on the remains of the soldiers. If the runners fail to remember from their dossier that gnawers and ghouls (and other infected) are protected by Amazonian laws, and they choose to take violent actions against the infected, the runners could inadvertently provoke an attack from an Amazonian guerilla cell operating in the area. This cell consists of two Naga shamans, three jaguar shapeshifters, and a drake (see **Grunts and Moving Targets**, p. 16). There are also several types of spirits that exist in the

rainforest that might harass the shadowrunners (fey, harbingers, ghosts, free blood spirits, etc.). It should be emphasized that in this area, the ecology is healthy. The foliage is dense, the rain is free of containments, and the animals are in prime condition. This pristine portion of the rainforest stand in stark contrast to other areas that the runners will travel through in later scenes. For information on other paranormal creatures or spirits and their specific stats, please refer to *Runner's Companion*, *Running Wild*, *Parazology*, and *Street Magic*.

The runners will also encounter Aztlán patrols while in the forest, especially when they get closer to Bogotá. Any gunfire from their confrontation(s) with paranormal creatures should attract the Aztlán patrols to the runners' position. Stats for the Aztlán patrols are given in the **Grunts and Moving Targets** section. There are typically between four and six soldiers in an Aztlán patrol. The roads themselves may have also been mined by various factions in the war. These could simply be basic landmines, improvised explosive devices, or they could be a part of a smart minefield. A smart minefield is one that can be programmed to create sympathetic explosions to maximize the damage done to a target as well as reposition themselves to prevent anyone from successfully mapping out the minefield. For details on landmines, improvised explosives and smart minefields, refer to p. 140, *War!* and p. 94, *Arsenal*. There is also the real possibility that various bridges and roads have been blown up and are impassible, or perhaps they have been washed out by frequent thunderstorms and flooding. Feel free to make the runners backtrack, and find another way around the obstruction, perhaps by taking a less-travelled road that would increase their chances for another dangerous encounter. If their

vehicle becomes disabled in the rainforest, they can hike the rest of the way into Bogotá. While on foot, however, the runners are at risk for encountering the Sangre Del Diablo trees (see p. 26, *War!*) that act as a natural barrier against ground incursions. This scene would also present an opportunity to give the players a visceral picture of the consequences of the war, from bombed-out villages and refugees to roads littered with destroyed military equipment.

The gamemaster may choose at this time to present a major war-related obstacle to the shadowrunners. There could be a large column of Aztlan military heavy armor (e.g., tanks, artillery, and ground drones) moving in their direction. There could be no easy or safe way to go around them, and the shadowrunners could be forced to call in an orbital strike from their Horizon contact. The orbital strike will be from a Loki system (see p. 160, *War!*). The orbital strike is designed to devastate heavily armored units and the gamemaster is encouraged to be very descriptive of the sheer violence and power the Loki orbital strike brings to bear on the Aztlan column. Calling in an orbital strike should be the grand finale of the encounters that the shadowrunners have in the jungle before they reach Bogotá. Depending on how difficult the gamemaster chooses to make the trip through the rainforest, the amount of time it could take the runners to get from the landing zone to Bogotá can range anywhere from twelve to twenty-four hours.

PUSHING THE ENVELOPE

It is important to keep in mind the amount of time it takes the runners to complete this scene. If it takes the runners a full day to reach Bogotá, have Agent 211983 contact them about how worried he is over the length of time it is taking them to make progress in their mission. The war does not stop even if the runners experience unexpected difficulties. Continue to press upon them the urgent need to gather this intel in a timely manner. Amazonia is losing this war. For Horizon to be successful in turning the tide of the war, the runners must be quick to act.

Due to the pace of the mission and the lack of opportunities for regular sleep, sleep deprivation could occur to the shadowrunners. For rules on this test, see p. 256, *SR4A*.

DEBUGGING

If the runners experience significant problems with any of their rainforest encounters with paranormal creatures, spirits, or Aztlan patrols, allow an Amazonian patrol to come in and intervene. The runners may need to convince the patrol that they mean them no harm, and in fact are proceeding to Bogotá to sabotage Aztlan. If the patrol is convinced of the runners' intentions, they may provide them with support to get to Bogotá in one piece. The only time the Amazonians may not assist the runners is if the runners end up attacking the infected group.

PLACES OF INTEREST

Amazon Rainforest

The Amazon rainforest is the largest Awakened forest in the Sixth World. It is home to tens of thousands of Awakened animal, plant, and insect species. Due to the forest's Awakened nature, the foliage sees extraordinary growth. If roads are not maintained, the forest can consume them in a matter of months. Species that live in the forest's eco-system range from shapeshifters to indigenous

tribes of changelings to dragonkind, such as feathered serpents, wyvern, and lindworms. In addition to the paranormal life, the Amazon rainforest is also home to a wide variety of spirits. The rainforest has been dramatically impacted by the nations that would fight to control it. Amazonia seeks to preserve it while Aztlan seeks to exploit it. The Amazon rainforest is known worldwide for its high-quality enchanting materials.

GRUNTS AND MOVING TARGETS

Agent 211983

Agent 211983 is a field operative for the elusive Dawkins Group, the black ops arm for the Horizon megacorp. During this adventure, he never reveals his actual name to the shadowrunners. He is also in charge of the much larger operation that is taking place in both Aztlan and Amazonia, of which the runners and their mission are a part. Agent 211983 always has at least a dozen AROs up on his commlink at any given time. He micro-manages everything in the field for his supervisor, Peter Hunt, and he attempts to remain faithful to the timeframe that has been established for this operation. He provides logistical support to the runners throughout the mission. Any interactions the runners have with him demonstrate his commitment to the mission while also showing that the mission is taking its toll on him. He becomes more anxious and impatient the further into the mission it becomes, as he fears that the mission will end in failure. Agent 211983 is a physical adept and a second-level initiate.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	4	5	3	6	5	5	4	6	6	6	10	1

Condition Monitor Boxes (Physical/Stun): 10/10

Armor (B/I): 7/2

Skills: Blades (Knives) 2 (+2), Computer 2, Data Search 2, Disguise 5, Dodge 3, First Aid 4, Forgery 6, Infiltration 4, Influence skill group 6, Intimidation (Interrogation) 5 (+2), Palming 4, Perception 5, Pilot Aircraft 4, Pilot Ground Craft 4, Pistols (Holdouts) 4 (+2), Running 3, Shadowrun 4, Survival (Jungle) 3 (+2), Tracking 3

Knowledge Skills: Aztlan Politics 4, Chess 4, Horizon Corporate Structure 4, Jungle Ecology 3, PR Techniques 5, English N, Japanese 2, Spanish 6

Qualities: Adept, Erased, First Impression, Perceptive

Initiate Grade: 2

Metamagics: Cognition, flexible signature

Adept Powers: Attribute Boost (Charisma) 2, Combat Sense, Enhanced Perception 2, Facial Sculpt 2, Improved Agility 1, Kinesics 3, Mystic Armor 1, Rapid Healing 3, Voice Control

Gear: Light military armor (12/10), Fairlight Caliban commlink w/cellular biometric lock

Aztlan Military Patrol Soldiers (Professional Rating 4)

B	A	R	S	C	I	L	W	Ess	Init	IP
4 (6)	5	4 (5)	5	3	3	3	4	2.5	7 (8)	1 (2)

Condition Monitor Boxes: 10

Armor (B/I): 12/10

Skills: Athletics skill group 3, Blades 4, Demolitions 3, Dodge 4, Firearms 4, Heavy Weapons 3, Perception 4, Stealth skill group 3, Unarmed Combat 4

Augmentations: Blood circuit control system, cybereyes (Rating 4 w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification), sideways genetic infusion, wired reflexes 1

Gear: Light military armor (12/10), 2 kilograms of plastic explosives (Rating 6), 3 pressure detonators, 3 shockwave detonators (Rating 4)

Weapons:

- Ballista Missile Launcher [Missile Launcher, DV as missile, AP as missile, SA, RC 0, 4 (m) with laser designator]
- Bayonet [Blade, Reach 2, DV 4P, AP 0]
- Heckler & Koch G12A3z [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 32 (c) w/ gas vent 2 system, laser sight, and Regular ammo]
- SA Nemesis LMG [Light Machine Gun, DV 6P, AP -1, BF/FA, RC 2, 60 (c), w/ smartgun system, safe target system, additional clip]
- Savalette Guardian [Heavy Pistol, DV 6P, AP -1, SA/BF, RC 1, 12 (c), w/ explosive rounds smartgun system]
- Survival Knife [Blade, Reach 0, DV 4P, AP -1]
- 4 Zapper Static Discharge Rockets [Missile, DV 8P/12S(e), AP 0/-half, Blast -/-4/m]

Amazonia Guerilla Cell fighters—Jaguar Shapeshifters (Professional Rating 3)

B	A	R	S	C	I	L	W	M	Ess	Init	IP
7	7	5	6	3	3	4	4	1	6	8	1

Condition Monitor Boxes: 12

Armor (Ballistic/Impact): 10/8

Skills: Assensing 3, Astral Combat 4, Athletics skill group 3, Automatics 3, Close Combat skill group 4, Demolitions 5, Dodge 4, Heavy Weapons 3, Infiltration 4, Outdoors 5, Perception 4, Shadowing 4

Powers: Enhanced Senses (Hearing/Low Light Vision/Smell), Natural Weapons (bite/claw: DV 5P, AP 0), Regeneration, Sapience, Shift (Human)

Gear: Full body armor, 3 kilograms of plastic explosives (Rating 8), 4 pressure detonators, 4 radio detonators, 2 shockwave detonators (Rating 4)

Weaknesses: Allergy (Silver, Severe), Vulnerability (Silver)

Weapons:

- Ares Alpha [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 42 (c), w/underbarrel grenade launcher (6 fragmentation minigrenades, DV 12P, AP +2), additional clip modification and regular ammo]

Note: Two of the three are wearing the full body armor; the third is wearing simple clothes in order to facilitate changing into animal form

Amazonia Guerilla Cell fighter (Professional Rating 3)

Naga

B	A	R	S	C	I	L	W	M	Ess	Init	IP
6	4	7	8	6	4	5	5	8	6	11	2

Condition Monitor Boxes: 11

Armor: 2/3

Skills: Assensing 4, Conjuring skill group 6, Dodge 4, Outdoors skill group 4, Perception 4, Shadowing 3, Sorcery skill group 5, Unarmed Combat 3

Qualities: Magician, Mentor Spirit (Snake)

Initiate Grade: 2

Powers: Armor, Dual Natured, Guard, Natural Weapon (Bite: DV 4P AP 0), Sapience, Venom (Vector: Injection, Speed: 1 Combat Turn, Penetration 0, Power 6, Effect: Physical Damage)

Metamagics: Centering, invoking

Spells: Agony, Detect Enemy, Heal, Mass Agony, Physical Mask, (Sight) Removal, Silence, Stealth, Wreck (Gun), Wreck (Vehicle)

Bound Spirits: 2 Force 6 great form spirits of air

Notes: The great form spirits of air have the unique power of Storm. Snake shamans receive +2 dice for Detection spells, +2 dice for Binding Tests. They also receive -1 die for Combat spells. The Naga use their great form spirits of air heavily for their Concealment power.

Amazonia Guerilla Cell fighters (Professional Rating 3)

Female Troll/Drake

B	A	R	S	C	I	L	W	M	Ess	Init	IP
9 (11)	4 (6)	4	8 (10)	3	3	3	3	5	6	7	1

Condition Monitor Boxes: 14

Armor (Ballistic/Impact): 4/4

Skills: Assensing 3, Astral Combat 4, Athletics skill group 3, Blades 4, Close Combat 5, Dodge 4, Flight 3, Outdoors 3, Perception 4

Qualities: Drake

Powers: Dual Natured, Element Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell, Thermographic Sense), Hardened Armor, Natural Weapons (bite/claw DV 8P AP 0), Shift (Drake), Venom (DV 5P)

Weapons:

- Combat Axe [Blades, DV 8P, AP -1, Reach 2]

Note: The Drake NPC is a feathered serpent dracoform

Ares MilSpec Humvee (SUV)

This is the military version of the Ares Humvee Civic, as described on p. 109, *Arsenal*. This will be the vehicle that Horizon provides the player characters to use.

Handling	Accel	Speed	Pilot	Body	Armor	Sensor
+1	20/35	140	2	13	15	12

Std. Upgrades: Off-road suspension, Extreme Environment (jungle), Off Road Tires

Modifications: 1 ammo bin (standard) (1), normal armor (Rating 15) (1), 2 small drone racks (4), ECM (Rating 5) (1), extra entry/exit point (sunroof) (1), 2 x gun ports (rear passenger seat doors) (2), reinforced weapon mount w/ external visibility, flexible flexibility (rooftop), manual control (3). Weapon mount has a Stoner-Ares M107 HMG with regular ammo attached to it (DV 7P, AP -3)



AT THE ABYSS

SCAN THIS

When the runners arrive at the bar called The Abyss, they meet five individuals who have the potential of becoming useful allies. Each of these individuals, however, has their own asking price for the valuable intelligence the runners seek, typically a personal bribe, a favor for their organization, or both. While a few of these individuals are sincere in their offers to assist the runners, a couple of them will prove to be hidden enemies, looking to sabotage them. In this scene, the runners discover what it will cost them to obtain the information they need to accomplish their mission.

TELL IT TO THEM STRAIGHT

As you approach The Abyss, you are relieved to see that the bar, situated in a neighborhood without electricity and filled with burned-out husks of buildings, runs its own secured parking lot for its patrons. The lot is similar to what you would find in the Redmond Barrens; it's surrounded by five-meter-high chainlink fence topped with monowire. You notice at least six "parking attendants;" each is packing an assault rifle and wearing full body armor. The parking attendants look at you warily, giving you that "don't fuck with us" look.

As you walk into the mercenary bar, you're surprised to see that the bar still has electricity. As you look around the joint, you notice about sixty or so people clustered around the various tables in the bar, most of whom have their eyes trained on you, the newcomers. You get the uneasy feeling like you are being eyed, either as easy marks or as competition. Either way, this isn't going to be easy ...

As the runners are asking around in the bar, read the following:

As expected, you have found that obtaining intel on Aztlan and its operations in a mercenary bar is painfully challenging. Since the mercenaries have never worked with you, you don't belong to their outfit, and they don't know where your allegiances lie, they simply give you the silent treatment. You sympathize with their motivations, but that doesn't make you need the information any less. You have been successful, however, in learning about a few locals in the bar who might just have the resources to be helpful to you.

You have heard about a man named Raul Javier, a lieutenant from the Olaya cartel who has no love for Aztlan. There is also Dominic Martin, a priest from the Order of the Temple, the militant order of the Catholic Church who is using the war to attempt to win over converts to the church, or at least win them over until the war is won. Then there is Esmeralda Mendez, an activist with a local organization called *Bogotá Libre!*, and Xavier Ortiz, another priest of the Catholic Church and a member of the New Jesuits. And then there is Yesenia Sanchez, a drug pusher from the David cartel, who, as you understand it, lost several family members in Aztlan's recent bombings of Bogotá and wishes to settle the score. The question is, of course, just how much their help is going to cost you.

HOOKS

During this scene, the runners might feel wary of extracting a high-profile target from the Aztechnology Business Complex. The contacts should remind the players that the military intelligence they seek is highly restricted, and that their own operatives will have to take significant risks with their own safety to acquire this information for the runners, making this intelligence more valuable than nuyen alone. Information of this value needs to be traded for something of equal value. Also, inform them that unless they work with them or another local contact, chances are that they won't be able to locate the military POW camp on their own (or at least within the timeframe they have been given). The contacts advise the runners that the camp they seek may indeed operate in Colombia, but it's not in the immediate vicinity of Bogotá itself. They also advise the runners that the more they talk to other people about the camp, the more likely it is Aztlan will learn of their plans and be ready for them when they arrive.

When discussing the Vicar General, it is important to emphasize that the high priest is only visiting Bogotá for three days, inspecting the local teocallis as well as dedicating a new one. She normally resides in Tenochtitlán. She is a valuable target of opportunity, and such an opportunity might not come along again any time in the near future, if ever. With Ortiz and Mendez, it may help to reveal their groups' agenda for the Vicar General. The runners might be sympathetic with their agendas, and this could help convince them to carry out the extraction.

BEHIND THE SCENES

At The Abyss, the shadowrunners encounter five potential contacts (as listed in the NPC Contact table, p. 19). These contacts are: Raul Javier (lieutenant from the Olaya cartel), Dominic Martin (an Aztlan spy posing as a priest of the Order of the Temple, a militant order from the Catholic Church), Esmeralda Mendez (a leader and a mercenary handler in the *Bogotá Libre!* political group), Xavier Ortiz (a priest in the New Jesuits), and Yesenia Sanchez (a member of the David cartel). Three of the contacts (Javier, Ortiz, and Mendez) are sincere in their willingness to sell the desired information to the shadowrunners. Two of the contacts (Martin and Sanchez) have loyalties to Aztlan and will do whatever they can to sabotage their efforts. Should the runners work with Martin or Sanchez, the runners will either find themselves being set up for an ambush (Martin) or deliberately fed bad intel (Sanchez). See **Subplots**, p. 20 and **Grunts and Moving Targets**, p. 21 for more information.

After the runners have agreed to work with one of the genuine local contacts, the favor that is asked of the runners is an extraction of a high-profile visiting dignitary from Tenochtitlán: the Vicar General for the Aztlan religion (the Path of the Sun). She is present in Bogotá for the next three days to inspect the existing teocallis in the Aztechnology Business Complex, as well as help dedicate a newly constructed teocalli to the Aztec god Quetzalcoatl. A successful extraction of the Vicar General for the contact's particular group could produce vital intelligence, higher visibility and increased stature amongst the other local groups, and a political victory over Aztlan. Once the runners have agreed to do the extraction, refer to the next scene, **The Vicar General**. If the runners are absolutely opposed to extracting the Vicar General, Xavier Ortiz could be talked into settling for one of her aides. See *Debugging* for more details on this alternative mission.



INCOMING FEED.....



Urgent Message



NPC CONTACT TABLE

NPC Contact	Affiliation	Bribe	Favor	Outcome
Raul Javier	Olaya cartel	10,000¥	Extract Vicar General	Intel provided to runners
Dominic Martin	Aztlan Spy	None	Eliminate a David cartel drug manufacturing plant	Drughouse is an Aztlan trap; POW camp put on alert after runners' actions
Esmeralda Mendez	<i>Bogotá Libre!</i>	5,000¥	Extract Vicar General	Intel provided to runners
Xavier Ortiz	New Jesuits	None	Extract Vicar General OR her aide	Intel provided to runners
Yesenia Sanchez	David cartel	10,000¥	Hit an Olaya drug shipment	Gives runners bogus intel after favor is performed

COLOMBIAN SUBTERFUGE



INTELLIGENCE OR PROPAGANDA?

In this scene, the runners have the opportunity to interact with the locals at The Abyss. The runners can make a Perception + Intuition (5) Test to overhear the conversations that are being conducted in the bar. These conversations may contain only rumors or propaganda, or they may contain actual intelligence that Horizon would be happy to purchase. Listed below are the topics of conversation the runners may overhear; parentheses indicate whether that topic is propaganda, rumor, or actionable intelligence. Horizon will pay 5,000 nuyen for each valid piece of intelligence.

- In the next 72 hours, there will be a political rally on Bolivar Square. 20,000 people are expected to be in attendance. The purpose of the rally is to stir patriotic emotions amongst local Bolivians, and is a protest against both Aztlan and Amazonia. (Intelligence)
- Aztlan Forces have successfully led a bombing campaign on Metrópole. (Rumor)
- There will be a secret, political meeting of Catholic activists in a church in Zona Norte in 24 hours (Intelligence)
- Aztlan General Pablo Gutierrez was captured by Amazonia in the fighting around Icana. (Propaganda)
- Aztechnology has begun secretly hunting and capturing dragons and dragonkind for a secret black-ops research project. The purpose of the project is unclear, but it is believed to be targeting Ghostwalker. (Intelligence)
- Aztlan forces have suffered a massive defeat at Maracaibo in Venezuela. (Propaganda)

SUBPLOTS

Should the player characters work with Martin or Sanchez, they will be set up. Dominic Martin, posing as a priest from the Catholic Church, will try and convince them that it would be in the Catholic Church's best interests if a drug manufacturing plant from the David cartel is shut down permanently. In reality, the plant has been shut down for several months now, and once the runners leave the bar to carry out this assignment, Martin contacts his handler and arranges for an ambush at the warehouse. Use the stats of the Aztlan Patrol Soldiers in the **Grunts and Moving Targets** section. Martin's handler also tells the POW camp to be on alert for anyone matching the runners' descriptions. The camp remains on high alert for the next 72 hours.

Yesenia Sanchez will give the runners valid information about a drug shipment from the Olaya cartel that she wants hit. When she gives them her intel for completing this favor, however,

she offers random coordinates that take the runners deep inside the Andes Mountains. If the runners follow the coordinates without attempting to verify the information, they eventually find themselves standing alone in the middle of the dense forest. There are no structures at those coordinates, just forest. By the time they return to The Abyss, Sanchez has moved on, along with their money, and their attack against the Olaya cartel will have compromised their opportunity to get the intel from the Olaya representative. Use the stats for the Lone Star Police Squad Member (p. 282, *SR4A*) for the Olaya cartel soldiers.

PUSHING THE ENVELOPE

If the runners lose precious time working with a contact who turned out to be the either spy or the David cartel representative, have the Horizon agent contact them and dock them pay for their carelessness. The runners' mission is not the only one that Horizon has going on at the moment, but rather is just one component of a much larger operation. Other projects are underway; some parts may have already been completed, but others may be waiting on the runners for them to accomplish their mission before they can complete their assigned. Any delays by the runners may throw off Horizon's entire projected timeframe for its operation.

DEBUGGING

If the shadowrunners chose to work for Martin and are ambushed by Aztlan in the subplots, and it looks like the player characters might be killed, have representatives of any number of groups in the region come to their aid. These groups could include the Catholic Church, *Bogotá Libre!*, True Brazillians or other various tribal groups in the area. Aztlan has made many enemies in Bogotá, any of whom would be willing to help the shadowrunners get some pay back against Aztlan.

The runners, even if they understand the significance of the Vicar General to the local opposition groups, may still be adamantly opposed to raiding the Aztechnology Business Complex to get her. Ortiz is the only local contact willing to offer an alternative. The Catholic Church is aware that in the next two days, the Vicar General will be sending one of her aides to meet with a few of the Aztlan sleeper cells deep in the rainforest. Although the church is aware of the GPS coordinates for the meet, they do not have a precise time for the meeting. All they know is that it will happen within the next two days. Although obtaining the aide would be much less difficult than obtaining the Vicar General, the runners risk wasting two days just waiting in the rainforest for the meet to happen. In addition, they risk facing all the same dangers they encountered when they originally travelled through the rainforest to reach Bogotá, as well as potentially encountering the sleeper cells. If the runners go after the vicar's aide, they'll find that the aide only has five Jaguar guards in his security detail. The Church will ask that the runners extract this aide in exchange for the intelligence on the POW camp.

PLACES OF INTEREST

The Abyss

Established in 2049, a few months after the Veracruz settlement, The Abyss was originally named "The Enlightened" as a way of celebrating Bogotá's rich history and culture. Faded

murals on the walls inside the two-story club revel in Bogotá's cultural heritage, from bullfighting and fútbol to art, theatre, literature, and religion. At one time, before Aztlan turned Bogotá into a bombing range, The Enlightened was one of the city's most popular nightclubs, boasting state-of-the-art lights and sound systems. Nowadays, the bar's owner considers it a blessing if he can keep the lights working and prevent the place from being shot up, bombed, or otherwise trashed by the various street gangs and warring tribes. In this part of Bogotá, the only Matrix access one has is through satellite links. Everything else is a dead zone. The name of the bar was changed the day Aztlan bombed the capitol building and caused the local government to collapse. To the bar's owner, the only thing Bogotá can look forward to now is being assimilated either by Aztlan or Amazonia as spoils of war. The club's owner has sympathies for the Colombian Liberation Movement, but not to the point that he'll stick out his neck for them or risk reprisals from the war's eventual victors.

GRUNTS AND MOVING TARGETS

Raul Javier

Raul Javier is a 37-year-old ork lieutenant within the Olaya cartel who is responsible for operating various small-time drug and prostitution rings in Zona Centrico for Jaime Salazar. He is a native of Bogotá, and when he sees the runners in The Abyss and learns what they are seeking, he recognizes the opportunity to assist his own personal advancement within the cartel. If he could use the runners to score the Vicar General for the cartel, he knows Salazar would put him in charge of some of the cartel's more lucrative operations throughout Colombia. Javier will not work with the shadowrunners if they tried getting the intelligence from Yesenia Sanchez and inadvertently hit one of his operations.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	4	3	3	4	4	3	5	2	5.4	7	1

Condition Monitor Boxes (P/S): 12

Armor (B/I): 8/6

Skills: Con (Impersonation) 4 (5) (+2), Etiquette (Catholic Church) 5 (6) (+2), Forgery 4, Infiltration 3, Leadership 4 (5), Negotiation 4 (5), Perception 4

Qualities: Linguist, Trustworthy (20 pts)

Augmentations: Tailored pheromones Rating 3

Gear: Armored jacket, Fairlight Caliban commlink (Response 4, Signal 5, Firewall 3, System 4)

Dominic Martin

A native Aztlaner from Tenochtitlán, Dominic Martin excelled in the field of linguistics. By age twelve, he had mastered five distinct languages. His family was wealthy and politically connected, and they saw to it that Dominic was allowed to join the Aztlan military by the age of sixteen. Martin showed great interest in military intelligence as he rose quickly through the ranks. He was put in the field for a deep cover assignment in Bogotá in 2066, where he began posing as a Catholic priest from the Order of the Temple. He is careful to provide just enough aid to anti-Aztlan

groups to convince them of his cover story, all while feeding vital intelligence on them back to his handlers and doing whatever he can to covertly compromise their missions. So far, his cover has not been blown. In fact, many of the local priests, including Xavier Ortiz, are absolutely convinced that he is an actual member of the Catholic clergy. He is forty-five years old, with dark black hair and a full beard, and currently holds the rank of lieutenant colonel in the Aztlan military. It is rumored he is also a member of the Otonin order, a highly restrictive warrior class.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	4	3	3	6(+3)	5	6	5	4	5.7	8	1

Condition Monitor Boxes (P/S): 10

Armor (B/I): 8/6

Skills: Con (Impersonation) 4 (5) (+2), Disguise 4, Etiquette (Catholic Church) 5 (6) (+2), Forgery 4, Leadership 4 (5), Negotiation 4 (5), Perception 4, Pistols 4, Unarmed Combat 4

Qualities: Linguist, Trustworthy (20 pts)

Augmentations: Tailored Pheromones Rating 3

Gear: Armored jacket, Fairlight Caliban commlink (Response 4, Signal 5, Firewall 3, System 4)

Esmeralda Mendez

Esmeralda Mendez is a proud Colombian who desires an independent Bogotá that can stand up for itself and be free from any foreign influence. She is the point of contact for *Bogotá Libre!* responsible for hiring mercenaries and seeing to it that they carry out their missions according to her organization's specifications. She is a tough and passionate young woman who has survived on the streets of Bogotá after the city government collapsed. In living on the streets, she has learned how to manipulate people and to get what she needs from them. Mendez can be a very effective negotiator, especially since she is also known for her exceptional hearing and her ability to eavesdrop on conversations that can aid her in her negotiations. Mendez is a dwarf who SURGED a few years ago during an operation in the Amazon rainforest. She would like to see the Vicar General recovered for *Bogotá Libre!* so that he can be publicly executed in Bolivar Square, the place where Bogotá's National Capitol and Palace of Justice existed before Aztlan destroyed them in air strikes that ostensibly targeted tempo producers.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5	5	7	5	4	3	4	2	6	9	1

Condition Monitor Boxes (P/S): 10

Armor (B/I): 8/6

Skills: Blades 3, Con (Fast Talk) 4 (+2), Etiquette (Mercenaries) 4 (+2), Forgery 3, Intimidation 4, Leadership 3, Negotiation 3, Perception 4, Unarmed Combat 5

Qualities: Changeling (Class II SURGE), Bioluminescence, Bone Spikes, Critter Spook, Keen-eared, Magnetosense, Thermal Sensitivity

Gear: Armored jacket, Erika Elite commlink (Response 3, Signal 4, Firewall 3, System 3)



Xavier Ortiz

Xavier Ortiz is a human priest in the order of the New Jesuits. He was forty-eight years old when he was assigned to the Bogotá region in 2049 by the Catholic Church, shortly after hostilities between Amazonia and Aztlan settled down the first time. Xavier Ortiz spent several of those years helping local residents rebuild their city and their lives, while also taking care of the more serious casualties of the war and teaching at a local college, the Pontifical Xavierian University.

During the years that followed, Ortiz was involved with the local government to thwart Aztlan's ongoing covert operations to acquire larger sections of the city and become a stronger political influence inside Bogotá. There have been multiple attempts to assassinate Ortiz, but all have failed. When the local government collapsed, Ortiz worked with local tribes and street gangs to resist Aztlan's influence and help preserve Bogotá's cultural identity as well as its strong faith and connections to the Catholic Church. Although there are a few local critics who believe that he is only helping the citizens of Bogotá to further the Catholic Church's political agenda for the region, Ortiz is still a very popular figure with many of the locals. He is still very active, performing various social services within the city with Dominic Martin.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	2	3	3	4	4	3	4	2	6	7	1

Condition Monitor Boxes (Physical/Stun): 10/10

Armor (Ballistic/Impact): 8/6

Skills: Etiquette (Local Tribes) 5 (+2), Forgery 3, Leadership 5, Negotiation 6 (7), Perception 4, Unarmed Combat 3

Qualities: Trustworthy (5 pts, affecting Negotiation)

Gear: Armored jacket, Erika Elite commlink (Response 3, Signal 4, Firewall 3, System 3)

Yesenia Sanchez

Yesenia Sanchez is a con artist and a low-ranking member of the David cartel. She is not above using the tragedy of her family members being killed in an Aztlan attack to her advantage in a con. When she is not conning people, she is pushing drugs for the cartel or forging documents. When she sees the shadowrunners at the bar, she perceives them as easy marks. Sanchez puts out the information that she is disgruntled with Aztlan and is looking for payback, despite the fact that she is a member of the David cartel, which is a strong ally of Aztlan. In spite of her claims, Yesenia is completely loyal to the David cartel. Like Esmeralda, Yesenia is a SURGED changeling.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	3	3	4	5	6	5	4	2	6	9	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Skills: Blades 2, Con (Fast Talk) 5 (+2), Exotic Melee Weapon (Thagomizer tail) 3, Forgery 5, Intimidation 2, Negotiation 4, Perception 4, Unarmed Combat 5

Qualities: Changeling (Class I SURGE), Functional tail (Thagomizer), Third Eye

Gear: Armored Jacket, Erika Elite commlink

THE VICAR GENERAL

SCAN THIS

The shadowrunners have agreed to extract the Vicar General of the Aztlan state religion in exchange for the information on the POW camp. The Vicar General is currently staying at a luxury hotel in the heart of the Aztechnology Business Complex.

The local contact is able to provide them with the names and addresses of individuals who work at the hotel and who share similar physical characteristics with the shadowrunners. By obtaining their work IDs and SINS, commlinks, vehicles, and hotel uniforms, the runners could successfully disguise themselves to impersonate the workers and gain access to the ABC and the hotel. The local contact also offers to assist them in smuggling their weapons into the ABC and transporting their weapons to the hotel (in the event they get pulled over and their vehicles searched). The runners may choose to accept the assistance in getting into the Aztechnology Business Complex, or they may choose to infiltrate it on their own, either setting themselves up as hotel guests or infiltrating the complex disguised as Aztlan soldiers. The complex is a heavily walled-off section of Bogotá that has military checkpoints at all the major intersections leading into the complex. Aztlan soldiers regularly inspect incoming traffic, looking specifically for illegal weapons, contraband, and wanted terrorists.

Once the runners have successfully infiltrated the complex, the runners will need to extract the Aztec priest, who is residing in the penthouse suite of the luxury hotel on the fiftieth floor. The runners will encounter both Jaguar and Leopard Special Forces during their attempt to extract the Vicar General.

After the runners have extracted the high-profile target, they are instructed to take the Vicar General to an area of Bogotá over which their organization has strong control. The group will help fend off any Aztlan pursuers when the runners deliver the Vicar General to a safe house. At that time, the contact provides them the location of the POW camp. The camp itself is operating outside of Medellín in the Andes Mountains and deep inside Aztlan-controlled territory. The contact also provides etcher nanites. These nanites are programmed to create temporary metallic patterns on user's humerus bones in order to mimic those used by Aztlan to identify their soldiers and their duty stations. The contact informs the runners that the etcher nanites will only get them past the main gate and will not give them access to the more secure sections of the POW camp. Since the etchers are mimicking Aztlan markings, give the etcher nanites a Device Rating of 4, which should be rolled in an Opposed Test against the magnetic anomaly detectors (Rating 3) that scan for those patterns. The markings from the temporary nanite etchers used in this adventure last for twenty-four hours per dose before they begin to disintegrate.

When the runners contact Agent 211983 and let him know that they have obtained this information, he provides them with the details on the next phase of their mission. In the POW camp, they are to accomplish four tasks. 1. Make trideo recordings of the prisoners, guards, interrogation rooms and medical infirmary. Footage is needed of active interrogations and any instances of prisoner abuse. 2. Obtain all medical records for the injured

prisoners from the infirmary. 3. Sneak into the communications center and replace Aztlan intelligence files with files constructed by Amazonia intelligence. 4. After the files are transmitted, liberate the camp and return the soldiers who are in fighting condition to Bogotá. Injured prisoners and any remains of dead Amazonian soldiers are to be turned over to their contact on their way back to Bogotá.

Urgent Message

WHAT ARE THE VARIOUS AGENDAS FOR THE VICAR GENERAL?

Raul Javier: The Olaya cartel wants to sell the Vicar General to the highest bidder on the international market. Starting bid: 15 million nuyen.

Esmeralda Mendez: Bogotá Libre! wants to show off (and then execute) the Vicar General at their political rally. Executing a major religious figure from Aztlan will undoubtedly energize their movement.

Xavier Ortiz: The Catholic Church wants specific intelligence from the Vicar General, including locations where the Aztlan human sacrifices are being staged throughout Tenochtitlán in order to fuel the Aztlan blood magic and the security measures for the Great Temple (the temple of Quetzalcoatl).

TELL IT TO THEM STRAIGHT

If the runners had worked with the wrong contact, read the following:

You arrive back at The Abyss pissed off. The person you were hoping to get intel from was deliberately setting you up. You are exhausted and you know you have wasted valuable time on a wild goose chase. To make matters worse, you have this nagging feeling that you will be receiving a call from Agent "I'm so secretive I don't have a real name" to complain about how you are doing your job. As you re-enter the bar, you know that the person you would love to take your frustrations out on will not be there. What a crappy way to start a mission.

When the runners leave The Abyss to pursue the Vicar General, read the following:

You are still in the state of disbelief as you leave the merc hang out. They expect you to extract a high-ranking priest in the Aztec religion? From an Aztlan stronghold? This is bullshit! What else do they expect you to do, kill Lofwyr? But with no other way that you can think of to get the information you need, you will have to do the impossible.

If the runners are disguised as hotel workers and go through an Aztlan military checkpoint, read the following:

It is close to eleven o'clock at night when you reach the checkpoint to gain access to the Aztechnology Business Complex. When it is your turn for inspection, the guards make you open

up your vehicle's trunk, and they do a thorough search of your vehicle, looking for contraband and illegal weapons. They check your credentials, but since they have seen the person you are impersonating on hundreds of occasions previous to this, they don't scrutinize you. Upon not finding anything objectionable, they wave you through. One hurdle down.

HOOKS

This scene presents a unique opportunity for the gamemaster to highlight the city of Bogotá. There are locations, plithooks and groups presented in *War!* that could generate additional trouble for the runners while they are operating in the city, as well as open up possible new storylines for the gamemaster to explore. If possible, the gamemaster should consult *War!* to help flesh out this South American city.

BEHIND THE SCENES

Before making their way into the Aztechnology Business Complex, the runners have the option of using the contact's information for stealing the hotel workers' identities to infiltrate the ABC. To successfully impersonate the workers, they will have to visit the homes of each of the hotel workers to obtain the necessary items for their disguises. Obtaining these items should not be difficult. As a general rule, it should take the runners one hour per worker to obtain all the items needed for their disguises. The hotel workers are scattered all over Bogotá. It should be left up to the runners to determine what happens to the hotel workers and their families. Harming or killing innocent civilians should earn them a point of notoriety (p. 265, *SR4A*). Both Ortiz and Mendez specifically request that the workers and their families not be harmed. While traveling through Bogotá, the runners could run into neighborhoods that have been overtaken by Sangre Del Diablo trees, further impeding and delaying their travel.

The hotel uniforms the runners are using fit the runners decently but not perfectly. Sleeve lengths may be too long or too short, the shirts might be tight or too loose, and pants legs may be either too long or too short. If these issues with the uniforms are not addressed by the runners as they attempt to pass through the Aztlan checkpoints, give the security personnel a +2 dice pool modifier for their Perception Tests to spot inconsistencies. If the runners are reluctant to use the contact's suggestion of using the hotel workers as cover IDs or if they are thinking about finding another way in, make sure that the players realize that the Aztechnology Business Complex is a walled-off section of Bogotá (AAA security rating), complete with ten-meter-tall reinforced concrete fences with gun turrets, guard towers, security cameras, patrolling military aerial and ground drones, and patrolling spirits, some of which are blood spirits.

If the player characters decide instead to reserve a room in the hotel as paying guests and use that as a means to infiltrate the complex, they will need to use the fake Aztlan military SINS that Horizon provided (or use Aztlan SINS acquired through another source). Due to the increased security from the Vicar General's visit, El Hotel del Eldorado is not permitted to have any non-Aztlan or non-Aztechnology citizens as guests while the dignitary is present. The fake Aztlan SINS will be scanned by the checkpoints as the runners both enter and leave the complex. Unless the runners hack both the hotel (Device Rating 4) and the

COLOMBIAN SUBTERFUGE

checkpoints nodes, and erase the datatrail of their Aztlan SINS, the SINS they use for this scene are compromised by a subsequent Aztlan investigation. This will cause problems for the runners in later scenes if they use those same SINS at another Aztlan facility.

The runners may also try to use the Aztlan uniforms to impersonate Aztlan soldiers. As explained in the dossier (player handout) that Horizon provided to them, however, Aztlan, in addition to uniforms and rank insignia, uses etcher nanites to identify their troops and where they are stationed. Up to this point, the runners have not been given access to nanites that would designate them as being members of the Aztlan military. The runners need to acquire etcher nanites from either their local contacts or request them from Agent 211983 to be able to successfully impersonate Aztlan soldiers. Characters dressed as Aztlan soldiers or using military SINS are scanned for the appropriate markings at the checkpoints (making the use of Aztlan Military SINS problematic for the runners infiltrating the Aztechnology Business Complex without the nanites). It is also important for the characters to realize that it takes etchers a full eight hours to imprint their bones, on top of the time it will take them or their contacts (or Agent 211983) to acquire the necessary etchers, making this option the most time-consuming choice for this scene.

No matter which option the runners choose, they should arrive at the complex around nine o'clock in the evening. They will have until seven in the morning to extract the Vicar General before she begins her scheduled appearances in the complex, and she won't return to the penthouse until late the following evening. On the roads approaching the checkpoints, there is a series of four concrete barricades that are strategically placed to force vehicular traffic to weave around them, denying them the opportunity to run the checkpoint. The checkpoint itself has a series of eight to ten retractable pylons that can be deployed at a moment's notice from the road to block vehicular access to the complex. These retractable pylons are also present on the side of the roads leaving the complex, along with retractable spike strips. To gain control of the pylons and the spike strips, a hacker would need to gain access to the checkpoint's node, which has a Device Rating of 4.

If the runners chose to go in disguise as the hotel workers, they must meet up with members of the contact's organization at the hotel's service entrance to have their weapons returned to them. If the shadowrunners do not want to alarm hotel guests and hotel security, they need to continue wearing their hotel uniforms and carry only concealable weapons through the hotel. This in itself may discourage the shadowrunners from carrying such items as the assault cannon or heavy machine guns to the top floors of the hotel. If the player characters wish to try and sneak through the hotel with all their gear, they must make multiple Opposed Infiltration + Agility Tests against various hotel guests and hotel personnel at a frequency determined by the gamemaster.

The runners should not have direct access to the penthouse (see penthouse layout, p. 26) using their cover identities. The Vicar General's Jaguar and Leopard security detail have completely locked down the forty-ninth floor beneath the penthouse suite, so there are no occupied rooms anywhere near the Vicar General's suite. In addition, the guards have placed Rating 3 motion sensors in each vacant hotel suite to ensure that no one attempts to

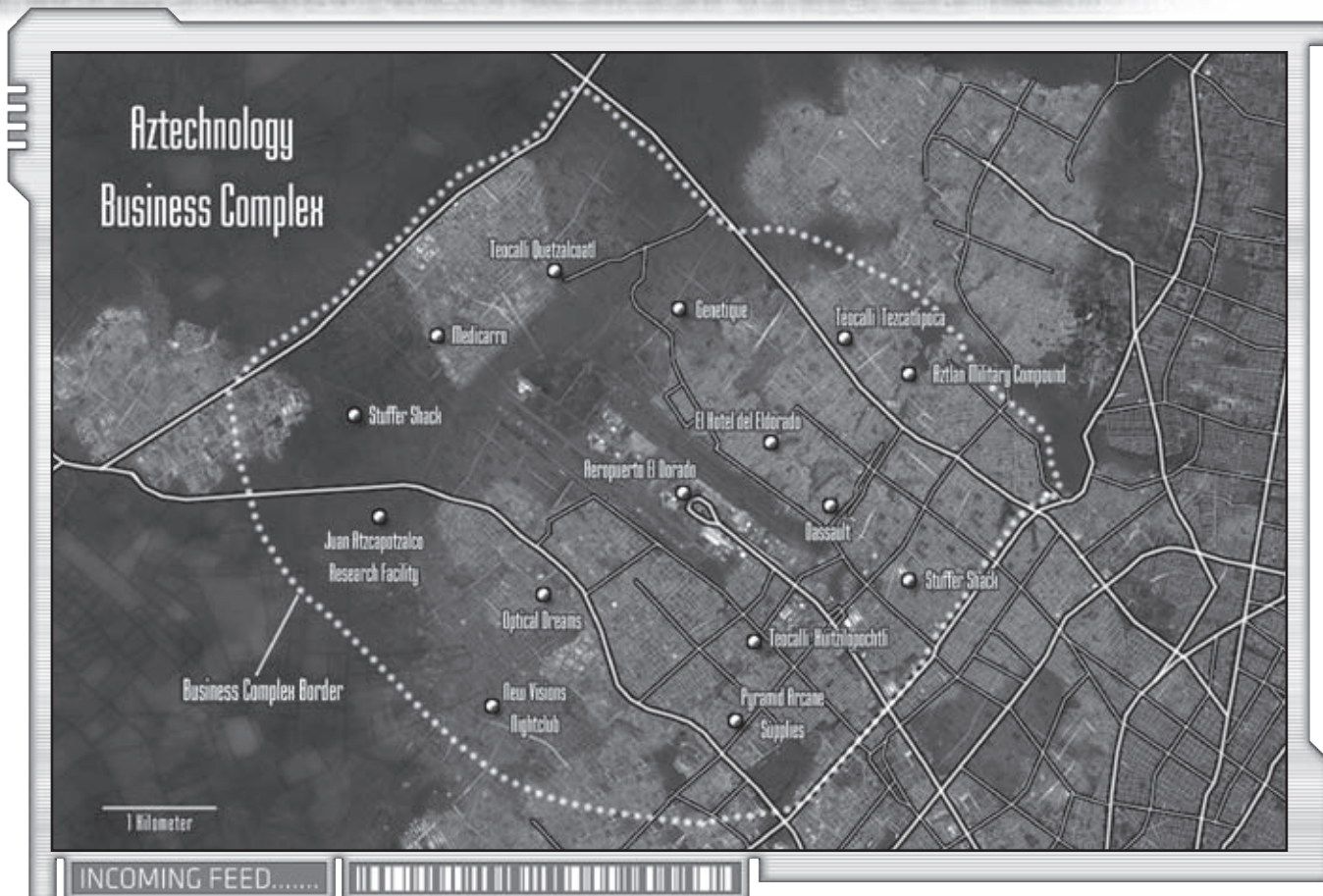
gain access to the forty-ninth floor from the suites below. The Vicar General's security detail has complete control over who is authorized to be on the top levels of the hotel (standard hotel workers are not among those allowed to be on those two floors). All security cameras, the VIP elevator, sensors, door locks, and so forth on those two floors are controlled through a military-grade node. The security offices for the hotel have no access to that network. There are six patrolling Leopard Guards on the forty-ninth floor, along with four warform cheetahs. The Leopard Guards are second-level adept initiates.

The penthouse suite has access to an adjoining helipad, where an Aztlan helicopter (a modified Aztechnology AZ-100) is stationed. If the runners are careless and get caught breaking onto these two floors before they can reach the Vicar General, she could try and flee from the hotel via the helicopter (her first choice of escape). In addition, the suite has a VIP elevator, which opens up into the penthouse suite. If the helicopter isn't an option, she can take the elevator down to the underground parking structure, where she has a heavily armored vehicle (a modified Rover Model 2068) waiting to take her to the teocalli of Tezcatlipoca. The vehicle itself is guarded by four Leopard guards. If the runners do not acquire her before she reaches the teocalli, chances are they will lack the means to extract her at a later point, before she returns to Tenochtitlán. The penthouse suite has six adjoining rooms to accommodate a security detail. In the penthouse suite, there are five Jaguar guards along with the Vicar General. In addition to the mundane security, there is one stone homunculi (p. 87, *Street Magic*), inhabited by a Force 6 spirit of fire (see **Grunts and Moving Targets**). There are also two emergency stairways leading to the penthouse suite (on opposite ends of the hotel), but both the doors are locked down by two Rating 6 maglocks with Rating 4 anti-tamper systems. On top of all the other security measures in place, the Vicar General herself is an established magical practitioner of the Aztec tradition (level six initiate) and a follower of the Path of Blood. The Vicar General has two blood spirits (Force 5) bound to her.

Due to the proximity of the hotel to the teocalli of Tezcatlipoca, the mana in the area surrounding the hotel is aspected toward Aztec practitioners. The aspected domain starts at Rating 1 and increases the closer the runners get to the teocalli. The penthouse suite is warded against astral intruders.

While escaping from the Aztechnology Business Complex, the runners will first encounter Aztechnology security forces (use the stats for the Lone Star Police Squad Member and the Lone Star Lieutenant stats on p. 282, *SR4A*). As the ground pursuit progresses and as Aztlan's desperation to recover the Vicar General grows, the runners may encounter any number of aerial and ground drones, as well as military vehicles that are carrying Aztlan troops. While the runners are still in the ABC, Aztlan personnel attempt to disable the vehicle and use non-lethal force to recover the Vicar General. Once the runners have left the ABC, however, those tactics switch to lethal, as the Aztlan military will do everything in its power to prevent a hostile force from obtaining the Vicar General, even if that means killing her in the process.

The runners may have chosen to steal the Aztlan helicopter to get out of the ABC. The helicopter itself has a biometric lock to ensure only authorized personnel can fly the helicopter (all the



Jaguar guards are pilots and are authorized to fly the helicopter). In addition to the biometric lock, the helicopter has six stealth RFID tags planted in its electronic systems as well as a basic termination system (p. 145, *Arsenal*). The termination system is designed to give a rigger from the teocalli of Tezcatlipoca full control over the helicopter so that they can guide it either to the rooftop of the teocalli or to the El Dorado airport in order to allow military personnel to subdue the runners and recover the Vicar General. The military helicopter does not have locked-on countermeasures. Although a military helicopter, the vehicle is not meant to operate outside of the ABC, and therefore it is still vulnerable to surface-to-air missiles.

Once the runners have fled the ABC and have entered the territory of the organization that has hired them, the organization's members start attacking the pursuing Aztlán units and draw their fire away from the runners. The runners can then take the Vicar General to a safe house, where she will be turned over to the organization. The organization will provide the runners with the intelligence they desired about the Aztlán-run POW camp, and the tools necessary to infiltrate the camp. When the runners contact Agent 211983, he gives them their next set of instructions.

PUSHING THE ENVELOPE

The runners agreed to help one of the groups obtain the Vicar General. Just because they agreed to help that specific organization, though, doesn't mean the other groups have given up on their desire to obtain the Vicar General for themselves. The runners may encounter at least two other rival groups, consisting either of

shadowrunners or mercenaries, looking to take the Vicar General from their possession. For details on the mercenary groups who are operating in Bogotá, please refer to p. 51 in *War!*

DEBUGGING

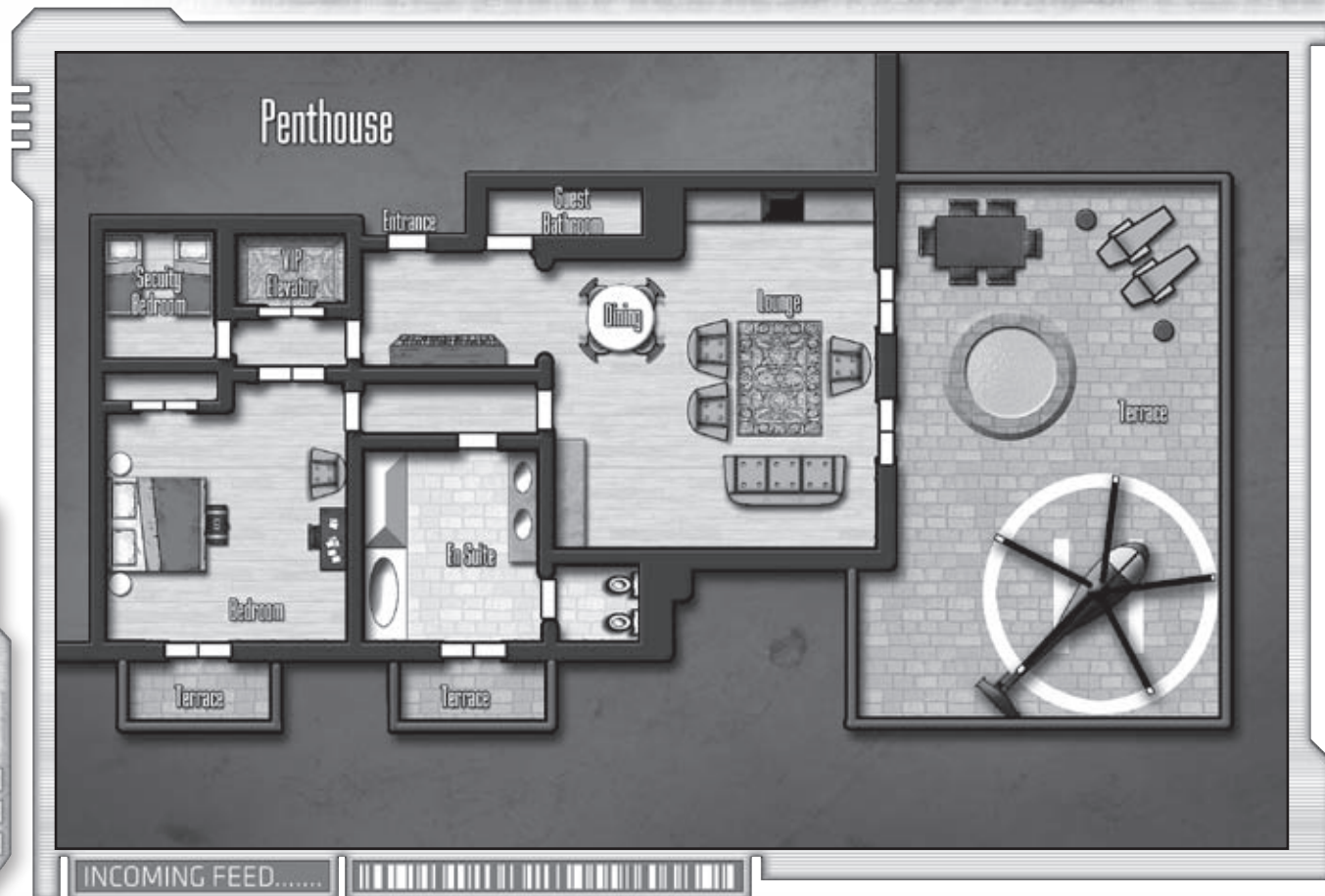
The part of this scene that the runners could have the most difficulty with is capturing the Vicar General. If the runners are attacked by the Leopard guards on the 49th floor, and the combat takes too long, delay the Vicar General by having her being woken up by her security detail. She should gather up her belongings, including ritual materials, enchanting materials, research materials, and so forth. Perhaps she needs to destroy sensitive materials, like optical memory chips, to prevent them from falling into the wrong hands. Whatever the case, when the runners enter the penthouse, she should be there, either still collecting her belongings or waiting in the helicopter as it is being started, giving the runners a little bit of time to disable it before it takes off.

If the magical combat might be too much for the player characters, remove the homunculi and do not use her bound spirits. Also, if necessary, do not make the penthouse an aspected domain.

PLACES OF INTEREST

El Hotel del Eldorado

El Hotel del Eldorado (The Hotel of Eldorado) is a luxury hotel in the heart of the Aztechnology Business Complex. Spanning fifty floors with close to five hundred and fifty rooms, this hotel caters to Aztlán's wealthy socialites and important government dignitaries.



Many visiting priests of the Path of the Sun choose to stay at this hotel due to its proximity to a major teocalli in Bogotá, the temple of Tezcatlipoca, which is approximately two kilometers away. El Hotel del Eldorado was built in 2067, and it boasts state-of-the-art amenities such as dedicated nodes for VR conference meetings, VR lounges, and extensive workout rooms. The hotel has a node with a Device Rating of 4.

Military Node on the 49th and 50th floors

For the Vicar General's visit, hotel security has relinquished control of the 49th and 50th floor levels to the Aztlan military—specifically, to the Vicar General's security detail. The network controls all the security aspects of both floors.

Sculpting: The node appears to be a nine-story, teocalli (a stepped-pyramid design). At the very top of the pyramid, where the ritual sacrifices typically occur in real life, is where the interfaces are located (icons are expressed in Nahuatl lettering).

Hardware: Customized system with 2 nodes (Persona limit 20, Processor Limit 40).

Authentication: Node 1-2: Alchemical Passkey

Privileges: Security

Attributes: Nodes 1-2: Firewall 7, Response 7, Signal 1, System 7

Spiders: 1 Risk Management Engineer on duty at all times. Use stats for Risk Management Engineer on p. 69, *Unwired*.

IC: In each node: 2 Ixculname 5 (loaded with Blackout w/ psychotropic option), 3 Renraku Oniwaban 6 (loaded with Black Hammer, Stealth), 2 Three Musketeers Suite 5 (patrolling, loaded with Attack x 2, Rust)

Resident Programs: Analyze 8, Encrypt 6, Stealth 6

ARC: Launch IC

Topology: Node 1 handles all the security measures on the 49th floor. Node 2 handles the security measures for the penthouse suite.

GRUNTS AND MOVING TARGETS

The Vicar General

Celesta Vargas is a 54-year-old Latin American woman and is a high priest and nahualli within the Aztec religion. She obtained the status of the Vicar General three years ago when her predecessor died unexpectedly in 2070. As the Vicar General for the Path of the Sun, Vargas is responsible for the administrative operations of the entire Aztlan religion. Her duties include appointing all subordinate priests throughout Aztlan as well as maintaining the educational system for the general populace in regards to the state-run religion. The Vicar General is technically the fifth most powerful position within the Aztlan religion, but many argue that in reality it is second only to the Emperor as the head of the Path of the Sun. Vargas is a practitioner of the Path of Blood and a sixth-level initiate.

For more information on the Vicar General position, see *Aztlan*, p. 87.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	4	4	4	6	5	6	6	10	3	6	9	1 (3)

Condition Monitor Boxes (P/S): 10/11**Armor (B/I): 12/10**

Skills: Assensing 3, Astral Combat 4, Banishing 5, Binding (Beast Spirits) 6 (+2), Blades 4, Counterspelling (Combat Spells) 6 (+2), Dodge 3, Intimidation 4, Perception 5, Ritual Spellcasting (Combat Spells) 6 (+2), Spellcasting 5, Summoning (Spirits of Beasts) 6 (+2)

Qualities: Magician, Mentor Spirit (Thunderbird/Huitzilopochtli)

Initiate Grade: 6

Metamagics: Great ritual, invoking, invoking blood spirits, reflecting, sacrificing, shielding

Gear: Light military armor w/ Rating 2 mobility upgrades, sustaining focus [Force 2, Increase Reflexes], weapon focus [Rating 4, Macuahuitl]

Spells: (Fire) Wall*, Heal, Mass Agony*, Melt (Gun), Napalm*, One Less (Troll), Powerbolt

Bound Spirits: 2 blood spirits (beasts, Force 5, 3 services)

Weapons:

Macuahuitl [Blade, Reach 1, DV 4P, AP 0]

Notes: Spells with a (*) are limited with a blood fetish. Blood fetishes add a +4 dice pool modifier for resisting drain. The Vicar General is a follower of the Aztec tradition, and resists drain using Willpower + Charisma. Thunderbird gives +2 dice for air spirits and +2 for Intimidation Tests. Thunderbird magicians also must make a Willpower + Charisma (3) Test to avoid responding to insults with violence. If the Vicar General has more than one blood spirit called at any given time, the gamemaster should consider using the optional rule for applying a negative dice pool modifier for controlling multiple bound spirits at the same time, as listed on p. 187, *SR44*. This would reflect the increasing strain the shaman would be under for maintaining control over such aggressive and willful spirits.

Blood Spirits (Force 5)**Spirits of Beasts (Jaguars)**

B	A	R	S	C	I	L	W	M	Ess	Init	IP
7	6	7	7	5	5	5	5	5	5	12	2

Condition Monitor Boxes: 12**Armor (B/I): 5/5**

Skills: Assensing, Astral Combat, Dodge, Perception, Unarmed Combat

Powers: Animal Control, Astral Form, Energy Drain (Essence), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Materialization, Movement, Natural Weapon (DV 5P, AP 0), Sapience

Optional Powers: Concealment, Confusion

Weaknesses: Evanescence

Notes: The aspected domain gives the blood spirits a +1 to all Magical tests.

Stone Homunculi

B	A	R	S	C	I	L	W	M	Ess	Init	IP
12	3	6	12	6	6	0	6	6	6	15	2

Condition Monitor Boxes: 14**Armor (B/I): 11/12**

Skills: Assensing, Astral Combat, Dodge, Exotic Ranged Weapon, Flight, Perception, Unarmed Combat

Powers: Accident, Armor, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Fear, Guard, Materialization, Natural Weapons (DV 11P, AP —), Sapience

Notes: Each stone homunculus is inhabited by a Force 6 Fire spirit.

Jaguar Guards (Professional Rating 5)

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	6	5 (7)	5	4	4	4	5	3.43	9 (11)	2	

Condition Monitor Boxes: 11**Armor (Ballistic/Impact): 14/12**

Skills: Dodge 4 (+1), Longarms (Shotguns) 4 (+2), Outdoors skill group 5, Perception 5, Pistols (Semi-Automatics) 5 (+2), Stealth 4, Throwing Weapons 3, Unarmed Combat 4

Augmentations: (all betaware) Basic immunity (neuro-stun), bone density augmentation 2, cybereyes [Rating 4 w/ flare compensation, low-light vision, thermographic, and smartlink], move-by-wire system 1, spurs (retractable, both arms)

Gear: Medium military armor (14/12) with non-conductivity (Rating 6) modification

Weapons:

Franchi SPAS-22 [Shotgun, DV 7S, AP +1, SA/BF, RC (1), 10(m), w/ internal smartgun system and shock pad, gel rounds]

Nitama NeMax [Heavy Pistol, DV 6P, AP -2, SA, RC —, 10(c), w/internal smartlink, safe target system and biometric safety system, EX-explosive Rounds. Jaguar guards also have an extra clip filled with capsule rounds (neuro-stun and DMSO)]

2 neuro-stun gas grenades [Grenades, DV 10S, AP 0, Blast 10m radius]

Leopard Guards (Professional Rating 5)

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	5	4	6	5	5	4	6	7	6	9	1

Condition Monitor Boxes: 12**Armor (Ballistic/Impact): 16/14**

Skills: Animal Husbandry 4, Blades 4, Dodge 4, Firearms 5, Outdoors skill group 4, Perception 5, Stealth skill group 5, Throwing Weapons 3, Unarmed Combat 5

Qualities: Animal Empathy, Tough as Nails (2)

Initiate Grade: 2

Metamagics: Attunement, empower animal

Adept Powers: Astral Perception (1), Combat Sense (1), Counterstrike (1), Critical Strike (1), Elemental Strike (Fire, 0.5),



Empathic Healing (0.5), Mystic Armor (1), Nerve Strike (1)
Gear: Medium Military Armor (14/12) with non-conductivity (Rating 3) modification, Mobility Upgrade 1

Weapons:

Macuahuitl [Blade, Reach 1, DV 5P, AP 0]
 Nitama NeMax [Heavy Pistol, DV 6P, AP -2, SA, RC 0, 10(c), w/internal smartgun system, safe target system and biometric safety system, EX-explosive Rounds]

Notes: Four of the Leopard Guards are attuned to a specific war-form cheetah. During combat, they empower the cheetah with their Critical Strike power.

Warform Cheetahs

B	A	R	S	C	I	L	W	Ess	Init	IP
5	6	6	3	3	3	2	3	5.25	9	2

Condition Monitor Boxes: 11

Armor (Ballistic/Impact): 3/3

Skills: Climbing 2, Infiltration 2, Perception 2, Running 4, Tracking 2, Unarmed Combat 5

Powers: Natural Weapon (Claws/Bite: DV 5P, AP —)

Augmentations: Attribute enhancement (Agility), attribute enhancement (Reaction), orthoskin 3, skill enhancement (Unarmed Combat)

Notes: When an adept empowers the cheetah with Critical Strike, the unarmed damage from the cheetah increases to 9P.

Aztlan Helicopter (Modified Aztechnology AZ-100)

This is the helicopter that is stationed on the helipad for the penthouse suite of the Hotel of Eldorado. The runners may opt to hijack this shuttle helicopter to evacuate the Vicar General from the Aztechnology Business Complex. The helicopter has been installed with six stealth RFID tags for added security. The helicopter has obvious Aztlan markings painted on the exterior of the helicopter along with a serial number, and it also broadcasts a specific transponder code.

Handl	Accel	Speed	Pilot	Body	Armor	Sensor
-1	15/50	360	2	18	15	2

Std. Upgrades: Amenities (High)

Modifications: Ammo bin (Standard), concealed armor (Rating 15), termination system (basic), passenger protection (Rating 3), engine customization (speed), 1 normal weapon mount (on nose of helicopter, external visibility, fixed flexibility, remote control), Ruhrmetall SF20 HMG on weapon mount (DV 7P, AP -7/-9 w/AV rounds)

ONWARD TO MEDELLIN

SCAN THIS

Once the runners know where the POW camp is located, they will have to venture through the rainforest again to reach Medellin. This time, they must cross through territory deep inside Aztlan. If the runners were able to secure the Aztlan military helicopter during their escape from the Aztechnology Business Complex, they have to make significant modifications to it and disable its security features to allow it to take off and leave Bogotá without being immediately shot down by Aztlan. Even if the runners are able to fly the helicopter safely out of Bogotá, flying it still presents the very real possibility of being attacked and shot down by Amazonian forces.

The rainforest leading to Medellin has been exploited by Aztlan for years, leaving severe environmental damage in its wake. Many of the creatures that the runners will encounter in this section are either mutated versions of mundane animals or toxic versions of paranormal creatures. Toxic and shadow spirits also reside in great numbers these parts of Colombia, especially around Bogotá.

Once the runners reach the POW camp, this section features the following objectives for the POW camp:

- Make trideo recordings of the prisoners, guards, interrogation rooms, and the medical infirmary. Footage is needed of active interrogations and any instances of prisoner abuse.
- Obtain all medical records for the injured prisoners from the infirmary.

The final two objectives in the POW camp are featured in **Liberation**.

TELL IT TO THEM STRAIGHT

Damn, that was painful. Fighting blood spirits, special forces, engaging in a running gun battle across a foreign city. And worst of all, you did that as payment for someone else just to be able to get the information you need to do your *real* job. It is almost enough to make you cut your losses and walk away from Mr. Johnson and Horizon on this job. Almost. But now there is a decision that needs to be made; how the fuck do you get to Medellin, a city that lies in the Andes Mountains, and deep within Aztlan territory, without getting yourselves killed?

If the runners choose to drive through the Andes Mountains to get to the camp, read the following:

The region leading to Medellin, though far less scarred by the war than the region you had originally traveled through to get to Bogotá, has been damaged by years of environmental abuse from Aztlan. Driving further into Colombia, you notice large areas of forest have been cut down in massive logging operations. The growth that you've seen from the Awakened rainforest seems to have become stunted in this part of Colombia. You drive by at least three large strip mines that wind deep into the earth, allowing Aztlan to pillage its riches. You drive over the next ridge, where you find your first dangerous creature since leaving Bogotá waiting for you in the road, and it looks toxic and dangerous. Time to lock and load ... again.



INCOMING FEED.....



COLOMBIAN SUBTERRANEAN

If the runners choose to fly to Medellin using the stolen Aztlan military helicopter, read the following:

It has taken you several hours and large investments of nuyen to prepare the stolen helicopter for flight, but it was well worth it. The modifications you made to it should enable you to go mostly unnoticed by the Aztlaners until you are out of the city, and well on your way to Medellin. Unfortunately, the fact that the helicopter lacks locked-on countermeasures has you worried. You hope that you won't come under too much fire as you make your way behind enemy lines to your destination.

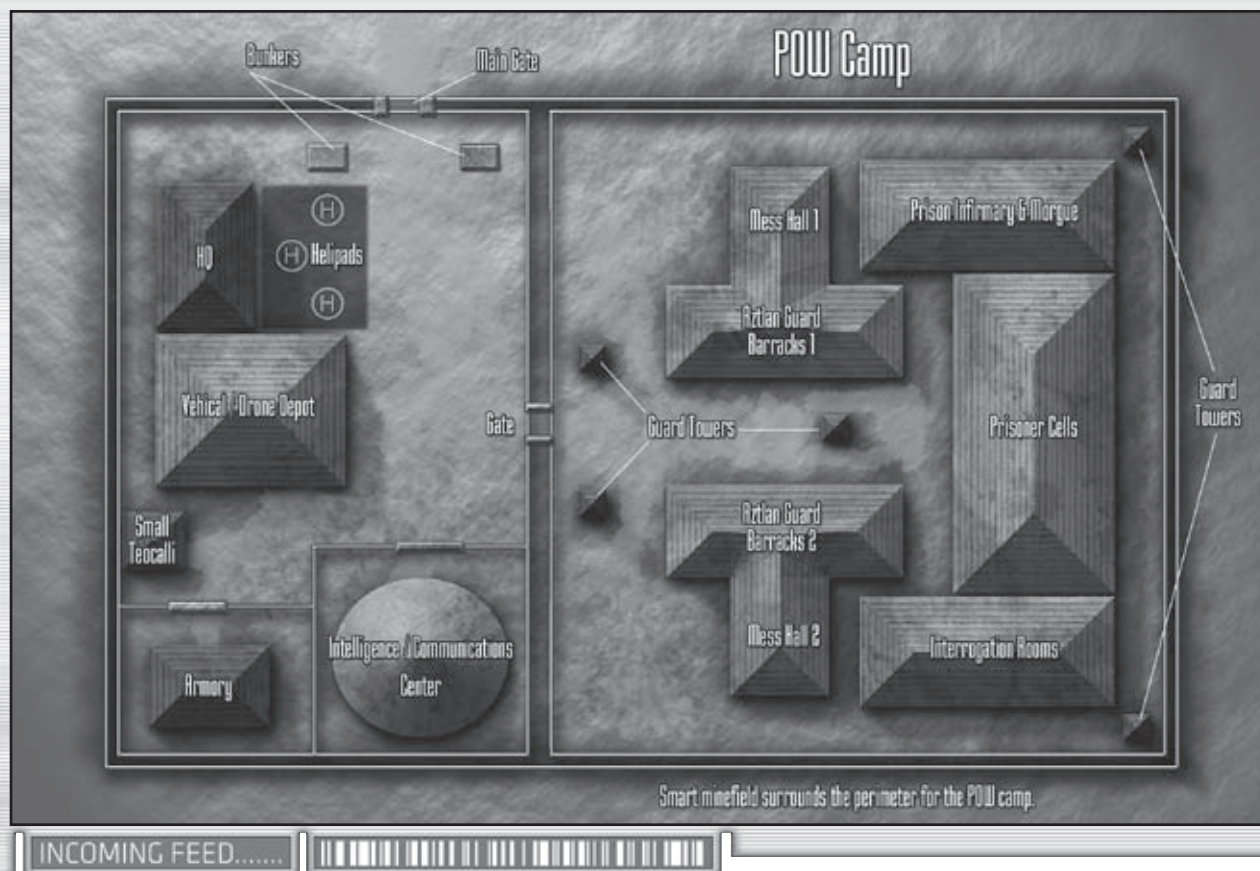
HOOKS

This scene illustrates the difficulties the runners have in infiltrating the POW camp. The runners need to gain higher security clearance to access the prison cells, the interrogation rooms, and the medical infirmary while remaining discreet in their efforts. There are over one hundred and fifty heavily armed Aztlan soldiers stationed at the Medellin POW camp. The player characters should realize that initiating a gun battle from within the camp before obtaining assistance from the Amazonian prisoners would be suicide. They also need to realize that three out of the four objectives must be accomplished without drawing suspicion from Aztlan forces or sounding any alarms. If an alarm is raised before they get to the third objective, any intelligence being transmitted to the soldiers in the field will be considered compromised and could jeopardize Horizon's ongoing efforts.

BEHIND THE SCENES

The most likely scenario for the runners to get to Medellin is to risk the dangerous Aztlan roads and take their armored vehicle. Much as in **Welcome to the War Zone**, the runners will encounter various paranormal creatures and spirits that inhabit that part of Colombia. Since this part of the rainforest has been poisoned and abused by Aztlan for years, any creatures that the runners encounter should be either mutated or toxic (p. 162, *Running Wild*). Free toxic spirits, shamans, and shadow spirits (specifically, shades and wraiths) are also very much present and active in this section of Aztlan. For this scene, the rainforest leading to Medellin has a background count of 3 due to the environmental damage inflicted upon it. Travel time on the ground should be approximately eight hours. This will give the etcher nanites the necessary time to form the metallic patterns on the runners' humerus bones. If the runners choose to use the stolen Aztlan helicopter to get to Medellin, the flight time is only about one hour. The modifications needed to prevent the Aztlan air force from immediately identifying the helicopter and shooting it down should take close to seven hours, so that when the runners do arrive at the prison camp, the metallic patterns on their bones is fully formed and ready to be scanned.

When the player characters arrive in Medellin, they discover that the POW camp utilizes two perimeter fences. The exterior fence is a fifteen-meter-tall concrete wall (AR 16, SR 13). The second, interior fence is a twelve-meter tall plascrrete wall (AR 12, SR 11). Each fence is topped with razor wire. Between the two fences is a buffer zone of twenty meters, where several smart



minefields are deployed. The minefields are designed to prevent the camp from being stormed by enemy forces and also to prevent escapes. There is only one ground-vehicle entrance into the camp, and that is along the north gate. There are two bunkers near the gate, with three Aztlán guards embedded inside each of them.

The camp itself is partitioned into two sections by two ten-meter-tall chainlink fences that span the length of the compound, separating it into the west and east camps. The west camp contains the facility headquarters, a small teocalli, three empty helipads, a vehicle and drone depot, an armory that contains the weapons that were taken off of the prisoners of war, and a communications center where intelligence packets are transmitted to the forward operating bases on the front lines. Both the armory and the communications center have additional chainlink fencing around them that separates them from the rest of the camp. The east camp contains two barracks for Aztlán soldiers (the camp is capable of holding up to a maximum of two hundred and fifty soldiers, but currently there are only one hundred and fifty Aztlán soldiers stationed at the base) and the prison ward for the enemy combatants. The C-shaped, four-story prison ward holds cells for standard prisoners, cells designed specifically for Awakened prisoners, and cells designed to hold enhanced soldiers or paranormal critters such as shapeshifters or drakes. The north wing holds the infirmary and the morgue. It is the least secured area in the camp. In the south wing are the interrogation rooms for Aztlán operatives to obtain intelligence on Amazonian troop movements and operations from the prisoners. The camp currently houses three hundred and fifty prisoners of war. There are two chainlink gates between the west and east camps that

restrict movement between the two sections. The headquarters building controls the gates' operations via remote control. In addition to the two bunkers at the entrance of the camp, there are several guard towers scattered around the grounds in the east camp that closely watch the prison ward.

As the runners attempt to enter the camp, they are scanned by magnetic anomaly detectors (Rating 3). If the scanners accept the readings from the metallic patterns created by the etcher nanites, the runners are instructed by the gate personnel to report in to headquarters as new transfers so that they can be provided with security credentials for the rest of the camp, as well as given their duty and barrack assignments (for all locations inside the camp except for the communications center). If the magnetic anomaly detectors beat the nanite etchers in the Opposed Test, the detectors indicate a "read error," and the runner(s) in question receive additional scrutiny by the gate personnel (they check the runners' SINS and ask them questions about where they were trained and who was their military training instructor). To overcome any suspicion, the runner(s) must make an Etiquette + Charisma Opposed Test versus the guard's Perception + Charisma, using the information provided to them in the dossiers. If the runners' SINS have been red flagged from having been used at the Aztechnology Business Complex, the guards at the gate try to apprehend the runners. The runners' vehicle, if they drove up to the camp, can be brought into the vehicle and drone depot in the west camp (provided the runners did not actually use the Ares Humvee to extract the Vicar General. If they did, there will be a region-wide alert for a vehicle matching that description, which will blow their cover). If they are using the helicopter to get to

the POW camp, they can request permission to land at one of the camp's helipads. To obtain that permission, the requesting character must succeed in an Opposed Con + Charisma Test.

The runners need to hack into the headquarters' network to establish their cover identities for the camp. For the cover IDs to work, they need to insert biometric information into the files (both fingerprints and retinal scans) to be able to supply the required information to the biometric locks that are scattered throughout the camp. The only weapons the runners can openly carry into the camp are the sanctioned Aztlan weapons that were provided to them in their mission-specific gear (the assault rifle, heavy pistol, and the survival knife). If the runners want anything else at their disposal, they must find some way to smuggle the weapons into the camp (such as bribing the gate guards or using magic to conceal them).

There are numerous cameras strategically placed in and around the various buildings of the camp. The player characters need to make a Perception + Intuition (5) Test to notice all the security cameras (both obvious and concealed) in any one area. Typically there are anywhere from three to six security cameras in the various hallways of the high security sections of the prison camp (prison ward, interrogation rooms), and three to five security cameras on the rooftops of the buildings (for obvious reasons, there are no security cameras inside the prison cells or the interrogation rooms that would record things Aztlan would rather not have documented). For the characters to successfully sneak past the security cameras without hacking the headquarters' nodes, they must make an Infiltration + Agility (3) Test. They also have to make Opposed Infiltration + Agility Tests against any Aztlan guards' Perception + Intuition Tests of whom they wish to sneak past without detection, such as those in the guard towers. If the runners are caught on camera doing something that is not standard protocol or is outright suspicious, an Aztlan lieutenant approaches and questions the runners. To convince the lieutenant that there is nothing wrong, the characters need to make an Opposed Etiquette + Charisma Test versus the lieutenant's Perception + Charisma. Each net success lowers the lieutenant's suspicion level by one. Two net hits are required to convince the lieutenant to overlook the infraction. Every floor of the prison ward has a roaming patrol made up of eight armed guards and two warform cheetahs. This patrol is tasked with performing random inspections of the prisoner cells. In addition to the roaming patrol, every floor is constantly watched by five on-duty guards. The patrol makes rounds every twenty minutes. Every cell has a small window that allows the prison guards to monitor the prisoners. Throughout the entire camp, there are a total of four mages on duty at all times (the total number of mages in camp is twelve).

Initial access to the various buildings in the camp is through Rating 6 maglocks using biometric readers (retinal scanners and fingerprint scanners). Prison gates in the various corridors of the prison ward, as well as the prison cell doors themselves, are locked using old-fashioned tumbler locks with physical keys. None of the player characters have the seniority to be issued keys to the prison cells themselves. Those characters that are assigned to the prison ward, however, should be issued gate keys for easy pedestrian access through the various corridors. None of the player characters posing as new guards assigned to the camp should be immediately assigned to the intelligence center. Access to the

communications center is restricted to officers carrying the rank of lieutenant and above who have been stationed at the base for at least six months. All personnel records, security clearances and orders pertaining to the intelligence and communications center are isolated on the communication center's node. For information on how the characters can access the intelligence center, refer to the next scene, **Liberation**.

Investigating the various buildings of the prison camp, the runners should discover (and record) the following:

Prison Cells

- Two hundred mundane Amazonian prisoners. The warriors themselves are in average to good physical condition. Their injuries appear to have been treated. They appear not to have been abused. (1st and 2nd floors of the prison ward)
- Fifty Awakened warriors. They are all magelocked. The cells themselves are warded. In addition to being magelocked, the warriors are heavily sedated by drugs. (3rd floor).
- Fifty paranormal creatures are held in their customized cells (nine drakes, three feathered serpents, six lindworms, two elder lindworms, twenty-five shapeshifters, and five wyvern). Many look like they have undergone extensive medical testing. Those critters that do not have the regeneration power are sedated, but otherwise are in average physical condition. (4th Floor)
- Ten mundane warriors have been beaten severely (8+ boxes on their condition monitors). They have been left in their cells to suffer.
- Fifteen warriors that have been obviously tortured, beyond just receiving a beating. They have been stabbed, burned, mutilated, tortured with magic, and so forth. They also have been left in their cells to suffer.

Infirmary/Morgue

- Twenty-five wounded in the infirmary. Their injuries seem to be addressed. Most are stable, but twelve patients are in critical condition.
- The infirmary holds forty bodies of prisoners who died in Aztlan custody.
- Out of the forty prisoners, twenty-five of them could have been saved using advanced, state-of-the-art medical techniques, which are quite expensive. It is clear from the files that Aztlan deliberately chose not to invest in their care, which resulted in their deaths.

Interrogation Wing

- Out of twenty interrogation rooms, there are ten that are currently in use.
- In six of the ten interrogation rooms, the interrogators are using drugs to force information from the prisoners.
- In four of the interrogation sessions, Aztlan is utilizing physical torture and magic to compel information from the prisoners. These prisoners appear to be the leaders of captured guerrilla cells.

Vehicle and Drone Depot

- Six modified Conestoga Vista (buses) that can be used to transport the prisoners out of the camp. Each bus has a



seating capacity of sixty. This information is important for the next scene, **Liberation**.

- Eight ground drones that can be deployed in the event of a prison riot. For details, see the **Grunts and Moving Targets** section in **Liberation**.

SUBPLOTS

After the Vicar General is kidnapped, Aztlan steps up its offensive in Amazonia. Agent 211983 contacts the runners on their way to Medellín to find out exactly what they did to provoke the Aztlaners. If the runners reveal to the Dawkins Group agent that they kidnapped the Vicar General for one of their local contacts, Agent 211983 offers them five thousand nuyen if they will let him know to whom they handed the Vicar General. The Horizon agent is very interested in cutting a deal with the organization to have access to the Vicar General and all the intelligence she has about the inner workings of the Path of the Sun.

When the player characters arrive at the base, the base commander may insist that the runners participate in physical training with a regiment of troops already stationed at the base. The characters, if they are fatigued from the pace of the mission, lack of sleep, and the combat that they have already experienced during their time in Bogotá, may have difficulties with the vigor of this physical training. Apply a -2 dice pool modifier for any athletics-related activities (such as push-ups, running, and calisthenics). Being unable to keep up with the rest of the unit quickly singles out the runners and leaves a bad impression with the unit commanders, which could give them a reason to pay closer attention to the new additions. Also, the veteran soldiers may wish to initiate the new soldiers into the fold through an old-fashioned tradition: hazing. This could be played up for comedic value, or this hazing could be brutal in an effort to make sure the new recruits measure up to Aztlan standards. The hazing could pose a significant threat to the cover identities of the shadowrunners if the veteran soldiers ask them questions about the Aztlan military or culture—things they would be expected to know that were not in Horizon's Dossier. Failure to answer questions correctly could make the veteran soldiers suspicious.

PUSHING THE ENVELOPE

To make things more challenging, the base commander may break up the team and assign the runners to different parts of the camp (guard towers, perimeter fence, vehicle and drone depot, infirmary, etc.). The runners could then be forced to operate separately in gathering the necessary intelligence. Runners operating outside of their designated posts risk raising suspicion from the Aztlan military.

If the runners parked their armored vehicle or landed their helicopter inside the camp, those vehicles are assumed to be for common use. If the military officers cannot access the controls for the vehicle, they order the runners to report to them so that they can find out what the issue is. If the runners give permission for the rest of the camp to use their armored vehicle or the helicopter, they will be in trouble, as a couple of officers will use them on a mission and will not have them returned by the time the runners liberate the camp.

DEBUGGING

If the military-level nodes prove too difficult or impossible for the player characters to accomplish the mission, feel free to adjust the ratings of the nodes downward to facilitate a smoother game for your particular group.

If the runners are caught doing something suspicious and they fail their roll to convince the Aztlan lieutenant that they are not breaking any camp regulations, instead of having the lieutenant sound an alarm and try to arrest the runner, have the lieutenant give the runner physical exercises to do as punishment (push-ups, doing laps around the camp, sit ups, etc.) and then put them on report. Of course, from that point forward, the runners will be scrutinized by the base leadership, but at least they wouldn't be thrown in the brig.

PLACES OF INTEREST

Aztlan Prisoner of War (POW) camp

Built in November 2071, three kilometers north of Medellín, this camp boasts of state-of-the-art security measures to help detain enemy prisoners on a temporary basis. The primary mission of the camp is to interrogate the prisoners who have just been captured and taken off the front lines in an effort to gather as much actionable intelligence about the enemy as possible. Prisoners generally stay at this camp for about a week before they are transferred to more secure facilities in Tenochtitlán. The maximum number of prisoners that can be kept in this camp is five hundred. The camp typically has two hundred and fifty guards stationed at the camp at given time, but due to the intense fighting along the Amazonian borders, that number has been reduced to one hundred and fifty.

Camp nodes (Headquarters, Infirmary)

Sculpting: The nodes appear to be virtual reproductions of the headquarters building or the infirmary.

Hardware: Customized system with 2 nodes. (Persona limit 20, Processor Limit 40)

Authentication: Standard passkey

Privileges: User

Attributes: Nodes 1–2: Firewall 6, Response 6, Signal 2, System 6

Spiders: 1 security consultant on duty at all times. Use stats for Security Consultant stats on p. 69, *Unwired*.

IC: 2 MCT Bloodhounds 5 (Loaded with Analyze, Track), 3 Three Musketeers Suite 4 (patrolling, loaded with Attack x 2, Rust)

Resident Programs: Analyze 5, Stealth 4

ARC: Terminate Connection

Topology: The headquarters network maintains the administrative functions for the camp, including soldier duty assignments, security clearances, and personnel files. The infirmary network maintains the medical records of all the prisoners (both past and current) who have been given medical treatment at this facility. This includes data on the prisoners who have died.

GRUNTS AND MOVING TARGETS

Aztlan Prison Guards (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4 (6)	4 (5)	5 (6)	3	3	3	4	1.5	7 (8)	2

Condition Monitor Boxes: 11

Armor (Ballistic/Impact): 14/12

Skills: Athletics skill group 4, Automatics 3, Dodge 4, Heavy Weapons 4, Perception 3, Pistols (Semi-Automatics) 4 (+2), Stealth skill group 3, Throwing Weapons 3, Unarmed Combat (Subdual Combat) 4 (+2)

Augmentations: Cybereyes (Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3), muscle replacement 2, wired reflexes 1

Gear: Light military armor w/ helmet and chemical seal

Weapons:

Heckler & Koch G12A3z [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 32 (c) w/ laser sight, gas-vent 2 system]

Ruhrmetall SF20 [Heavy Machine Gun, DV 7P, AP -7/-9, BF/FA, RC 9, 80 (c), w/tripod, gas vent system, additional clip, internal smartgun system, and AV ammo]

Savalette Guardian [Heavy Pistol, DV 6P, AP -1, SA/BF, RC 1, 12 (c) w/ explosive ammo, smartgun system,]

Survival knife [Blade, Reach —, DV 4P, AP -1]

2 neuro-stun gas grenades [Grenades, DV 10S, AP —, Blast 10m radius]

Note: Only one guard in each of the bunkers is armed with the Ruhrmetall heavy machine gun.

Aztlan Lieutenants (Professional Rating 4)

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4 (7)	4 (6)	5 (8)	3	4	4	4	3.55	8 (10)	1 (3)

Condition Monitor Boxes: 11

Armor (Ballistic/Impact): 14/12

Skills: Athletics skill group 4, Automatics 3, Close Combat skill group 5, Dodge 4, Pistols (Heavy Pistols) 5 (+2), Perception 4, Stealth skill group 4

Augmentations: (all betaware) Cybereyes (Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification), muscle replacement 3, wired reflexes 2

Gear: Light military armor w/ helmet and chemical seal

Weapons:

Heckler & Koch G12A3z [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC 2, 32 (c) w/ laser sight, gas-vent 2 system, and APDS ammo]

Savalette Guardian [Heavy Pistol, DV 6P, AP -5, SA/BF, RC 1, smartgun system, 12 (c) w/ APDS ammo]

Vibro knife [Blade, Reach —, DV 6P, AP -2]

Aztlan Mages (Professional Rating 4)

Trolls

B	A	R	S	C	I	L	W	M	Ess	Init	IP (Astral)
8	4	4	6	4	4	4	6	8	6	8	1 (4)

Condition Monitor Boxes: 12

Armor (Ballistic/Impact): 14/12

Skills: Assensing 3, Astral Combat 4, Binding 4, Blades 4, Counterspelling 4, Dodge 3, Perception 4, Spellcasting 5, Summoning 5, Unarmed Combat 3

Qualities: Magician

Initiate Grade: 2

Metamagics: Centering, Shielding

Spells: Antidote, Blast, Cure Disease, Firewater, Flamethrower, Heal, Manabolt, Powerball

Bound Spirits: 3 Guardian Spirits (Force 5, 2 services each)

Gear: Light military armor w/ helmet and chemical seal, sustaining focus (Force 3, Improved Reflexes 3)

Weapons:

Macuahuitl [Blades, DV 5P, AP —, Reach 1]

LIBERATION

SCAN THIS

At this point, the shadowrunners have been in camp at their assigned posts for at least eight hours. During that time, they should have been able to clandestinely gather the intelligence for their first two objectives. Near the end of their shifts, the player characters learn that in the next three hours, fifty more troops will arrive in camp to transfer two hundred of the camp's prisoners to Tenochtitlán. Shortly after that, another Aztlan military unit will be arriving with a fresh batch of Amazonian prisoners. If the runners were to liberate the camp, it would be easier to do so prior to the arrival of the first prisoner transfer units.

In **Liberation**, the runners will accomplish the following objectives:

- Sneak into the communications center and replace Aztlan intelligence files with files constructed by Amazonia intelligence.
- After the files are transmitted, liberate the camp and return the soldiers who are in fighting condition to Bogotá, while the injured prisoners and any remains of dead Amazonian soldiers are to be turned over to Agent on their way back to Bogotá

Up to this point, the runners have not had access to the communications center. They need to find a means of infiltrating the communications center without setting off an alarm. Once inside, they have to hack into the communication center's nodes and substitute the real intelligence files with files that were meticulously engineered by Amazonian intelligence. Once the runners have confirmed that the packets have been transmitted to the front lines, the runners can take steps to liberate the prison camp. They need to load the prisoners onto buses that are stored in the vehicle and drone depot. The runners return the healthy soldiers to Bogotá, while those that were freed from Aztlan's infirmary or whose remains were removed from the



morgue, should be turned over to Agent 211983 at a rendezvous point along their route back to Bogotá. At that time, the runners should also hand over to Agent 211983 all footage and materials they recovered from the camp. The Dawkins Group agent will leave the runners with the impression that he means to give the wounded immediate medical attention, while he turns over the deceased to the Amazonian government. In reality, Agent 211983 has another mission in mind for them. As a result of their good work in the camp, Agent 211983 will give the runners eight hours after they reach Bogotá to rest up for the next (and final) aspect of this mission.

TELL IT TO THEM STRAIGHT

When the runners have completed their duty shift and gathered their intel, read the following:

It has been a difficult eight hours. You sneaked past security cameras, convinced high-ranking Aztlan officers that your activities were nothing more than you going above and beyond your normal duties to provide the prisoners with the utmost scrutiny, and sneaked into areas that you knew for certain your cover identities weren't authorized to be in. But now, you have accomplished two of your objectives. You are practically halfway back to Bogotá. All you need now is to figure out how to sneak into the well-guarded communications center ...

When the runners have begun liberating the camp, read the following:

You are forced to move quickly. The more Amazonian troops you free, the more support you have to keep the Aztlan troops from coming in with overwhelming military might and killing you all. You have managed to arm several of them with weapons taken off of guards that you have killed, grateful for the fact that they don't have cyber safeties. The Awakened warriors are sluggish from the drugs that they were sedated with, but they are slowly coming around. Between them and the sapient creatures that were being held here, you have a good shot at liberating the camp. Now, you just have to worry about leading the prisoners, as well as evacuating the wounded, across the camp to the vehicle depot, where there are six buses that are ready to take you and them to freedom.

HOOKS

If the runners are spotted and are caught in the communications center (without being in disguise as higher ranked soldiers), there is no easy way to diffuse the suspicion. There is no valid reason for them to be in this high-security area. Any Aztlan soldiers immediately move to arrest the shadowrunners if they see them. The players should be prepared to deal with any confrontations as quietly and quickly as possible. The runners need to utilize their stealth skills to sneak close enough to the operations center to hack its nodes and plant the files.

Once the runners begin liberating the camp, there needs to be a very palpable sense of urgency. Aztlan troops, with their weapons, drones, and spirits, should be posing a significant threat to them, especially as the runners go from cell to cell, freeing the Amazonians. If they don't act quickly enough, Aztlan could come in with overwhelming firepower and put an end to the prison riot,

as well as an end to the runners. This sense of urgency may also become a factor when the runners try to revive the Awakened prisoners, who all have been sedated.

BEHIND THE SCENES

If the runners are capable of mimicking finger and retinal prints, they could use the nanopaste disguise kits that were provided to them in their mission-specific gear to disguise themselves as lieutenants, whom they may have observed entering the communications center during their shift. Through observation and interaction with the other guards, the runners can learn which soldiers are authorized to enter the intelligence and communications center, and they can secure a valid finger and retinal print to use for access to the building. To make the disguise more convincing, the runners also need to alter their uniforms to indicate a higher rank than what their uniforms currently display.

If this is not an option, the runners may need to either incapacitate an Aztlan lieutenant or compel his cooperation through the use of drugs or magic to give them access to the communications center. If the lieutenant is unconscious or dead, the runners need to make an Infiltration + Agility (5) Test to search for and obtain an opportunity to cross the west camp and use the body to gain access to the communications center without being seen by either the other guards or by the security cameras. The runners will not be able to hack the communications center nodes from the outside. The interior of the three-story building has been treated with wi-fi inhibiting paint, with a scheme that has an effective Rating of 3. The Signal Rating of the nodes within the communications center is 1 (the complete stats for the node are provided in the **Places of Interest** section). Once the shadowrunners have switched the Aztlan files with the Amazonia files, it takes only fifteen minutes for the files to be transmitted. To confirm that the files were transmitted, the runners need to remain inside the building and stay hacked into the nodes. Once the files are transmitted, the runners can go about liberating the camp.

The player characters will most likely choose to free the Awakened prisoners first, giving them access to the shamans who can conjure and call spirits. To accomplish that, they must secure the cell keys from the senior prison guards. Once they have the keys, they also need to make an Extended First Aid + Logic (8, 1 Combat Turn) Test to revive the drugged magicians. If the runners attempt to revive the paranormal critters that are currently under sedation (such as the drakes and wyverns), there is a chance that upon revival, the critters attack the runners out of instinct. Roll a 1D6. On a 1, have the critter attack the character who was giving it first aid.

Most of this scene should be cinematic in nature. There are too many NPCs and too many active battles that will break out and sweep across the camp for the gamemaster to keep track of them all. Opponents will come and go as they engage the runners briefly, then disengage in response to a new threat or an emergency call from another part of the camp. The gamemaster should select crucial moments to highlight in the fight scenes during the liberation of the camp. For example, the gamemaster could choose to have the runners engage in a couple of firefights in the hallways of the prison ward and the infirmary. There could also be a fight scene between the runners and the guard towers, as

they are helping prisoners escape from the east camp to the west camp. Another scene could take place in or near the vehicle depot as the runners try to load all the prisoners onto the buses. When all is said and done, the runners and the Amazonian prisoners should be able to overwhelm the Aztlan guards and secure the camp within a couple of hours' time, finishing before the prison transfer units arrive at the camp. Once the camp is secure, the runners can start loading the wounded prisoners onto the buses safely without coming under fire. Once the fighting subsides, all of the Aztlan guards are dead. Ninety-five Amazonian prisoners are killed during the prison break, while another thirty of them have been immobilized by freeze foam from the drones and have to be freed. The runners can evacuate one hundred and eighty-five relatively healthy soldiers and seventy wounded soldiers, along with as many of the remains of the deceased as they are capable of fitting onto the buses.

Just after leaving Medellin, the runners should encounter a few Aztlan military attack helicopters (Aguilar GXs) along their route. The helicopters are seeking to destroy the convoy and prevent the escaped POWs from returning to the front lines. It should take the runners approximately four hours of driving before they can meet Agent 211983 at the designated rendezvous point. During that length of time, gamemasters are encouraged to allow the shadowrunners to interact with the Amazonian prisoners so that they can experience how grateful they are for being liberated and how thankful they are that they will be able to see their families again. If the runners form a bond with those that they rescued, those bonds may come into play in **Aftermath**.

When the runners meet up with Agent 211983, he takes the footage and the materials that the runners recovered from the POW camp, as well as the wounded and the dead, and puts them on his transport vehicles. He directs the runners to take the healthy soldiers the rest of the way back to Bogotá, where they can find their way back into the rainforest and rejoin the Amazonian guerrilla cells in the area. At this time, if the runners need anything as far as refreshing their supplies (such as nanopaste disguise kits or their assault cannon ammo), this would be the time for the runners to make those requests. Agent 211983 will take their requests with him, and will make sure those supplies are delivered to the runners in Bogotá. He also tells the runners that once they make it back to Bogotá, they will have up to eight hours to rest before their next assignment.

SUBPLOTS

Although the shadowrunners will not be aware of this particular subplot at the time it happens, by the end of this adventure, the aftermath of the subplot will be revealed and fully felt by the runners. Agent 211983 intends to take the wounded and the dead prisoners of war, kill the survivors, and use them to create a mass grave. He then plans to blame the atrocity on Aztlan. Even as the runners turn the wounded prisoners over to Agent 211983, Horizon is already forging documents such as false orders and transfer documents to prove that Aztlan sanctioned these murders. In addition to this mass grave, Horizon will be working with Amazonian intelligence to create four other similar sites scattered throughout Aztlan. These mass graves will be used in an attempt to outrage the international community and possibly provoke the United Nations to turn against Aztlan and initiate

crippling sanctions and embargos against the nation, with the approval (if not full participation) of the Corporate Court.

PUSHING THE ENVELOPE

Infiltrating the communications center, liberating the prison camp and the subsequent journey out of Medellin toward Bogotá should be challenging enough for the players, and there should be no need to make things any more difficult for the characters in this scene.

In the chaos of the liberation of the prison camp, the gamemaster should use the stats for the prison guards from **Onward to Medellin** as well as the stats given in this scene's **Grunts and Moving Targets** section to mix things up for the encounters and to allow the runners to fight different types of guards. Outside of the prison ward, for example, the runners could be facing down FMC-Stonebrooke Warrior drones along with the guards from the guard towers. In the next encounter, the runners could be facing down a couple of Aztlan lieutenants and a couple of Aztlan mages. The idea is to create the atmosphere of chaos and panic as military discipline breaks down and the camp is torn apart from the insurrection.

DEBUGGING

If the shadowrunners have had difficulty with using stealth while in the camp, it would be best to be lenient on the security measures within the communications center. The camp itself is well guarded, the center is fenced off and isolated from the rest of the camp, and the likelihood of a security breach for the communications center is minimal. Also, with such high security, it is possible that the Aztlan security officers in the communications center have become complacent with their security measures. Even if the runners sound an alarm in the camp, either in **Onward to Medellin** or in **Liberation**, and cause the intelligence files to be disregarded by the Aztlan military, Horizon will have a contingency plan to feed the military false information. Using the POW camp to deliver that false information was the more efficient choice, however, and they will be sad to lose it. Agent 211983 may choose to dock the runners a day's pay for the screw up (gamemaster discretion).

During the liberation of the camp, if the runners encounter serious difficulties or complications, a group of prisoners can come to their aid. If dealing with helicopters prove too deadly for the runners as they leave Medellin, eliminate those all together, and use Aztlan ground patrols to antagonize the shadowrunners as they drive to their rendezvous with Agent 211983.

PLACES OF INTEREST

The Communications Center

The Communications Center for the Medellin POW camp utilizes sophisticated satellite communication to maintain constant, real-time contact with Tenochtitlán, as well as with the front lines. When the military intelligence operatives within the camp have extracted actionable intelligence for the front lines (locations of enemy guerilla cells, imminent enemy operations, codes for breaking enemy encryption on communications, etc.), that information is uploaded and transmitted to the forward operating bases on the front lines. The bases then distribute that



information to the appropriate military units to help them take the necessary action against the enemy. No guards lower than the rank of lieutenant, or personnel who have been stationed at the camp for less than six months, are permitted inside the Communications Center. The walls of the Communications Center have been treated with wifi-negating paint in order to shield the nodes within the Communications Center from outside access.

Communications Center Military Node

Sculpting: The nodes are sculpted to appear like the two teocallis in Bogotá

Hardware: Customized system with 2 nodes (Persona limit 20, Processor Limit 40).

Authentication: Node 1–2: Alchemical Passkey

Privileges: Security

Attributes: Nodes 1–2: Firewall 8, Response 8, Signal 1, System 8

Spiders: 2 Matrix Support Specialists on duty at all times. Use stats for Matrix Support Specialist on p. 69, *Unwired*.

IC: In each node: 2 Ixculname 6 (loaded with Blackout w/ psychotropic option), 4 Renraku Oniwaban 5 (loaded with Black Hammer, Stealth), 2 Three Musketeers Suite 5 (patrolling, loaded with Attack x2, Rust)

Resident Programs: Analyze 7, Encrypt 8, Track 6

ARC: Launch IC

Topology: Node 1 handles communication traffic to and from Tenochtitlan. Node 2 handles traffic to the front lines.

GRUNTS AND MOVING TARGETS

Aztlan Guard Tower Guards (Professional Rating 3)

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4 (6)	4 (5)	5 (6)	3	3	3	4	1.5	7 (8)	2

Condition Monitor Boxes: 11

Armor (Ballistic/Impact): 14/12

Skills: Athletics skill group 4, Automatics 3, Dodge 4, Long Arms 5, Perception 3, Pistols 4, Throwing Weapons 5, Unarmed Combat 4

Augmentations: Cybereyes [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification], muscle replacement 2, wired reflexes 1

Gear: Light military armor w/ helmet and chemical seal

Weapons:

Heckler & Koch G12A3z [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC 2, 32 (c), w/ laser sight, gas-vent 2 system, and regular ammo]

HK PSG Enforcer [Sniper Rifle, DV 7P, AP –3, SA, RC 2, 2 x 12 (c) w/ dual clip system, folding bipod and imaging scope. Guards have five clips apiece of stick-n-shock rounds (DV 6S(e), AP –half) and EX-explosive ammo (DV +1 AP– 1)]

2 neuro-stun gas grenades [Grenades, DV 10S, AP —, Blast 10 meter radius]

2 pepper punch gas grenades [Grenades, DV 7S, AP —, Blast 10 meter radius]

FMC-Stonebrooke Warrior Drones

Handl	Accel	Speed	Pilot	Body	Armor	Sensor
+1	15/30	100	3	4	12	2

Modifications: Weapon Mount (external, remote-controlled turret)

Weapon: Ares Fogger Glop Cannon [Vehicle Weapon, DV Special (fires globs of freeze foam), AP —, 50 (belt), extreme range up to 50,000 meters]

Modified Conestoga Vista Buses

Handl	Accel	Speed	Pilot	Body	Armor	Sensor
0	5/20	80	3	3	12	3

Modifications: Armor (Rating 12), extreme environment modification (jungle), off-road tires, rigger adaptation

Notes: The buses have a seating capacity of 60

Aztechnology Aguilar GX

Handl	Accel	Speed	Pilot	Body	Armor	Sensor
+1	15/60	400	2	16	16	2

Modifications: Personal Armor 3, 3 x Weapons Mounts (external, remote controlled, one turret under the helicopter's nose (mounted with a GE Vigilant Light Autocannon) and two wing-mounted fixed mounts (with Fleche Hail Barrage rocket launchers)

Notes: The rocket launchers are loaded with Inferno rockets [DV 6P/12P, AP +0/ –half, 12 meter radius]. The GE Vigilant Light Autocannon [DV 8P, AP –4] is loaded with AV rounds.

FINAL MISSION

SCAN THIS

The shadowrunners are given eight hours to rest up in Bogotá. Toward the end of those eight hours, Agent 211983 has whatever supplies the runners requested delivered to their hotel. They should also notice that, at the end of those eight hours, they are receiving alerts through their commlinks about news stories relating to the progress of the war. The news stories, should the runners choose to view them, provide the following information:

- An Aztlan POW camp in Medellin was liberated by Amazonia Special Forces. According to the news reports, one hundred and eighty-five Amazonian soldiers made it out of the camp alive. If the runners were to add the numbers up, they should notice that there are seventy prisoners unaccounted for in that tally (the tally is missing all the wounded prisoners).
- Details are released of extensive abuses from within the prison camp. These abuses violate most existing international and inter-corporate accords on the treatment of prisoners. According to supposedly recovered Aztlan documents, there were close to five hundred prisoners who were malnourished, beaten, experimented on, and tortured during their stay at the camp. The truth of the matter is that those numbers are greatly exaggerated, but the media does not yet know how badly they have been deceived.

- According to those same documents, another seven hundred prisoners died while in Aztlan custody, and they could have been saved if had Aztlan provided them with quality medical care. Again, those numbers are greatly exaggerated.
- Trideo footage (taken by the runners while in the camp) is released publicly on the news feeds showing the abuse in the camp. There is real footage showing actual abused prisoners accompanied by doctored footage of abuses and torture that the runners never witnessed. That new footage is completely generated by Horizon and is indistinguishable from the actual footage. Had the runners not been at the camp, they would not be able to tell fact from fiction. The doctored footage was designed specifically to incite repulsion, disgust, and rage toward Aztlan.
- Aztlan units operating on the front lines were sent in coordinated attacks after what turned out to be phantom guerrilla cells, while other units were sent into ambushes. Aztlan reinforcements were maneuvered out of position, and Aztlan, over the last twelve hours, has suffered their largest number of casualties in a single day since the war began.
- Aztlan's invasion of Amazonia has slowed to a crawl.
- Aztlan denies the allegations of prisoner abuse and promises a thorough investigation of the matter, but already the UCAS, CAS, and the PCC are demanding that the United Nations Security Council send their own investigators into Aztlan, and they have introduced tough sanctions and embargos against Aztlan.

After their downtime is over, Agent 211983 contacts the shadowrunners again. He has only one more job left for them to do: travel to Icana, an Amazonian city caught on the front lines, where Aztlan has established a forward operating base. At the base, he wants the runners to hack into the nodes of the Operations Center in the headquarters and replace existing targeting coordinates for upcoming aerial strikes by Aztlan drones with those created by Amazonian intelligence. If successful, Aztlan's missiles and bombs will strike their own personnel in friendly fire incidents scattered throughout Colombia and Venezuela. In addition to altering the targeting coordinates for the aerial strikes, they are to upload several encrypted files into the nodes where general orders are stored. Before leaving the base, the agent has one more important request to make: he has a list of five suspected Amazonian guerrilla fighters who may be double agents working for Aztlan, betraying Amazonia's military secrets to Aztlan. If the runners spot any of those guerrilla fighters in the base, they are to kill them without getting themselves killed or apprehended. Once they have left the base, they are instructed to contact Agent 211983 again for immediate extraction out of the country and back to the comforts of Seattle.

TELL IT TO THEM STRAIGHT

When the runners arrive back in Bogotá, read the following:

Weary doesn't even begin to cover how you are feeling right now. As you arrive back in Bogotá, all your muscles ache. Your weapons need serious cleaning, and you can feel moisture and grime from the rainforest seeping into your cyberlimb's crevices,

causing slight but noticeable hesitations in the motions of the joints and servos. They will need to be lubricated soon. Plus, you need to crash. The pace that Horizon has had you on for the past few days has been both ridiculous and beyond what you consider to be your limits. That alone should be worth a pay raise. But right now, all you care about is uninterrupted sleep. You drive to the first hotel that seems relatively safe and pull in for the night. Who cares if the hotel doesn't have electricity or running water? All you need is a bed.

If the runners viewed the news stories, read the following:

A part of you feels stunned by what you have just read and seen on the news. After all, the information you had brought back with you should have been enough to release as is, without the need for sensationalizing or exaggerating the facts. By itself, it still might have been enough to incite people to anger against Aztlan. Some of the prisoners you saw were left in a horrific condition. But on the other hand, there were many other prisoners that weren't that bad off. Apparently, given the stakes of this mission, Horizon really needed a reaction from the international community. They could not afford to have passive reactions to this campaign. While you may understand what they're up to, it still leaves a bad taste in your mouth. The propaganda, and how they manipulated you into getting it for them, was disgusting. But when everything is said and done, Horizon is just another megacorp, despite its reputation. As a shadowrunner, you know that this happens all the time. The other part of you feels as though you should have known better than to believe Horizon's rose-colored reputation. The only question is, what now?

HOOKS

If the runners are attentive to the news and learn about Horizon's manipulation of the records and the footage that they recovered from the Medellín camp, they may react and respond in a variety of ways that could impact the outcome of the adventure. Refer to the sidebar on **Possible Character Reactions**.

BEHIND THE SCENES

To assist the runners in infiltrating the Icana military base, Agent 211983 directs them to drive to a set of coordinates about two hours outside from Icana where they will meet with an Amazonian guerrilla cell. If the shadowrunners lost their Ares Milspec Humvee in a previous scene, the Dawkins Group agent provides them with another one. Once at the rendezvous spot, the runners exchange their Ares Milspec Humvee for a captured Aztlan tank. The tank was significantly damaged (it has a 1.5 meter hole in its armor that could allow troops to shoot into the tank's cabin or lob in grenades), but it is still drivable. The tank's condition may give credibility to the shadowrunners' cover story that they are returning to base to have their tank repaired. Agent 211983 has pictures of the bodies of the deceased Aztlan soldiers, which the runners can use to disguise themselves as the tank crew.

Agent 211983 provides the runners with the specific etcher nanites for the Icana base, as well as new uniforms and armor matching those worn by the tank crew. The etcher nanites are programmed to replace those temporary metallic patterns for the POW camp with temporary markings for the Icana base. In addition, Agent 211983 lets the runners know that Aztlan



POSSIBLE CHARACTER REACTIONS

During **Final Mission** and **Aftermath**, information about Horizon's larger campaign will begin to be revealed to the players and their characters. The player characters may react in different ways to being manipulated by Horizon, a corporation that has been publicly portrayed as being one of the few "good" corporations in the world.

The most likely reaction that player characters will have to the manipulated news is that they are being paid only to do a job and not to question the ethics behind it. The player characters should also realize that this is a black-ops mission, not a typical run. The difference between the two is that a black-ops mission is carried out with the expectation that it is to be successful by any means necessary. Although the manipulation of the news is underhanded, it technically does not qualify as the Mr. Johnson screwing over the runners. None of the footage that is aired shows the shadowrunners' faces or otherwise compromises their identities, and Mr. Johnson and Horizon have, up to this point, lived up to all their obligations of providing logistical support to the runners. Though Horizon's reputation may have become tarnished in the minds of some of the runners, they may still be able to do the job (at least up to this point).

The player characters could potentially be disillusioned with Horizon, and they may opt to cut their losses and quit the mission. If they inform Agent 211983 of this decision, he attempts to talk them out of it. The mission is almost complete, and it would not be worth it for them to jump ship so close to the end that would prevent them from receiving all the nuyen they are entitled to and jeopardize their good standing with Horizon. If the runners still insist on leaving, he allows them to go and pays them the nuyen they have earned up to this point, but he doesn't offer any assistance in getting them back to Seattle. Due to the increased fighting, most flights in the immediate area are grounded. Smugglers will not risk taking to the air due to the increased chance of being shot down. He also takes back the vehicle that Horizon lent to them for this mission (if it is still intact). The runners have to get themselves to a city not currently near the immediate fighting (Metrópole for example) to secure a flight back to Seattle, or they may choose to secure passage on a cargo ship. It should be up to

the gamemaster's discretion whether the Dawkins Group is satisfied in just allowing the runners to cut and run. They have carried out sensitive operations for Horizon, the details of which could cause irreparable harm and damage to the corporation in the long term, and their unwillingness to see it through to the end may be seen as an intolerable liability. If they are that bothered by what they have witnessed, then someone could approach them and make them talk. If the Dawkins Group reaches this conclusion, they spare no expense in tracking them down and eliminating them (despite Agent 211983's assurances that they would be free to leave). The Dawkins Group will not be above planting a bomb on a plane or sinking a cargo ship to ensure that the absolute secrecy of this mission is maintained. If the runners do not bother to inform Agent 211983 of their plans to quit the mission and they skip Bogotá without any word to Agent 211983, the Dawkins Group mobilizes its massive resources to hunt them immediately. At that point, it's up to the gamemaster's discretion as to whether the player characters survive beyond this adventure.

The final (and least likely) reaction would be for the player characters to betray Horizon and make contact with Aztlan to provide them the details on what Horizon has been doing and what Horizon has asked them to do at the Icana base. Aztlan could conceivably give the runners immunity for their past crimes as well as sanctuary from Horizon. With some inclination about what Horizon is up to, Aztlan could publicly expose Horizon's operations. It could also uncover its operatives (including Agent 211983) and learn about the propaganda campaign that Horizon is slowly building up against it. Compromising the operation could result in Aztlan pushing even further into Amazonia, with Horizon being investigated by the Corporate Court for unlawful and unauthorized tampering of international affairs, as well as for committing crimes against metahumanity for the deaths of the prisoners of war. The runners, though they will have survived, will no longer have the same lives as they did before they took this job in Bogotá. They will have become permanent enemies of Horizon and will always need to look over their shoulders for the Dawkins Group. This would make returning to Seattle and to their old lives very difficult, if not impossible.

has increased their security in light of the POW camp incident and the kidnapping of the Vicar General. Now, in addition to scanning for the metallic patterns and asking questions as to where they were trained, the Aztlan bases have begun using fingerprint readers to verify identities. Agent 211983 has already anticipated this eventuality and has used a Rating 3 Cellular Glove Molder to create sleeves of the tank crew's thumbprints. The sleeves, along with the prints, should be sufficient to get them past the checkpoint and into the base. To conceal the sleeve from the guards at the base gate, each character must make an Opposed Palming + Agility Test against the guard's Perception + Intuition.

The Amazonian guerrilla cell warn the shadowrunners that after they leave their section of the rainforest, they will be in danger of being attacked by other Amazonian forces because they will be travelling in an Aztlan vehicle. They cannot afford to make modifications to the tank that would inform other Amazonian fighters that the tank is under control of friendlies, since it could also risk tipping off Aztlan about the nature of this trap. Also, due to the fact that there are known spies working amongst the guerilla cells, passing word through all the other guerilla cells might have the same effect. The guerilla cell leader requests that the runners use non-lethal force whenever possible when engaging Amazonian forces. Should the runners honor this request, they should earn a point of Karma.



To drive the tank, the rigger or other player character need to make a Pilot Ground Craft + Reaction (7) Test to successfully maneuver the bulky military vehicle. If the runners have driven a tank before, reduce the threshold by 2. The longer the character drives the tank, the more familiar he or she becomes with it, and the threshold should drop accordingly. The drive to Icana should be during the nighttime or the early morning hours before dawn.

On their drive to Icana, the runners encounter a group of six powerful vampire adepts who are working for Amazonia. They drive through an Aztlan encampment where a group of thirty or forty soldiers are resting for the night. If the runners choose, they may use their final code for an orbital strike to take out the encampment. Along the route, there are multiple mines and improvised explosive devices that could hit the vehicle. In addition, the tank comes under fire from Amazonians launching mortar attacks at them (p. 31, *Arsenal*). If the Amazonian patrol in **Welcome to the War Zone** was not used in that scene, feel free to use that particular cell at this time.

When the runners arrive at the gate, apply a +2 dice pool modifier to the runners' Con + Charisma Tests for having plausible, supporting evidence for their cover story (p. 131, *SR4A*). After the soldiers have verified the runners' Aztlan cover IDs, they will be instructed to drive the tank to one of the motor pool garages. Provided the hackers do not have significant difficulties hacking into the system, the runners should be able to alter the coordinates and upload the files without being discovered. The hacker(s) also discover a way out of the base: there is a ground transport leaving the camp in twelve hours, delivering a group of soldiers to the Aztechnology Business Complex for a two-week leave. Adding their names to the list gives them a safe way out of the camp. An alternative means of leaving the camp would be with another tank. The motor pool chief informs the runners that they would be issued another tank and assigned to another convoy within the next fourteen hours. If the runners miss the opportunity to leave on the transport to Bogotá, they can always leave the base with the tank convoy and find an opportunity to sneak away from the rest of the group.

While the hackers are tampering with the headquarters' nodes, the other characters should be out searching the camp for the Amazonian traitors. They soon discover that the forward operating base covers a lot of area. Along with the infantry and the armored cavalry, there is an airstrip in the camp for deploying fighter jets, attack helicopters, and LAVs. The camp has several rows of tents set up to house up to two thousand troops. The runners could find two out of the five double agents in the camp. The first one can be spotted in the mess hall. He leaves the mess hall twenty minutes after the runners have spotted him and heads to headquarters for an hour-long meeting. He then makes a stop at the latrine before boarding an LAV, and he then travels back into the rainforest. The second double agent is playing poker with five other Aztlan soldiers in the middle of the troop tents. He does that for about an hour before boarding the LAV.

The runners need to find a location (such as an empty tent) to stow the bodies to prevent them from being discovered until after they have left the camp. All the troop tents are marked by AROs. The AROs display the names of the soldiers that the tents are assigned to, or whether they are currently unassigned. There are several that have been cleared out of soldier's personal

belongings due to the fact that they were killed in action. The runners could also choose to stow the bodies in the tents reserved for those soldiers who are their cover identities.

When the runners are free of the base and away from other Aztlan soldiers, they can contact Agent 211983, who will meet them close to their position and escort them out of the war zone and to Caracas for a flight back to Seattle.

Urgent Message

WHAT IF THEY PEEK?

Giving encrypted files to shadowrunners to plant in a node is like giving a wrapped gift to a child before Christmas. The chances are very good they are going to peek at the information that is being planted. To do this, the runners need to decrypt the information, which requires an Extended Decrypt + Response (16, 10 Minutes) Test.

If the runners are successful in decrypting the files, they learn that the files contain forged orders for several high-ranking officers of both Aztlan and Aztechnology implicating them in ordering the mass executions of over four thousand Amazonian prisoners and sanctioning their bodies to be disposed off in mass graves. These prisoners were deemed "unacceptable" for being used as blood sacrifices. Thousands of names are listed in those files, including the seventy wounded soldiers that the runners helped liberate from the Medellin prison camp, as well as those who died in the camp. There are additional documents that implicate these soldiers as authorizing another couple of thousand Amazonian soldiers to be used as human sacrifices in the teocallis. This information reveals the scope of Horizon's manipulations and treachery in making sure Amazonia wins this war at any cost. This new information may provoke the shadowrunners to change their strategy with the rest of the run. If that happens, consult **Possible Character Reactions** on p. 38.

SUBPLOTS

The Aztlan spy, Dominic Martin, may still play an active role in this scene. By this point, he has heard about Medellin and has his contacts actively keeping an eye out for the runners in Bogotá. One of those contacts may have tipped him off as to the hotel the runners are using. If this is the case, Aztlan sends a detachment of ten soldiers to apprehend the shadowrunners. They use non-lethal force in the attempt. Use the stats for the Aztlan Prison Guards on p. 33.

PUSHING THE ENVELOPE

If hacking the military node for the base and hunting down the double agents is not challenging enough, allow Agent 211983 to give the runners additional assignments, such as sabotaging the control tower for the airstrip, sabotaging the motor pool garages, or downloading classified Aztlan military files so that he can provide them to Amazonian intelligence.



The number of double agents who are currently in the base can be increased all the way up to five to include everyone on the list that Agent 211983 provided to them. This will greatly lengthen the time that the runners must spend in the camp and may force the runners to take the riskier option of leaving with the tank convoy after fourteen hours have passed. Not only could the runners be spotted by the other Aztlaners as they attempt to sneak away and be attacked for appearing to be “deserters,” but the runners are still in disguise as an Aztlan military unit, which makes them a viable target for Amazonian forces.

While in the camp, the runners, posing as the tank crew, may come across other soldiers that their cover identities knew well, such as buddies in the same platoon. To avoid raising suspicion, the characters need to make a successful Con + Charisma Test to convince the soldiers that they are who they claim to be.

DEBUGGING

If the gamemaster feels the runners might have difficulty killing the double agents silently without them setting off an alarm or screaming, allow Agent 211983 to provide them with a dart pistol (with silencer) filled with Gamma-Scopolamine (p. 255, *SR4A*). A successful alarm or scream draws a lot of attention to the runners. In a camp filled with experienced soldiers, this could kill the entire party.

In addition, if the hacker(s) trigger a response from the military node, the gamemaster may choose to ignore it due to the fact that such an alarm will send the camp into full alert and lockdown.

PLACES OF INTEREST

Icana Forward Operating Base

The Icana Forward Operating Base is a temporary base constructed by Aztlan to bring logistical support to the front lines. Most of the buildings are fabricated. The base has a fully functional airstrip capable of deploying most fighter jets, attack helicopters and LAVs. The camp also has two motor pool garages for tanks and armored vehicles. Inside the camp, there is a “tent city,” with enough tents to house close to two thousand soldiers. The base utilizes two perimeter fences, with a one-hundred-meter buffer zone between them. In the buffer zones are several smart minefields.

Military Network for the Icana Forward Operating Base

Sculpting: The nodes on the network appear to be the military base at Ensenada. Each of the eight nodes corresponds to a different location (headquarters, teocalli, barracks, gun range, obstacle course, mess hall, infirmary, and vehicle depot).

Hardware: Customized system with eight nodes. (Persona limit 30, Processor Limit 60)

Authentication:

- Node 1–2: Access ID
- Node 3–4: Standard Passkey
- Node 5–6: Nanotech Passkey
- Node 7–8: Alchemical Passkey

Privileges: Security

Attributes:

- Nodes 1–4: Firewall 7, Response 6, Signal 2, System 7
- Nodes 5–8: Firewall 8, Response 8, Signal 2, System 8

Spiders: 3 Matrix Support Specialists on duty at all times. Use stats for the Matrix Support Specialist on p. 69, *Unwired*.

IC: In each node: 2 Ixcunname 7 (loaded with Blackout w/ psychotropic option), 2 Renraku Oniwaban 7 (loaded with Black Hammer, Stealth), 2 Three Musketeers Suite 8 (patrolling, loaded with Attack x2, Rust)

Resident Programs: Analyze 8, Encrypt 8, Stealth 6

ARC: Launch IC

Topology: Nodes 1 through 4 allow soldiers in the camp to access their service information (leave requests, pay data, etc.), and they also handle the logistics of running the forward operating base (supply inventories, requests, maintenance logs, personnel files, etc.). Nodes 5 through 8 handle encrypted communications between this base, Tenochtitlán, and other military bases throughout Colombia and Venezuela. Node 7 is a decoy node. It is designed to mirror information in node 8, except all information in node 7 is bogus information. Node 8 handles active military operations throughout the region and is the node where general orders are stored.

GRUNTS AND MOVING TARGETS

Vampire Adepts (6) (Professional Rating 3)

B	A	R	S	C	I	L	W	M	Ess	Init	IP
6	7	6 (4)	5 (9)	5	4	3	5	10	9	13	2 (4)

Condition Monitor Boxes: 11

Armor (Ballistic/Impact): 12/10

Skills: Pistols 4, Athletics skill group 5, Automatics 3, Dodge 4, Perception 4, Stealth skill group 4, Throwing Weapons 3, Unarmed Combat (Subdual Combat) 4 (+2)

Qualities: Adept, Vampire (infected quality)

Initiate Grade: 4

Metamagics: Adept centering, flexible signature, masking, somatic control

Adept Powers: Astral Perception, Critical Strike (4), Elemental Strike (Electricity), Improved Reflexes (2), Killing Hands, Motion Sense, Mystic Armor (2), Pain Resistance (4), Smashing Blow

Powers: Enhanced Senses (Hearing, Smell, Thermographic Vision), Essence Drain, Immunity (Age, Pathogens, Toxins), Infection, Mist Form, Natural Weapon (Bite: DV 6P, AP 0, Reach –1), Regeneration

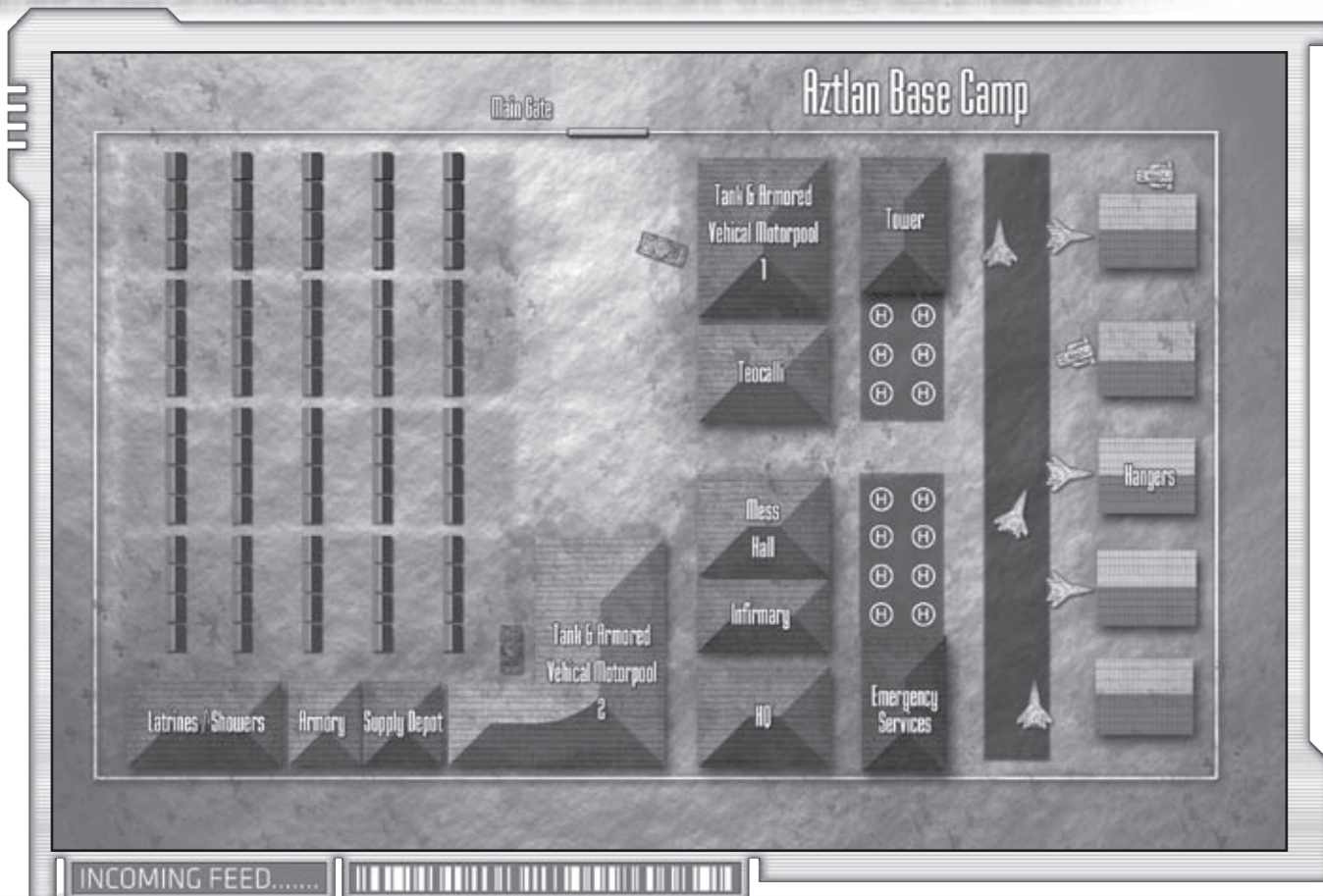
Gear: Full body armor (marked with Amazonian markings)

Weapons:

Ares Alpha [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC 2, 84 (c), w/ additional clip of regular ammo]

Unarmed Attack (using Critical Strike and killing hands) [Unarmed, DV 9P, AP —]

Notes: The adepts will use their Essence Drain power to tap into 4 points of recently drained essence to boost their Strength to a 7. They will also use Somatic Control to move 2 points from their Reaction to their Strength, maxing the attribute out at 9.



AFTERMATH

The runners return home in one piece. Their attitudes toward Horizon may have changed after seeing that it has a dark side that runs contrary to its established reputation. If the runners did not decrypt and examine the encrypted files that Agent 211983 gave them to plant in the military base's computers, they will be in for a horrifying surprise.

In the days and weeks after the runners completed their mission, the United Nations sent inspectors into Aztlan to inspect other POW camps, looking for additional abuse of prisoners (which they will find). In the course of their investigation, the UN inspectors discover at least four mass graves, each one containing more than a thousand bodies. A leak from the Icana Forward Operating Base reveals that high-ranking Aztlan and Aztechnology officers signed off on and sanctioned the mass executions for prisoners who were deemed "unworthy" of being offered in blood magic sacrifice, and the same officers sanctioned the creation of those mass graves. Seventy of the names of the thousands of prisoners that were identified in those mass graves are individuals the runners liberated from Medellin (and whose existence was not acknowledged by previous news reports). In addition, the names of those prisoners who had died in the Medellin camp, along with those that the runners recovered from the camp, are on those lists. According to Amazonia, the DNA matches that the UN inspectors have been making in the graves correspond to missing fighters who were believed to have been taken prisoner

by Aztlan. Other documents, recovered in various other Aztlan installations, imply that Aztlan used another couple of thousand Amazonian prisoners as blood sacrifices.

As a result of these findings, the UN, with the Corporate Court's blessing, places stringent embargos and sanctions on Aztlan. In wake of the warrants for war crimes, the prisoner abuse scandals, the friendly fire incidents, and the ambushes, the Amazonian forces rally and push the Aztlan forces back. They manage to break through Aztlan lines twice, reclaiming some of the territory that Aztlan had won earlier in the war. Although the war is not over by any means, it is clear that Amazonia has found a second wind in the fighting, and that it will be months, if not years, before a final victor can be determined.

AWARDING KARMA

At the end of any *Shadowrun* adventure, Karma is awarded to each player character for their part in the adventure. Just surviving deserves some Karma, and accomplishing specific goals earns more. Most player characters won't earn every point of Karma available, which is normal.

For awarding individual Karma, it is a good idea to keep notes on player character's performance during the adventure. Exceptional roleplaying, humor, or heroics deserve to be rewarded, so keep notes on those actions (or others) to ensure you have an accurate tally by the end of the adventure. On the same lines, don't be afraid to subtract Karma from characters who do particularly fool-hardy or out-of-character actions. Karma represents the universe's award for hard work and a job well done, and it can be lost just as easily as earned.



In *Colombian Subterfuge*, bonus Karma is also awarded for the genuine, local contact the player characters earn during the adventure.

Of course, you don't need to share this with your players. Allow them to play the adventure as presented, without informing them of what actions result in a Karma award or deduction. This will help keep them from second-guessing themselves (and you) as they go through the adventure.

Generally, Karma is awarded at the end of the adventure. Occasionally, some gamemasters like to award a point of Karma during the game to reward a particularly impressive feat, exceptional roleplaying, or even a particularly brilliant in-character joke.

Urgent Message

INDIVIDUAL KARMA

Situation	Award
Surviving	3
Good roleplaying	1-3
Guts/Bravery	1
Humor	1
Pushing the storyline along	1

Urgent Message

TEAM KARMA

Situation	Award
Avoids working with an Aztlan-loyal contact	1
Successfully extracts the Vicar General	2
Captures footage of abuses at POW camp	1
Recovers records from POW infirmary	1
Figures out that the wounded prisoners are not accounted for in news reports	1
Figures out that the information they obtained for Horizon has been manipulated	1
Honors the request of Amazonia guerilla cell to not use lethal force against Amazonian fighters	1
Uses second orbital strike to help Amazonian ground forces	1
Hacks the encrypted files to learn that the wounded soldiers from the POW camp were killed	1
Successfully hacks the Icana military base nodes without setting off an alarm	1
Successfully eliminates the double agents without being caught	1

BONUS KARMA

Bonus Karma—1 per each contact gained

Raul Javier	1
Esmeralda Mendez	1
Xavier Ortiz	1

AWARDING CONTACTS

Many of the contacts that are presented in *Colombian Subterfuge* are specific to the South American region. If the players and the gamemaster like the setting and wish to base their campaign in Bogotá, the contacts they have made can and should be used in that campaign. Although Raul Javier, Esmeralda Mendez, and Xavier Ortiz had competing interests in obtaining the Vicar General for their own organizations, they still may be willing to work with the runners in future missions. Dominic Martin (the Aztlan spy) and his network can be a recurring antagonist in a campaign. And the runners may have to carry out a run to make things right between them and the Olaya cartel if they had agreed to work with Yesenia Sanchez and the David cartel.

If the runners succeeded in their run and remain on good terms with Horizon, Peter Hunt may hire the runners again. Or he may make an offer to them to make them dedicated runners for Horizon. The runners may encounter Agent 211983 again should they cross paths again with the Dawkins Group. His designation, as well as his face, will change with the mission.

LEGWORK

As the runners go through the adventure, they'll have numerous opportunities for research. This section gives some results for legwork the runners may attempt. Research can involve the Matrix, checking with contacts, or any other method the player characters devise.

Note that some information is best presented to the players as handouts. These are found at the end of the book. You can provide them as handouts prior to starting the game or give the player characters the information only after they research the topic. Some information may be best presented during specific scenes.

CONTACTS

The shadowrunners, and by extension their regular contacts in Seattle, may not be familiar with Bogotá or the war between Amazonia and Aztlan that has consumed the Colombian capital. There are intricacies about the politics between the local groups in Bogotá and the relationships they have with both Aztlan and Amazonia that their runners' regular contacts, as outsiders, simply do not have access to. Apply a +2 Threshold modifier for any rolls that a regular contact makes in regards to information about the Bogotá region, or about the war between

Aztlan and Amazonia. The runners should avoid relying heavily on Agent 211983 for information. The Dawkins Group agent is busy managing the larger operation for Horizon out in the field, and there should be an unspoken understanding that the runners should be self-sufficient in obtaining information for their mission.

If the players are inquiring about information from a contact and the contact has the relevant Knowledge skill, roll Connection + Connection for the contact; the number of hits determines the levels of information the contact knows. Then roll Charisma + Etiquette + Loyalty to determine how many levels of information the contact reveals for free. Additional information requires some sort of payment, likely in either nuyen or favors, by the runners.

Alternatively, a contact may ask around on the player characters' behalf. To do this, roll the contact's Connection + Charisma. Treat this as an Extended Test with one-hour intervals. Add up the cumulative hits to determine how much knowledge the contact is able to obtain from his or her contacts.

Once you have determined the net hits a contact has achieved, look up the results on the Contacts table presented below.

SEARCHING THE MATRIX

Player characters may elect to search for information themselves by scouring the various data havens and informational dumpsites throughout the Matrix. In this case, have the player character perform a Data Search + Browse Extended Test with intervals of one minute. Extended tests are limited by the addition of a cumulative -1 dice modifier to each test after the first. For example, a character with Data Search 3 and Browse 3 would roll 6 dice for their first test, 5 in their second, 4 on their third, and would only be able to roll 6 tests total (p. 64, *SR4A*). After this, any data not uncovered is simply too obscure or well hidden in the Matrix for that hacker to find.

Not everything is available on the Matrix. Gamemasters may decide what data is reasonably available on the Matrix, what data is available inside secured nodes, and what data simply isn't available at all.

Mr. Johnson 211983 /Teiko Ikemoto/Peter Hunt

An enigma to the shadowrunners, Peter Hunt is a Senior Operations Manger in the Dawkins Group. He interacts in person with clients who require the services of the Dawkins Group, and he makes it practically impossible for any of the deniable assets (the shadowrunners) to be able to identify who he is, or to connect him to any particular black ops mission. He has had a long career as a spook and knows how to cover his tracks well.

Contact	Matrix Search	Results
0	0	Who the fuck is that?
1	1	Mr. Johnson is the proper lingo for the employer in the shadows. Other than that, I have no clue.
2	2	Teiko Ikemoto's image is a popular one used, and it's for personal icons by millions of teenagers around the globe who want to be Teiko. Though in this context it's definitely unusual,

3	—	and it makes tracking and identifying this Mr. Johnson almost impossible. From what you described, you were in an ultraviolet node. Even for Horizon, that's got to be pretty rare. Only a few divisions should have access to that type of technology on a regular basis.
5	—	The way Mr. Johnson shielded himself with the VR meet seems to point to one division: the Dawkins Group. Now those are scary fuckers, let me tell you.

Agent 211983

Agent 211983 is the field agent for Horizon who provides on-site support for their black-ops mission in Bogotá, and he also serves as a liaison between Mr. Johnson and the runners for this mission.

Contact	Matrix Search	Results
0	0	Is that some sort of commcode?
2	3	All facial recognition scans performed on his face have come up with no matches. Either that is not his original face, or he's been erased. Or both.
3	4	I've heard that the Dawkins Group assigns all agents, operatives, and the Mr. Johnson with a specific number that relates to a specific black ops mission. That may be the file number for the mission.
4	5	The numbers are used only once by the Dawkins Group and then they are changed following the mission. They are used to prevent any real identities from being associated with any particular black ops mission. Plausible deniability and all that.
5	6+	There could be an internal master list identifying who the Mr. Johnson was or the Agent that was assigned to the black ops mission, but good luck finding that file. You'll probably have more luck finding out the real identity of FastJack.

Raul Javier

Raul Javier is an ambitious member of the Olaya cartel who recognizes an opportunity for personal advancement when he sees the runners enter The Abyss.

Contact	Matrix Search	Results
0	0	Isn't he the famous Salvadoran opera singer?
1	1	Prior to the dissolution of the local government, Javier had an arrest record that spanned most of his life. His rap sheet includes assault with a



deadly weapon, drug possession with intent to sell, attempted murder, and murder charges.

- | | | |
|---|---|--|
| 2 | 2 | Javier was imprisoned by the local government until it collapsed. And then he found himself freed by the cartel once there was no one left to run the prison. He obviously has some clout in the cartel. |
| 3 | — | The Olaya cartel, and by extension, Raul Javier, have no love for Aztlan. If he provides you information on Aztlan activities, you can feel confident that information is on the up-and-up. |

Dominic Martin

Dominic Martin is the Aztlan spy, who keeps an eye on the local mercenary hangouts looking for intel on who is hiring the mercs and what their operations are. He provides enough support to anti-Aztlan groups to maintain his deep cover identity as a member of the Order of the Temple, a militant religious order of the Catholic Church. While supporting the anti-Aztlan groups, he feeds intel back to Aztlan on their activities.

Contact Matrix Search Results

- | | | |
|----|-----|---|
| 0 | 0 | Prior to the collapse of the infrastructure of Bogotá, there were commcodes listed on the Matrix for forty-five Dominic Martins. Which one would you like to know about? |
| 1 | 1 | The Dominic Martin that you are interested in has been around Bogotá since approximately 2066. From what I hear, he used to live in Spain. He's some sort of Catholic priest. |
| 2 | 3 | Dominic Martin has been active in so many social services. He has volunteered at street clinics, he has been at political rallies. He has helped groups like <i>Bogotá Libre!</i> recruit new members to assist in their fight against Aztlan. For a priest, he ain't bad. He's got a really good street rep. |
| 3 | 4 | Dominic Martin is often seen working with another popular Catholic Priest, Xavier Ortiz. Those two are good friends. |
| 4 | 5 | Dominic Martin is from the Order of the Temple, a very secretive and, according to some, fanatical order. Something about bringing about the Kingdom of God here on earth through the use of force. You know, the Knights Templar shit. |
| 9+ | 11+ | There is something odd about Dominic Martin's story. There are details about where he went to school |

with the church, and where he was stationed that don't seem to exist anywhere and can't be verified. Of course, that can just be because of how secretive his order is.

Esmeralda Mendez

A young, but influential member in the *Bogotá Libre!* political group, Esmeralda handles the hiring of mercenaries to carry out the group's missions. Many of those missions involve attacking both Aztlan and Amazonia as foreign occupiers of Colombia. But when it comes down to it, she is willing turn a blind eye to helping someone working for Amazonia if that means harming Aztlan in the process. Mendez has a street rep for being a good negotiator.

Contact Matrix Search Results

- | | | |
|---|---|---|
| 0 | 0 | Are you referring to that Aztlan simsense Star? I thought she died years ago from a Novacoke overdose. |
| 1 | 2 | There are several women who go by Esmeralda Mendez and who live in Bogotá. You'll have to provide me with more specific information. |
| 2 | 3 | Ah, that porcupine-like, glow-in-the-dark dwarf, that Mendez? She's a local who grew up on the streets of Bogotá. She's a respected member of <i>Bogotá Libre!</i> |
| 3 | 4 | From what I hear, she handles the hiring of mercs from The Abyss for <i>Bogotá Libre!</i> For a Ms. Johnson, she has a good street rep. |
| 4 | 5 | Although her group doesn't particularly like either Amazonia and Aztlan, given that they both are considered to be foreign occupiers of Colombia, Medez may be willing to help you in order to give Aztlan a bloody nose. |

Xavier Ortiz

A 72-year-old Catholic priest, Ortiz has been active in Bogotá since 2049, the time of Amazonia's and Aztlan's first war. He is a very popular figure with most local residents, although a few cynical critics believe his presence in Bogotá to be political in nature. They feel that he is in Bogotá to try and establish a new local government that would be complacent to the whims and the will of the Catholic Church. He has helped residents from the first war between Amazonia and Aztlan rebuild their homes and their places of work, helped establish street clinics, and taught at a local university. He has also been very active in opposing Aztlan. Ortiz has survived more than his share of assassination attempts over the years.

Contact Matrix Search Results

- | | | |
|---|---|---|
| 0 | 0 | Ortiz? Yeah, even I have heard of him. He's that old priest who has been here, like, forever! |
|---|---|---|

1	2	Although Ortiz is known for his social works, what has really made him a folk hero is his opposition to Aztlan. He helped unify the people to oppose Aztlan in its quest to acquire (read: conquer) additional sections of Bogotá shortly before the Capitol building got bombed by Aztlan. Even at his advanced age, he's still active with the resistance.
2	3	Ortiz has been around since 2049. Almost everyone knows his name, and most trust his reputation.
3	4	Ortiz is from the New Jesuits, a missionary (and militant) order from the Catholic Church, charged with spreading the religion and protecting the interests of the church. Some locals don't trust him because of his New Jesuit affiliation.
4	5	Aztlan fears the appeal he has with the local population. They're suspected of arranging at least three attempted assassinations of the priest. It's a miracle he isn't dead.

Yesenia Sanchez

Sanchez is a low-level drug pusher and forger for the David cartel. When the bombs were being dropped on Bogotá targeting the cartel's tempo fields, Sanchez's family was accidentally killed by an errant bomb. Sanchez often uses this fact to get people's sympathies in the first step of one of her many cons.

Contact	Matrix Search	Results
0	0	Never heard of her.
1	1	Low-level drug pusher and forger for the David cartel. Her family was killed during the bombings of the tempo fields a couple years ago.
2	3	Along with the drugs and the forged SINS, Yesenia Sanchez is known for her con games. Her reputation has been hurt by the con games she has played on patrons of The Abyss—those are people you shouldn't mess with.
3	5	Sanchez knows better to cross the David cartel, which is staunchly loyal to Aztlan. If she implies she will cross the cartel for revenge for the death of her family, chances are she's spouting a line as part of one of her cons.

The Vicar General

The Vicar General is the fifth-highest ranked official in the Aztlan state-run religion, the Path of the Sun. She is the administrator of the religion, selecting the individuals who will become priests as well as running the education system for the religion throughout Aztlan.

Contact	Matrix Search	Results
0	0	Vicar General? Sounds religious. Which religion?
1	2	The current Vicar General for the Aztlan religion is a woman named Celesta Vargas. She's a high priest in the religion and a nahualli (Aztec magician).
2	3	If it wasn't obvious, the Vicar General is a follower of the path of blood. Yes, that means she conjures blood spirits.
3	4	The Vicar General is responsible for selecting individuals to become priests in the Path of the Sun, and she also runs the education system for the religion throughout the nation. She would be in the position to know high-level secrets about the religion, secrets that a lot of people would pay good nuyen to learn

CAST OF SHADOWS

PETER HUNT

(Alias Mr. Johnson 211983, Alias Teiko Ikemoto)

Peter Hunt is the Dawkins Group representative who met with the Amazonian representative, Ms. Ruiz, and was the one who accepted Amazonia as a client to assist them in turning the tide of war to Amazonia's favor. He, along with his field representatives, is staging a massive operation in both Aztlan and Amazonia; the runners' mission is only one component of Hunt's work. Much of what Peter Hunt and Agent 211983 are up to will not be seen by the runners. They are helping supply the Amazonian fighters with weapons to make up for the lost weapons depot, they are helping the guerrilla fighters hunt down traitors, they are developing new encrypted and secure forms of communication to prevent Aztlan from learning of their operations, and they are helping position Aztlan forces into vulnerable situations, where they can be ambushed and defeated.

Hunt is an experienced spook. He spent twenty years working in the UCAS CIA, with the last five years focused on Aztlan. In those five years, Hunt helped the feathered serpent, Pobr , fortify his and his followers' positions in the Yucatan Peninsula to ensure that Aztlan could not easily take back the peninsula in the near future. In 2069, Hunt retired from government service and was hired by the Dawkins Group as a senior operations manager. Hunt has a nostalgic fascination with 20th century entertainers, which is why he chose Matchsticks as well as the icons that were provided to the runners for the meet. Hunt is a trim, fifty-three-year-old





Peter Hunt

human male with sandy brown hair and a full beard. He is very cordial, but firmly challenges someone if he believes they are feeding him a line of bullshit.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	3	5	3	6	6	5	5	6	6	11	1

Condition Monitor Boxes (P/S): 10/11

Skills: Con (Fast Talk) 6 (+2), Etiquette (Covert Intelligence Groups) 6 (+2), Intimidation 4, Leadership (Persuasion) 6 (+2), Negotiation (Sense Motive) 6 (+2), Perception (Hearing) 6 (+2)

Qualities: Analytical Mind, Erased, First Impression

AGENT 211983

Agent 211983 is a field operative for the elusive Dawkins Group, the black ops arm for Horizon. During this adventure, he never reveals his actual name to the shadowrunners. He is also in charge of the much larger operation that is taking place in both Aztlan and Amazonia. Agent 211983 always has at least a dozen AR screens up on his commlink at any given time. He micro-manages everything in the field for his supervisor, Peter Hunt, and he attempts to remain faithful to the timeframe that has been established for this operation. He provides logistical support for the runners throughout the mission. Any interactions the runners will have with him demonstrate his commitment to the mission, will also showing that the scope of the mission is taking its toll on him. He will become more anxious and impatient the further into the mission it becomes, as he fears that the mission will end in failure. Agent 211983 is a physical adept and a second-level initiate.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	4	5	3	6	5	5	4	6	6	6	10	1

Condition Monitor Boxes (Physical/Stun): 10/10

Armor (B/I): 7/2

Skills: Blades (Knives) 2 (+2), Computer 2, Data Search 2, Disguise 5, Dodge 3, First Aid 4, Forgery 6, Infiltration 4, Influence skill group 6, Intimidation (Interrogation) 5 (+2), Palming 4, Perception 5, Pilot Aircraft 4, Pilot Ground Craft 4, Pistols (Holdouts) 4 (+2), Running 3, Shadowrun 4, Survival (Jungle) 3 (+2), Tracking 3

Knowledge Skills: Aztlan Politics 4, Chess 4, Horizon Corporate Structure 4, Jungle Ecology 3, PR Techniques 5, English N, Japanese 2, Spanish 6

Qualities: Adept, Erased, First Impression, Perceptive

Initiate Grade: 2

Metamagics: Cognition, flexible signature

Adept Powers: Attribute Boost (Charisma) 2, Combat Sense, Enhanced Perception 2, Facial Sculpt 2, Improved Agility 1, Kinesics 3, Mystic Armor 1, Rapid Healing 3, Voice Control

Gear: Light military armor (12/10), Fairlight Caliban commlink w/cellular biometric lock]

Intelligence Dossier: Bogotá Region and the Aztlan Military protocols

Bogotá has been caught in the middle of a protracted international conflict between the two superpowers of Amazonia and Aztlan since 2049, when the two nations first sent their respective militaries into and absorbed Colombia and Venezuela. Their actions eventually left a large segment of disputed territory around the former capital of Colombia. From 2049 until 2072, the region existed in the state of a Cold War fear, prepared at any time for widespread hostilities to resume between the two occupying forces. Hostilities began to rise during the Year of the Comet, when both sides misinterpreted the SURGE phenomenon for an attack launched by the other side. There were more casualties between those two nations during the Year of the Comet than there had been since the two nations ceased hostilities in 2049.

Aztlan antagonized the fragile peace further when it learned of the Sangre Del Diablo trees, a rare, SURGE tree specimen. Due to the tree's carnivorous nature and hardened physiology, Aztlan decided it could be a natural barrier against ground incursions from Amazonia that could threaten its presence in Bogotá. Between 2062 and 2063, Aztlan covertly spread the seeds of the Sangre Del Diablo tree throughout the rainforest surrounding Bogotá. The trees, affected by the extraordinary growth of the Awakened rainforest, rapidly altered the ecosystem surrounding the Bogotá area and took over, killing off other native plants and fauna. Aztlan was reckless with the seeding of the Sangre Del Diablo trees, and today there are several sections of Bogotá that are uninhabitable due to dense infestations of the Sangre Del Diablo trees inside the city. The bark and sap of the Sangre Del Diablo trees are deep red in color, and the trees are highly resistant to fire and magic. In addition, the wood is a hardened material, resistant to most types of physical damage. The trees possess the power to influence individuals into approaching it; it then snags the victim within its branches and engulfs them in a corrosive sap. Due to the presence of the trees, foot travel through the forest around Bogotá is highly discouraged. Travelling in a ground vehicle is the safest way to approach Bogotá from the rainforest.

The threat of Aztlan making yet another alteration to the ecosystem and thereby altering the balance of power between the two nations unnerved Amazonia, and they were pushed over the edge by rumors of a secret weapon being worked on in the heart of the Aztechnology Business Complex. The rumor was false, but Amazonia did not learn that until after they launched an attack. Once that happened, the United Nations and the Corporate Court were powerless to stop Aztlan and Aztechnology from declaring war on Amazonia, which they acknowledged had a right to defend their interests from unprovoked attacks. The war has altered the landscape of groups and organizations operating in the area, and it is important to understand these groups in order to be able to recognize them as potential friends or foes.

A staunch supporter of Aztlan in the area is the David cartel. Working with anyone from this cartel is risky at best, as intel from that relationship can be passed onto Aztlan. The Olaya and Andres cartels with operations in the area are sworn enemies of the David cartel, Aztlan, and Aztechnology, particularly after Aztechnology bombed their tempo fields around Bogotá. Their assistance may be expensive, but they are reliable. The Catholic Church is active in Bogotá and is actively opposing the Aztlan regime out of its own religious and political agenda. The Catholic Church's agenda does not conflict with Horizon's objectives for this mission, so its members could be a reliable source of support and assistance. There are political groups, members of the Colombian Liberation Movement, that could provide reliable assistance to runners during their mission. Although they do not care for either Amazonia or Aztlan, given their prominent view that both nations are foreign occupiers, if runners let them know they are in the area to cause significant problems for Aztlan, they should win over their support.

Since the war began, there is an increasing toxic shaman and spirit presence in the area. A majority of these beings has been actively assisting Aztlan in defeating Amazonia so that they can spoil and taint the rainforest that Amazonian forces have so staunchly protected. These toxic shamans should be handled with extreme prejudice. In addition to the presence of the toxics, there has been a sizable increase in the number of shadow spirits around the Bogotá region. Over the past two years, attacks involving shadow spirits (particularly shades and wraiths) are up by thirty-five percent. Horizon agents are currently investigating

this phenomenon. Should runners dispatched to Bogotá encounter a shadow or wraith spirit, they should treat them with extreme prejudice. If any such spirits are captured, Horizon will pay reasonable compensation.

While in Bogotá, operatives should avoid the Aztechnology Business Complex. There is a high probability that assigned missions will not directly involve the complex, and it has two major Aztlan military complexes. The first, which is used by Aztlan ground troops, is based in the teocalli of Tezcatlipoca. Intelligence reports indicate there are close to five thousand troops stationed in the teocalli at any given time. The second military installation, the El Dorado airport, has air assets stationed at the base, including fighter jets, aerial drones, attack helicopters, and LAVs.

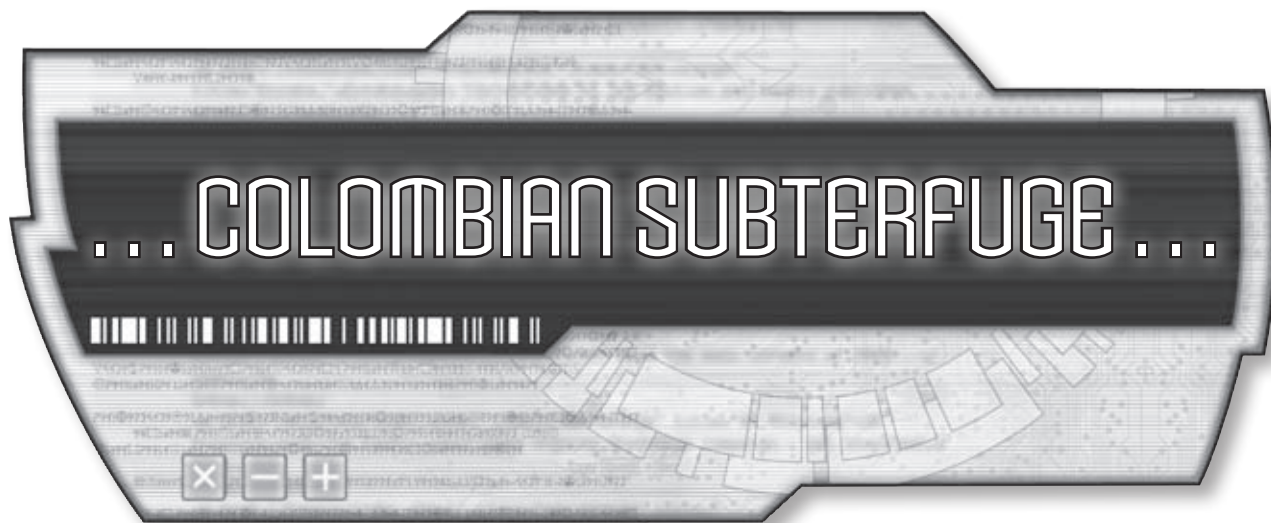
If operatives decide to adopt a disguise of Aztlan military personnel, they first must be issued etcher nanites. Aztlan uses etcher nanites to produce unique metallic patterns on their soldiers' humerus bones. These markings confirm that they are in fact Aztlan soldiers and also identify their specific duty station. Etcher nanites will not be made available to runners until they receive specific instructions to infiltrate a military installation. Obtaining etcher nanites on the black market or from unreliable contacts in the region is a risk, as the nanites may be ineffective and/or harmful. There are two types of etcher nanites: the kind that leave permanent markings in the bone and the kind that leave temporary markings. All etcher nanites used by Horizon leave temporary markings that fade over time. If permanent etcher nanites are used, the only way to remove the resulting markings is through time-consuming and painful surgery. The mission-specific gear provided to assets in Bogotá includes weapons and armor are sanctioned for Aztlan military personnel to use. Operatives should only carry these weapons when they are infiltrating a military compound.

There is a chance that runners' cover identities might be challenged. They may be asked where they received their basic training and who their instructor was. Responses should be as follows: Eight-week basic training was given in Ensenada under the supervision of Drill Sergeant Miguel Ortega. After that, operatives were transferred to San Antonio for an additional four-week advanced combat training regiment under the instruction of Drill Sergeant Santiago Carlos. Both of these individuals are Horizon infiltrators inside the Aztlan military and will be able to back up operatives' cover IDs should any Aztlan soldiers attempt to contact them for verification purposes.

Urgent Message

MISSION-SPECIFIC GEAR PROVIDED BY HORIZON

- 2 doses of nanopaste disguise (per runner)
- 1 Ares Thunderstruck Gauss Rifle assault cannon w/ 10 rounds and a power cell
- 1 state of the art commlink w/ Rating 6 hacking programs (for each Matrix-orientated runner)
- 2 codes for Orbital Strikes from a Loki Orbital Deployment System (expires within seven days)
- 1 Aztlan-sanctioned Heckler and Koch G12A3z (per runner)
- 1 Aztlan-sanctioned Savalette Guardian (per runner)
- 1 Aztlan-issued survival knife (per runner)
- 1 Aztlan uniform (fitted to each runner)
- 1 Rating 5 fake Aztlan Military SIN (per runner)
- 1 set of Aztlan light military grade armor w/ helmet (14/12, fitted to each runner)
- Intelligence Dossier on the Bogotá region and the Aztlan military (player handout)
- 1 camouflage net
- 1 week's worth of rations per runner
- 5 water purification tablets per runner
- 200 rounds of regular ammo



Geneva ...

"Before this body of the United Nations votes on the resolution before us," began the Secretary General, "let us hear from the Corporate Court delegate. What is the Court's opinion on this resolution?"

The gentlemen recognized as the Corporate Court delegate stepped up to the podium. "Mr. Secretary General, the Corporate Court has reviewed the language of the UN resolution. And barring the very vocal objections of one or two of its corporate justices, the main body of the Court has no objections to the language of the resolution, nor to the economic sanctions and embargos that it seeks to impose on Aztlan. The Corporate Court and its members will abide by those restrictions. What Aztlan has done fits any known definition of a war crime, and punishment for their actions is appropriate."

"Mr. Secretary General, I adamantly object to the Delegate's characterization of the recent events," shouted the Aztlan representative. "Aztlan has staunchly denied these actions and has pledged itself to a full investigation of the incidents. Given time, we will be able to prove our innocence."

The Secretary General pointed sternly with his gavel. "Ambassador, you are out of order." He motioned for the Corporate Court delegate to continue.

"In conjunction with the United Nations investigation and upcoming trials for war crimes and crimes against metahumanity, the Corporate Court is taking similar actions to address the role that Aztechnology played in these heinous crimes. When our investigations are over, we will take steps as our members deem appropriate."

"That sounds fine. And thank you and the Corporate Court for its input on this resolution. With that, I would like to call for a voice vote from the members of the Security Council, both permanent and non-permanent. This resolution will be considered vetoed if one of the permanent members votes to veto the measure, or if a majority of the entire Security Council votes against it. We will begin with Amazonia."

"Amazonia votes in favor of the resolution."

"France votes in favor of the resolution."

"The Imperial State of Japan votes in favor of the resolution."

"The United Canadian American States votes in favor of the resolution."

"The United Kingdom votes in favor of the resolution."

The Secretary General nodded. "And now for the non-permanent members, beginning with Azania."

"Azania votes in favor of the resolution."

"Aztlan votes against the resolution."

"The Athabaskan Council chooses to abstain from this vote."

"The Baule Nation votes in favor of the resolution."

"The Czech Republic votes in favor of the resolution."

"Israel votes in favor of the resolution."

"Malaysia votes in favor of the resolution."

"New Zealand votes in favor of the resolution."

"The Scandinavian Union votes in favor of the resolution."

"Tir Tairngire chooses to abstain from this vote."

"All five permanent members of the Security Council have voted in favor of establishing sanctions on Aztlan. Out of the non-permanent members, seven nations voted in favor of the resolution, one nation voted against the resolution, and two nations abstained. The official vote of the Security Council is twelve in favor, one against, and two abstained. Motion carries. The resolution is passed."



Aztechnology Business Complex

Teocalli Quetzalcoatl

Medicarro

Genetique

Teocalli Tezcatlipoca

Aztlán Military Compound

Stuffer Shack

El Hotel del Eldorado

Aeropuerto El Dorado

Juan Itzcapotzalco
Research Facility

Dassault

Stuffer Shack

Optical Dreams

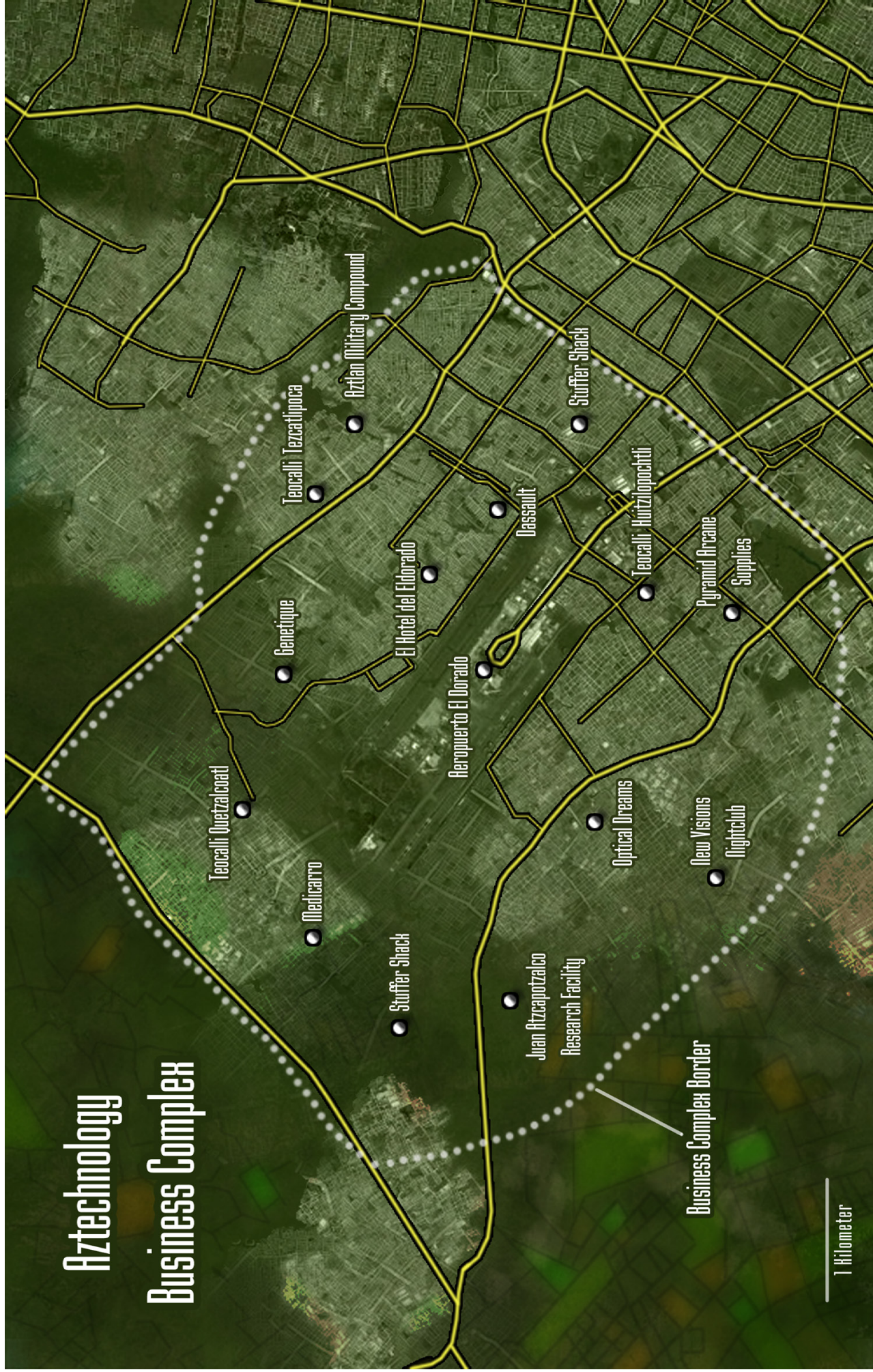
Teocalli Huitzilopochtli

New Visions
Nightclub

Pyramid Arcane
Supplies

Business Complex Border

1 Kilometer



Penthouse



POW Camp



Smart minefield surrounds the perimeter for the POW camp.

Aztlan Base Camp

Main Gate

