



SHADOWRUN



SHADOWS IN FOCUS : SIOUX NATION

COUNTING COUP

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CATALYST
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JACKPOINT

CONNECTING TO JACKPOINT VPN...
...IDENTITY SPOOFED
...ENCRYPTION KEYS GENERATED
...CONNECTED TO ONION ROUTERS

>>>LOGIN: XXXXXXXXXXXXXXXXX
>>>ENTER PASSCODE: XXXXXXXXXXXXXXXXX
...BIOMETRIC SCAN CONFIRMED
YOU'RE IN. USE IT WELL.

“EVERY TRAIL HAS ITS END, AND EVERY CALAMITY BRINGS ITS LESSON!” -JAMES FENIMORE COOPER

JACKPOINT STATS

Interaction rate: +19%
Posts per hour: +12%
Today's content quality
(signal:noise): 5:3

LATEST NEWS

◦ <101277> Working on an awesome tool that will let you visualize mana flows in an area like you can visualize Matrix traffic. It'll be so cool. If it works. -Slamm-0!

PERSONAL ALERTS

◦ You have 2 new private messages.
◦ Your internal Q score is 47 (up 4 points)
◦ You have 5 new responses to your JackPoint posts.
◦ You have 3 new friend requests; 2 friends have dropped you.
◦ **PDA:** Ms. Mulligan has requested another late evening appointment, do you wish to respond?
There are 4 members online and in your area.
Your current rep score: 128 (53% Positive)

THE INNER CIRCLE

You are visible to your closest 4 levels of contacts.
Your Eyes Only posts have been viewed 12 times
Current Time: 12 Oct 2077, 0512 hrs

WELCOME BACK TO JACKPOINT, CHUMMER:

Your last connection was severed: 14 hours, 13 minutes, 12 seconds ago

TODAY'S HEADS UP

◦ The strongest allies are sometimes the other guy. - Glitch

INCOMING

◦ Enjoy the city by the Bay. [[Tag: San Francisco](#)]
◦ The best wear chrome. The very best make sure it is always polished. [[Tag: Chrome Flesh](#)]
◦ The neo-anarchists aren't the only ones who gather in tribes. [[Tag: VirtualTribes](#)]
◦ Survival just means another story must begin. [[Tag: The Seattle Gambit](#)]

TOP NEWS ITEMS

◦ Nuclear arms reduction talks between Russia and France stalled yesterday after Russian negotiators demanded Saeder-Krupp devices be counted as part of the French arsenal. [[Link](#)]
◦ As gruesome murders continue to plague White Center, Knight Errant has refused requests for a town meeting on the subject. [[Link](#)]
◦ The Phillipines have provided evidence of Renraku storing nanite-based Weapons of Mass Destruction at a facility in Manilla as justification for the government's raid, possession of the devices violates agreements between the corporation and island nation. [[Link](#)]



Mika's commlink chirped and his eyes snapped open. Instantly he was ready to kill. Five days in a cramped RV nursing a compound leg fracture with barely enough meds would sour anyone's disposition; especially when he'd finally drifted off into actual sleep.

"If this isn't a street doc, someone's going to die," he said to himself as he snatched up the 'link. His weariness quickly evaporated when he saw the commcode. He hit 'accept,' then simply asked "What happened?" without any preamble.

A light, feminine voice replied. "Charlie's in trouble. He was brought before a military tribunal two days ago on trumped-up charges of murder, espionage, and treason. They found him guilty an hour ago. Sentence is death by firing squad."

Mika closed his eyes and balled his fist. "When?" Mika asked.

"Ten days from now. The military brass wants this swept under the rug ASAP. No one wants this to get out; it would be a major scandal to say the least, plus there'd be blowback from the Tribal Council."

Mika banged his fist on the RV's wall in frustration. "And here I am with a busted leg."

"I know"

"Is there anything you can do to help?"

"Working my sources as we speak, but manpower is in short supply after the Nature's Bounty fiasco. We're going to need outside help. I need you on that."

Mika grimly nodded. "I understand. Do you have anything for me to work with? I'm not exactly rolling in the nuyen right now."

"Check the usual spot. There'll be a data-packet with what little I know regarding Charlie's situation and an access code to a Carib League account, and I've taken the liberty of contacting the Old Man. He'll be expecting your people."

Mika grimaced. "Are you sure about that? We don't have time for his ..."

"Exactly, we don't have time. Despite his eccentricities, he's the only one who can get a team in position. And he's got as much stake in this as we do, more so actually. Look, something big is happening. I don't know what, but a lot of people are dead, and they're framing Charlie for it."

"He never did know when to quit."

"Yeah, someone needs to rescue him for a change. Look, I have to go. Good luck, Mika."

Mika let out a breath as he stared at the link's display. *Motherfucking dammit, Charlie! What the hell did you do to get yourself convicted of TREASON?* he thought to himself as he accessed a private Matrix node.





INTRODUCTION

Counting Coup is the second adventure for the *Shadows in Focus: Sioux Nation* series of e-books for *Shadowrun, Fifth Edition*. In it, the players will operate in the Sioux Nation, a country whose origins followed in the wake of the Awakening. Players will need all of their skills, knowledge, and cunning to successfully operate in a nation famous for its militancy, paranoia, and distrust of anyone who is not Native American.

Counting Coup is meant to be a mid/high-level adventure, but can be modified for all skill levels. The adventure centers on Captain Charles “Charlie” Iron-Hawk, a member of the Sioux Wildcats who’s been framed and sentenced to be executed. Unable to help save his half-brother because of an injury, Mika hires a group of shadowrunners for the job.

Players, stop reading now. The rest of *Counting Coup* is for gamemasters only. It lays out the plots, characters, and secrets the gamemaster will use during the adventure. Reading beyond this point could spoil the experience.

PREPARING THE ADVENTURE

Counting Coup uses the *Shadowrun, Fifth Edition* rulebook, additional core game supplements, e-book supplements, and the *Shadows in Focus: Sioux Nation* e-books (at the gamemaster’s discretion).

This adventure takes the shadowrunners from their current location to the Seattle Sprawl where they’ll meet with Mika to discuss the run. If the players accept his offer, he informs them of their objective: to extract Captain Iron-Hawk before his execution.

Some information about the Sioux Nation is included in this book, but for more background/historical information, refer to the other *Shadows in Focus: Sioux Nation* books, the *Sixth World Almanac*, or the *Shadowrun Second Edition* book *Shadows of North America*.

ADVENTURE STRUCTURE

In *Counting Coup*, Mr. Johnson (a.k.a. Mika) needs the runners to extract his half-brother before he’s executed. But like any run, there are complications.

The gamemaster has the freedom to run this adventure as written, or modify it to suit their group. Additional objectives may also be added to expand this adventure into a full campaign.

MAIN SECTIONS

This book is organized into sections to assist gamemasters when running the adventure:

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

ADVENTURE SCENES

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

- **Scan This:** A brief summary of the events in the scene.
- **Tell It To Them Straight:** A text selection that’s read directly to the players or paraphrased when the players reach specific points in the scene.
- **Hooks:** Descriptions of ways that players might be encouraged to play a scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions for the scene.
- **Subplots:** Secondary adventures (or red herrings) that offer avenues for gamemasters to make the adventure less linear for players.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or powerful characters.
- **Debugging:** Suggestions for getting the adventure back on track if the players’ 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.

NON PLAYER CHARACTERS

Non-player characters (NPCs) are vital to any adventure. They are the allies, enemies, and contacts with whom the players will interact during the adventures. Important NPCs have stats in the *Grunts and Moving Targets* section of each scene, while major NPCs are listed in the *Cast of Shadows* section.



GAMEMASTERING THE ADVENTURE: TIPS AND TACTICS

TIP ONE: READ THE ADVENTURE

Being familiar with the entire story lets you see how each part leads to the next. Knowing what's coming down the line helps you adapt when the players inevitably come up with something not in the adventure.

TIP TWO: ASSESS THE ADVENTURE

Rarely does an adventure unfold exactly as written. Assessing the adventure lets you customize the adventure to fit the specific group and make it more enjoyable or fit your own gamemastering style.

TIP THREE: KNOW THE PLAYER CHARACTERS

A gamemaster should have complete information on each of the player characters prior to running the adventure, so you can assess their individual and group skills, contacts, and abilities. This will help ensure that all players can contribute in some way or avoid any problems because of the lack of a necessary skill.

TIP FOUR: TAKE NOTES

Written notes keep things organized. They remind you when to distribute a handout or of details you should emphasize to make adventure run efficiently and is useful in awarding Karma and handling contacts at the conclusion of the adventure. Also, in subsequent adventures, the choices players make in one game could affect them in the next adventure.

TIP FIVE: DON'T LET THE DICE RUN THE GAME

Dice rolls are used to help resolve a situation or scene during an adventure. But sometimes, a single dice roll, either by the player or by the gamemaster, can end an adventure. A gamemaster has the power and authority to tweak the rolls to keep the story/adventure going if the players have some bad luck. While it's an accepted rule of thumb to never use a fudged roll to purposely harm a player or keep the adventure going, a gamemaster is within their rights to enforce any dice roll during a game or adventure if they feel that the roll is a proper outcome.

TIP SIX: DON'T PANIC!

At some point, a gamemaster will make a mistake; everyone does. They may forget a rule, misread something in the adventure, forget an important clue, or let the players go a bit off track. It happens. The best thing a gamemaster can do in this situation is rectify the situation as much as they can and move on.

TIP SEVEN: HAVE FUN!

A game should not feel like work, period. If you're not having fun, why do it at all? This is equally true for both players and gamemasters.

BACKGROUND

Within the NAN, few groups are as respected as the Truth Dancers. A counter-intelligence unit, they're known for their ruthless efficiency and use of magic to eliminate perceived threats. Originally tasked with counter-intelligence, they expanded their mandate and became more proactive. And because of their success, the NAN leadership turns a blind eye. Dancer units are often given carte blanche authority and are considered beyond reproach.

It was only a matter of time before some went bad.

One such team is known as Unit 419. Listed as a threat-analysis unit, in reality they're some of the Sioux's best black operators. They've broken up several enemy cells in the NAN and eliminated several shadowrunner teams as well.

Their allegiance to the NAN changed in March of 2071 when Unit 419 learned that a group of shadowrunners had infiltrated the Sioux Nation. Unit 419 intercepted the runners at a "forgotten" USAF nuclear material depot in the northern part of the nation. But Unit 419 also encountered a free toxic fire spirit who called itself *Ashe*.

The details of what happened next are unclear, but four of the original six members of 419 walked out as followers of *Ashe*. They spent the next few years conducting rogue operations to manipulate various assets within the Sioux military and intelligence communities to help *Ashe* assemble the people and materials necessary for their ultimate goal: to detonate a dirty bomb supercharged by a magical rite in order to turn most of western North America into a toxic haven.

No one suspected 419 of treachery. But Captain Charles Iron-Hawk of the Sioux Wildcats stumbled on information that hinted at 419's operations. Originally searching for information on the death of his father, Captain Iron-Hawk noticed odd orders and logistics movements. Initially dismissing this as normal military/political business, he then noticed correlations between disappearances and movement of military and intelligence community members and key civilian contractors. It pointed to a massive conspiracy.

Then, Iron-Hawk became 419's latest target.

To remove Iron-Hawk, they arranged for his team to be ambushed during a phony deep-penetration mission in CAS territory. However, things didn't go as planned and Iron-Hawk's team routed their merc ambushers. Learning of the set-up from the captured mercenary CO, Iron-Hawk decided to reveal what evidence he had. But instead, allies of Unit 419 assassinated Iron-Hawk's team by bombing their helicopter after Iron-Hawk disembarked. Planted "evidence" implicated Iron-Hawk of the assassination as well as other charges. Iron-Hawk was quickly convicted of murder, espionage, and treason, while his guilt was "verified" by mind probes conducted by members of Unit 419 and submitted as evidence.

Now Charles Iron-Hawk is sentenced to die.



PLOT SYNOPSIS

Captain Iron-Hawk is scheduled for execution in ten days, unless his half-brother Mika can save him.

Unfortunately, Mika can't help directly. After a botched run where he broke his leg, Mika is hiding out in a chummer's RV and trying to stay a few steps (or kilometers) ahead of a group of rival runners. When he hears about Charlie's predicament through a trusted contact, he takes the role of Mr. Johnson and hires the players to extract his half-brother.

If the players agree to the job, Mika sends them to see Laughs-Too-Much, an expert coyote working the Sioux border near Butte. At the coyote's place, the players will have to "prove their medicine" by passing a series of tests, which includes smoking a special "medicine pipe" with him. This has some interesting consequences, and when the players wake up, they find themselves on the other side of the Sioux border—sans gear.

After retrieving their gear, they encounter a girl named Lightfoot who takes them to the Butte Below section of Butte. According to Lightfoot, the best opportunity to extract Iron-Hawk is to grab him while he's en route to the White Buffalo Military Proving Grounds.

To free Iron-Hawk, the players will first have to liberate some paydata regarding the detail. The players will also have to defeat a group of Sioux MPs and get to a predetermined extraction point. But once they arrive, they find that their ride has met with an untimely demise.

Iron-Hawk then offers the players a counter-proposal. If they help him complete his last mission, he'll get them out of the Sioux Nation. If the players agree, Iron-Hawk takes them to an emergency safehouse to re-arm and re-supply. From there, they'll travel to an abandoned USAF black site where a member of Unit 419 is making ready to destroy the place. After a battle, the players learn that the facility was a secret nuclear material storage facility dating back to just after the Ghost Dance War.

They also learn of 419's endgame: to use ritual magic to enhance and then detonate some dirty-bomb nukes, turning the Sioux Nation and a good chunk of North America into a nuclear haven for a toxic spirit.

Iron-Hawk and the players then travel to the ritual site to battle Unit 419 and their toxic master. If successful, Iron-Hawk arranges safe passage across the border for the players, with the Sioux Nation's grudging respect and a few new toys.

SCENE ONE: GOING NOWHERE FAST

SCAN THIS

Life's been hard to Mika. First, his last run went sideways and most of his team was killed, except his rigger, "Hot" Rodney Hicks. Second, his leg was broken, and he can't get to a decent street-doc because a rival runner team has been dogging him for days. Third, this whole brother-execution thing gets dumped in his lap. Unable to help directly, Mika reaches out to hire runners.

Mika arranges to meet with them at a greasy spoon located off I-90 just outside of Spokane in Salish territory. Instead of meeting in the truck stop, Rodney's modified Ares Roadmaster RV pulls up, picks up the players, and then takes off. Mika gets right to the point and makes his offer.

After, or maybe during, negotiations, the rival shadow team catches up with the RV and start a firefight. The players can either bail or fight. If the runners take the job, Mika gives them a ride back to their vehicles and directions to someone to get them across the Sioux border.

TELL IT TO THEM STRAIGHT

Oh good Ghost, who knew a long, hot shower could feel so fragging *good*! You stand there motionless, letting the near scalding-hot water cascade over you; the welcome heat works loose the various knotted and strained muscles. After ten more minutes, you're finally un-sore enough to lather up. You reach for some body wash, and the water goes from lava hot to iceberg cold, then cuts out altogether. You also hear a pop and hissing sound coming from the hot water tank/pump in the closet as water leaks into the carpet. You're gonna have to replace that.

Your commlink goes off and you almost throw it into the wall, but common sense takes over. Seeing it's your fixer's number, you hit accept.

"Well hoi there! Hope I didn't catch you at a bad time, but I got something that has your name written all over it. Johnson needs primo talent for a hot extract in get this, the Sioux Nation. Now, before you ask the usual stupid questions, let me tell you this; Johnson isn't some corp-stooge or government scum. No, he's one of us; someone who works the biz. He needs some help ASAP and is being generous with the cred. So, if you're interested, be at the Red Sunset truck stop just off I-90 in Salish territory in exactly ... three hours, ten minutes, and forty seconds. Wait in north side parking lot and don't be late! I was told that timing will be critical on this, whatever that means.

IF THE PLAYER AGREES:

"Great! But before you go, you may want to put something appropriate on, or at least *something*," he says with a chuckle as he disconnects the link. At least you didn't have shampoo in your hair.



ONCE THE PLAYERS REACH THE RED SUNSET:

The Red Sunset isn't bad. The lot is well maintained, fuel prices are reasonable, and the smell coming from the diner makes it seem like they're serving something other than grease. Trucks and travelers come and go as you, per instructions, wait in the north parking lot. At *exactly* the designated time, a battered and bullet-riddled, modified Ares Roadmaster roars into the Sunset's parking lot. With more maneuverability than a vehicle its size should have, it whips around and stops in front of you.

The driver, a human sporting a bright red soul-patch goatee and shaved head, opens a window and yells "If you're here for the job, get in and hold on!" As soon as you comply, it launches forward, leaving skid-marks. Sitting behind the driver's seat, across from a small folding table is a fit Amerindian male with an emergency cast on his right leg. His normal dark skin is somewhat pale, and he's sweating profusely, gritting his teeth every time the RV makes any sudden movement.

"Howdy there, name's Mika, and I'll be your Johnson for this evening. Now, before we get into any particulars, I have to ask: does anyone here have a problem with pissing off the Sioux Military?"

HOOKS

If the players are wondering what in the frag is going on, that's good! The idea is to install a sense of urgency, danger, and keep them off balance. It should feel like the players are in the middle of a chase, because they are. Play up the danger and Mika's need for help.

BEHIND THE SCENES

Two days ago, Mika and his team were hired for a B and E job. Everything was smooth until another runner team tried to steal what Mika rightfully stole in the first place.

Because Mika's team wasn't prepared for a full-on firefight, three out of the five-person team were eliminated, but they took a few with them. Mika escaped with their objective—a small necklace hidden in his pocket—to Rodney's van, but not before jumping off a roof and breaking his leg. Rodney and Mika are now driving hard to make it to Seattle and trying to contact their Mr. Johnson, who's been suspiciously unreachable.

But none of that's the player's concern—at least not yet.

As soon as the players enter the RV, Rodney guns it. The gamemaster can have the players make a straight Agility or Agility + Gymnastics [Physical] (3) Test to avoid falling on their asses or face. Back on the road, Mika begins his pitch.

In nine days, a Sioux Military Police convoy will be transporting a single prisoner, Captain Charles Iron-Hawk, to his execution. The player's mission is to intercept that convoy, free Iron-Hawk, and rendezvous with Rodney for an extraction. Unfortunately, that's all Mika knows at the

moment. But he has a contact that can get them across the border and another on the Sioux-side working on up-to-date intel.

The initial offer is 20K per player, but an opposed Negotiation + Charisma [Mental] Test can add an additional one thousand per net hit, maximum five.

At some point (ideally, the most dramatic/inappropriate time), Rodney yells out "BRACE, BRACE, BRACE!!!" as a rocket almost hits the RV. Outside, an aerial drone is banking away. Rodney deploys an LMG and easily splashes the drone, then announces the gun is empty and hostiles are coming up fast. Said hostiles are a pair of off-road bikes and a truck with three individuals in the back: a mage, a street sam, and an ork packing a minigun.

During the fight, Rodney tries to avoid being run off the road. Mika will be useless because of his leg. *Everyone* in the RV is a target.

The rivals' tactics are simple: Two bikers harass the RV with SMG fire, while the truck gets in close to employ the mini-gun. The rival mage and street samurai will use their magic/weapons against targets of opportunity. The rivals will press their attack while they have the advantage. If they lose half of their group, the rivals disengage and attempt to flee.

PUSHING THE ENVELOPE

The envelope can remain unpushed, unless the players are feeling particular bloodthirsty and go after the rivals. If the players catch any of them, all they'll get are variations of "Mr. Johnson hired us to take them out and get their package," "Yeah, this got personal when our teammates got hosed," and the runner-who-fragged-up-good's favorite phrase: "Please don't kill us, it was just biz."

For those who want to start the adventure off with a bang (or boom, or crunch), feel free to increase the number of outriders and or increase the combat skills of the rival runners by one or two points.

The gamemaster can enforce travel laws/tolls if they want. While the Salish government has declared I-90 neutral for business travel, local tribes often charge their own tolls. Most companies see this as cost of doing business and pay up. A standard toll payment once the players leave Seattle is fifty nuyen, but an additional "travelers fee" of a hundred to two hundred nuyen will usually keep the authorities off traveler's backs, unless they have really bad IDs or draw attention to themselves. Use the Sioux Border Patrol officer stats in Scene Two if needed.

DEBUGGING

In combat, there's always a chance players can get seriously hurt, if not dead, which can make the subsequent parts of the adventure a struggle. As such, it's recommended that the gamemaster not make the opposition too overpowered and keep the action intense but brief.





PLACES OF INTEREST

RED SUNSET TRUCK STOP

Located twenty kilometers outside of Seattle along I-90, the Red Sunset is a typical truck stop. The large square building has fueling stations to accommodate all types of vehicles. Inside the main building, travelers can avail themselves of the Red Sunset's facilities which include: showers, restrooms, a Stuffer Shack-like carry-out shop, and a small greasy-spoon café called Sallie's.

GRUNTS AND MOVING TARGETS

RIVAL SHADOWRUNNER TEAM

ORK MERCENARY, "DAVY"

B	A	R	S	W	L	I	C	ESS	EDG
6	4 (5)	5 (7)	5 (6)	3	3	2	3	4.4	3
Condition Monitor	11/10								
Armor	14								
Limits	Physical 7(9), Mental 4, Social 5								
Physical Initiative	9(11) + 1D6								
Skills	Blades 4, Firearms skill group 5, Gymnastics 4, Heavy Weapons 5, Perception 5, Unarmed Combat 5								
Augmentations	Muscle replacement 1, reaction enhancers 2								
Gear	Erika Elite commlink, headphones, helmet [+2], monocle [Rating 1 w/ smartlink] quick-draw holster, subvocal microphone, Wild Hunt armor [Rating 12]								
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 15(c), w/ 60 rounds regular ammo, 3 spare clips] GE Vindicator Mini-gun [LMG, Acc 4 (6), DV 9P, AP -4, RC 2, 200 (belt), w/ gyro-mount, 200 rounds regular ammo, smartgun system (external)]								

HUMAN STREET SAMURAI, "BINK"

B	A	R	S	W	L	I	C	ESS	EDG
4	5	6 (8)	4	3	3	2	2	1.9	3
Condition Monitor	10/10								
Armor	13								
Limits	Physical 6(7), Mental 4, Social 3								
Physical Initiative	8(10) + 3D6								
Skills	Firearms skill group 5, Gymnastics 4, Perception 3, Throwing Weapons 4, Unarmed Combat 5								
Augmentations	Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, vision magnification], dermal plating 1, spurs, wired reflexes 2								
Gear	Armor jacket [12], concealed quick-draw holster, earbuds								
Weapons	AK-97 [Assault Rifle, Acc 5 (7), DV 10P, AP -22, SA/BF/FA, RC (1), 38 (c), w/ foregrip, 120 rounds of regular ammo, smartgun system (external), 3x spare clips] Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 60 rounds regular ammo, 3 spare clips] Spurs [Blades, Acc 7, DV 7P, AP -2]								

ELF MAGE "NIKKI ZERO"

B	A	R	S	W	L	I	C	ESS	EDG	M
3	4	4	3	5	3	3	4	6	3	5
Condition Monitor	10/11									
Armor	12									
Limits	Physical 5, Mental 5, Social 7									
Physical Initiative	7 + 1D6									
Astral Initiative	7 + 3D6									
Skills	Assensing 4, Astral Combat 4, Conjuring skill group 4, Gymnastics 3, Perception 3, Pistols 4, Sorcery skill group 6									
Spells	Agony, Confusion, Flamethrower, Heal, Increase Reflexes, Physical Barrier, Stunball, Stunbolt									
Gear	Armor jacket [12], Renraku Sensei commlink, smartglasses (Rating 1, w/ 3 services)									
Bound Spirits	Spirit of air [Force 5, w/ 3 services]									
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips regular ammo]									

DWARF RIGGER, "TOM"

B	A	R	S	W	L	I	C	ESS	EDG
5	4	5 (6)	4	3	4	2	2	3.6	4
Condition Monitor	11/10								
Armor	9								
Limits	Physical 6 (7), Mental 5, Social 4								
Physical Initiative	7 (8) + 1D6								
Matrix Initiative	7+4D6								
Skills	Automatics 3, Electronic warfare 4, Gunnery 5, Gymnastics 2, Perception 4, Pilot Ground Craft 6, Pistols 3								
Augmentations	Control rig [Rating 2], datajack, reaction enhancers 2								
Gear	Armor vest [9], Hermes Ikon commlink, concealed quick-draw holster, earbuds								
Vehicles	Custom Toyota Gopher [Handl 5/5, Speed 2, Accel 2, Body 14, Armor 12, Pilot 1, Sensor 2, Seating (cab) 3, w/ rigger interface, weapon mount] AK-97 [Assault Rifle, Acc 5 (7), DV 10P, AP -2, SA/BF/FA, RC (1), 38 (belt), w/ foregrip, 250 rounds of regular ammo, smartgun system (external)]								
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 60 rounds regular ammo, 3 spare clips]								





**GO-GANGER OUTRIDER
(PROFESSIONAL RATING 1)**

	B	A	R	S	W	L	I	C	ESS
	3	3	4	3	3	3	3	2	6
Condition Monitor	10								
Armor	13								
Limits	Physical 5, Mental 4, Social 5								
Physical Initiative	7 + 1D6								
Skills	Automatics 3, Gymnastics 3, Perception 3, Pilot Ground Craft 4, Pistols 4								
Gear	Bike racing armor [10], bike racing helmet [+2]								
Vehicles	Yamaha Growler [Handl 4/5, Speed 3, Accel 1, Body 5, Pilot 1, Sensor 1, Seating 1]								
Weapons	Uzi IV [SMG, Acc 4(5) DV 7P, AP-, BF, RC 1, 24 (c), w/ 48 rounds regular ammo, 1 spare clip]								

"HOT" RODNEY HICKS

	B	A	R	S	W	L	I	C	ESS	EDG
	3	5	5 (7)	3	4	5	3	3	2	4
Condition Monitor	10/10									
Armor	14									
Limits	Physical 5(6), Mental 6, Social 4									
Physical Initiative	8(10) + 1D6									
Matrix Initiative	8 + 4D6									
Skills	Automatics 3, Automotive Mechanic 4, Electronic Warfare 4, Electronics skill group 4, Gunner 5, Perception 3, Pilot Aircraft 5, Pilot Ground Craft 6, Pilot Watercraft 3, Pistols 3, Unarmed Combat 2									
Augmentations	Control rig [Rating 3], cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, vision magnification], datajack, reaction enhancers 2									
Gear	Armor jacket [12], ear buds (Capacity 2, w/ audio enhancement 2), helmet [+2], Transys Avalon commlink, concealed quick-draw holster									
Vehicles	Modified Ares Roadmaster [Handl 5/5, Speed 3, Accel 3, Body 18, Armor 14, Pilot 3, Sensor 3, Seating 6, w/ rigger interface, weapon mount (heavy)] Ares M202 [MMG, Acc 5 (7), DV 10P, AP-3, FA, RC —, 100 (belt), w/ 3000 rounds of regular ammo, smartgun system (external)]									
Weapons	Cavalier Deputy [Heavy Pistol, Acc 6, DV 7P, AP -1, SA, RC —, 7 (cy), w/ 21 rounds regular ammo, 2x speed loaders]									

SCENE TWO: TAKE YOUR MEDICINE

SCAN THIS

After their happy-violence-bonding-time with Mika and Rodney, the players need to get across the Sioux border. To get them across as quickly as possible (note the absence of the words “easy” or “easily”), Mika arranges for the players to meet a legendary smuggler/coyote, a shaman known as Laughs-Too-Much who’s a follower of Coyote. No, that’s not a typo.

This scene has two parts. The first part involves the players getting to know Laughs and taking a test to prove their worth. The test is really a sham, a cover for Laughs to basically drug them and smuggle them across the border without them learning how he does it. The second part involves the players recovering their own gear, which is spread out like a trail, and making it to their next contact while evading Sioux patrols.

TELL IT TO THEM STRAIGHT

IMMEDIATELY AFTER THE FIREFIGHT FROM THE PREVIOUS SCENE:

Pulling back into the Red Sunset, the RV now has some new ventilation ports disguised as bullet holes. Mika then hands off a data chip containing the information you’ll need to find his coyote contact, who will put you in touch with the other contact inside the Sioux Nation. Before anyone leaves, Mika hoists himself up on and says “First, thanks for helping out back there; you all just saved me a lot of trouble.” Producing a credstick from his pocket, he continues. “It’s not much, only an extra 5K, but it’s all the liquid cred I have on me. Take it as a token of thanks and for some spreading-around money. Also, that chip contains a secure commcode to Rodney, who’ll be on standby. Once you’ve secured Iron-Hawk, contact him and he’ll give you the location of the extraction point. However, that code is only good until the day after the execution. If he doesn’t hear from you before then, he’ll assume the run was a bust and write you off. Once out of Sioux Nation, he’ll bring you to me for drop-off and payment. Anyway, good luck and hunting.”

“Oh, one last thing. Charlie doesn’t trust easily. But if he gives you any static, tell him I’ll give Koda back if he behaves,” Mika says with a smirk.

WHEN THE PLAYERS ARRIVE AT LAUGHS’ COMPOUND:

As far as compounds go, this one looks like pure drek. A rusted iron fence encircles the place, and an equally rusted sign hangs over the gate. Time and weather have worn away the original markings. From there, you see several mobile homes, trailers, and assorted scrap vehi-





cles scattered about in a haphazard fashion. The remnant of a ranch house in the northwest corner has been left to collapse in on itself. The only decent-looking buildings are six manufactured homes arranged and connected together in a circular pattern in the center of the compound.

There're no signs of technology, or even basic electricity, but the main gate opens as you approach; the screeching sounds of rusted metal echoes into the distance. Once it stops, you hear a lively voice from behind you say "Well, heh heh, what are you waiting for? Do you want to stand here all night?" Then a gurgling chuckle. "Come on, I have some chow on the stove."

Without warning, a weather-worn Amerindian with a snow-white ponytail and wide-brimmed hat casually walks past you and through the gate toward the ring of houses.

HOOKS

With the clock ticking, the players can't frag around. Unless they have powerful contacts to help them get across the border, Laughs is pretty much their only ticket. His methods are eccentric, but sometimes it's best to roll with it.

BEHIND THE SCENES

When the players meet him, Laughs seems slightly off. If the players behave themselves, he'll take them to the Round House, the ring of linked manufactured and mobile homes, and offer them dinner. During which, he informs the players that the next window to cross isn't for another sixteen hours. But before he'll transport them, the players will have to prove their worth through a series of tests. If they refuse, he'll remind them that he's the only one who knows how to find their next contact. If the players inquire about the tests, he'll tell simply say "What's the point of secret tests if I tell you about them beforehand?"

After dinner, Laughs directs them to the center of the Round House, where a meditation circle has been set up. A pot hanging over a small fire emanates an odd-smelling smoke. Several mats/rugs encircle the fire. After the players take their seats, Laughs joins them with a pipe and tobacco pouch in hand. As he loads the pipe, he tells the players that in order for the tests to work, there must be no secrets between them and that this will ensure that there will be only truth spoken (or some drek like that).

He then takes a long drag of the pipe and hands it off to the nearest player, who must take a drag and pass it on. Eventually, the players will succumb to the effects of the pipe and pass out (see sidebar).

Once they wake up, they'll be in the middle of nowhere, without any of their gear or supplies. Surprise!

One possession the players will have is an old-fashioned paper note from Laughs that reads:

"Welcome to the Sioux Nation! Go east, look for a van, and try not to get caught! Have fun, hugs and kisses. - Laughs. P.S. By the way, I've set up a sign/countersign





WHAT A LONG, STRANGE TRIP IT'S BEEN

Messing with players is a time honored gamemaster tradition in any RPG, but this scene offers a unique opportunity for the players to experience a real vision quest. Some players and or gamemasters may find the idea of role-playing such a scene distasteful, maybe because the players have been drugged, for whatever reason, and that's fine. The effects of the pipe can be hand-waved and the players simply black out and then wake up across the border.

For those who wish to take it a step further, this is a chance to delve into the player character's psyche or backstory. Gamemasters can use this as an excuse to confront the player with all sorts of emotional baggage or possible scenarios. Perhaps

they'll re-live a past trauma and have to deal with it. Maybe a player is confronted about a particular prejudice or dark secret. Or a gamemaster can subject the player to whatever phobia/addiction/problem the character is currently struggling with.

On the other hand, the experience can be a positive one. Maybe the player is able to heal in some way. Gamemasters can also plant seeds or clues for this or future scenarios/campaigns. Or maybe a player and mentor spirit can get some quality one-on-one time.

Or the gamemaster can just subject the players to a bunch of random, mind-trippy drek. The possibilities here are endless, so take advantage of them!

with your contact to ID you. The sign is Road Runner, which you counter with SUPER GENIUS!!! Thought you should know!"

The players will have to collect their gear and avoid Sioux patrols as they travel east. The exact location and duration this takes is up to the gamemaster. This part of the scene could take a few hours to a couple of days.

Players will need to make a Tracking + Intuition [Mental] (2) or Perception + Intuition [Mental] (3) Test to orient themselves east and find the first bits of their gear. Some items are more hidden than others, depending on the item and how hard the gamemaster wants to make the search. Some items will be left completely in the open (great for complications, such as a patrol finding it first), while others may be obscured by dirt, local brush, or partially/mostly inside various critter-holes/dens.

Eventually the trail of gear will help the players find a waiting van sitting along a dirt road. Standing on the roof is a teenage human girl visually scanning the area with a Crockett EBR at low-ready. When the players approach she'll bring the weapon up and yell out "ROAD RUNNER!" If the players reply with anything other than "SUPER GENIUS," she'll open fire. Once the proper counter-sign is given, she'll bark for them to "Get the frag into the van—next patrol should be here soon" as she drops into the driver's seat. Once everyone is inside, she guns the engine and heads towards Butte. Twenty kilometers later, she finally introduces herself as Lightfoot. And then doesn't say another word.

NOTE: If one of the players is a rigger and wants to bring their vehicle, change the van to a large tow-truck with said vehicle on a flatbed. Use stats for Hot Rodney's van if needed.

While Laugh's behavior may seem erratic, there's a method to his madness. He knows *exactly* what's at stake, more than Mika, and he wants to be sure that the players can handle it. His methods also provide protection. If anyone is captured, they have no details to divulge.

Laughs isn't out to harm the players, Coyote just demands that things never be what they seem. And well, Laughs just likes to mess with people.

PUSHING THE ENVELOPE

Remember the Salish patrols? Amp that up a few notches within the Sioux Nation. Sioux patrols are twice as thorough, three times as paranoid, and 100 times more likely to shoot first and sort it out later. And forget trying to bribe them.

Another option is to use fatigue rules (p. 172, SR5) as the players retrieve their missing gear. Players with the Survival skill can combat this by finding sources of water, food shelter, etc. until they find Lightfoot.

DEBUGGING

Warning: Players generally hate it when their stuff is taken from them under any circumstances and may react poorly. It's recommended to have some critical gear close by or easy to find to avoid problems/bad feelings. And make sure that the players eventually find *all* their gear, even if it's in Lightfoot's van or the team's vehicle, so they don't feel like this is a deliberate, unavoidable attempt to rob them.

The purpose of this scene is to have some fun with the players, not penalize them. A gamemaster could try to use this situation as a way to deny problem players of questionable items, but it's risky and could easily derail the game. If the players legitimately lose or choose to leave behind gear, that's on them. Things sometimes go wrong during a run—that's part of the game.

Before the players start their trip, the gamemaster needs to inventory *exactly* what weapons, gear, supplies, and vehicles the players plan on taking. Using encumbrance rules (p. 169, SR5) can keep players honest. Vehicles allow flexibility when transporting gear/supplies, but operating a foreign vehicle in the Sioux can be complicated. Any





riggers or players attempting to use vehicles better have good fake IDs for them; use standard rules for this. There's also the possibility a vehicle may have to be abandoned.

Also, players may try and ditch Laughs and make the border crossing on their own. Laughs won't stop them, but he will allude to a recent "terrorist attack" near Cheyenne and say that the Sioux authorities' "trigger fingers have never been more itchy." Also remember that only Laughs knows how to get the players to Lightfoot.

Note: If the players have played the previous Sioux Nation adventure, *Starving the Masses*, and want to use Blackhawk or Osprey, the riggers will be unfortunately unavailable.

PLACES OF INTEREST

LAUGHS-TOO-MUCH'S COMPOUND

Looking like a junkyard, the compound sits on an old cattle ranch. The place has been a coyote staging area for over twenty years. Laughs learned of this place ten years ago when he arrested the previous coyote operating here. Now the place also has a giant lodge and medicine wheel. Every piece of junk and building has been strategically placed to enhance Laugh's magic.

Technology here is practically non-existent, except for some batteries powering a few appliances. Those who can perceive the astral can detect the undercurrents of power, but Laughs has spent years masking the compound. Any attempt to gauge what's happening in the compound requires an Assensing + Magic [Mental] (6) Test to pierce the masking. Consider this place aspected to Laughs; anyone he welcomes won't be hindered, but if necessary, all magic users will find themselves with a background count of 3.

Spirits are also prevalent here, and they consider Laughs' compound a haven. At least five to eight spirits of beasts (Force 6) are around at all times and will protect Laughs if needed. Other spirits in the area may also join in.

GRUNTS AND MOVING TARGETS

SIOUX BORDER PATROL OFFICER

(PROFESSIONAL RATING 4)

	B	A	R	S	W	L	I	C	ESS	EDG
	3	4	4	3	3	3	3	3	6	3
Condition Monitor	10/10									
Armor	12									
Limits	Physical 5, Mental 4, Social 5									
Physical Initiative	7 + 1D6									
Skills	Clubs 3, Firearms skill group 4, Law Enforcement (Professional Knowledge) 5, Perception 5, Unarmed Combat 5									
Gear	Armor jacket [12], commlink (DR 4), smartglasses (Rating 4, w/ camera, image link, low-light vision, thermographic vision, smartlink)									
Weapons	AK-97 [Assault Rifle, Acc 5 (7), DV 10P, AP -2, SA/BF/FA, RC —, 38 (belt), w/ foregrip, 250 rounds of regular ammo, smartgun system (external)] Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips regular ammo]									

SCENE THREE: GENTLEMAN CALLER

SCAN THIS

With the players now safely within the Sioux Nation, they need to get their bearings. Lightfoot takes them to a safe-house in the Butte Below section of Butte. After a brief rest, she explains they'll need some top-secret paydata to free Iron-Hawk, and she has a lead on how to obtain it.

The players will have break into the home of a Sioux military general, download the data from a private cyber-terminal, and get out without being detected.

TELL IT TO THEM STRAIGHT

The kilometers tick by until eventually an ARO on the side of the road announces: Butte, 10 km. Butte Below, 12 km. Quietly, Lightfoot guides the van down the highway into a large tunnel leading, well, below.

The city itself is an engineering masterpiece. Several tunnels interconnect to form a complex network of buildings built into or carved out of the tunnel walls. Butte Below has everything a normal city has, except a skyline. Eventually, Lightfoot pulls into a refurbished service station. "Apartment is upstairs, rooms and bunks on the right. In four hours we'll talk biz," she says.

BEHIND THE SCENES

After hour hours, Lightfoot calls the players into the garage. According to her contacts, Iron-Hawk is scheduled to be transported to the White Buffalo Proving Grounds twenty-four hours ahead of his execution date for a final debriefing. She explains that if they can get access to the detail's mission specifics, they have a better chance of freeing Iron-Hawk.

She also explains she has a lead on how to get that paydata.

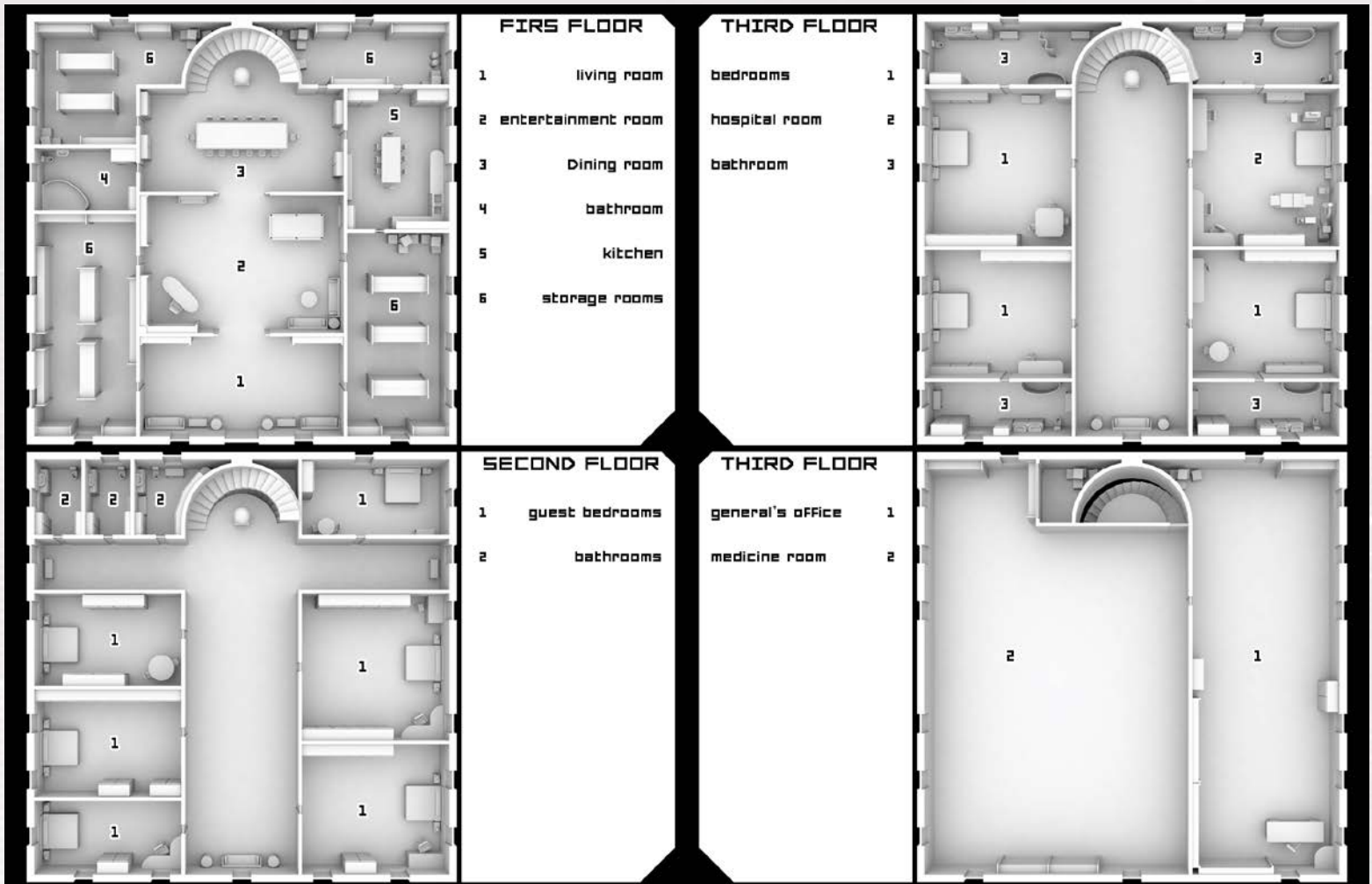
General Richard Red-Crow, Commanding Officer of White Buffalo, has an emergency-access cyber-terminal at his house. It's somewhat irregular, but Red-Crow was given special dispensation to use it so he can stay at home with his wife, who's dying from a rare blood disorder.

Lightfoot knows the paydata will be on the terminal because Red-Crow signed off on the orders. Problem is, the mansion is almost a mini-fortress.

When the attempt is made, Lightfoot will stay behind to gather more information from her contacts, in case the players frag-up. She offers advice on how to break in, but the players will have to make the plan themselves.

The guards will react like typical guards, sounding the alarm as soon as intruders are detected. They will then move in to contain and neutralize any threats. Fortunately for the players, their orders mandate *only* less-than-lethal weaponry inside the mansion.





HOOKS

This is a classic B&E; stealth is the key here. If the runners try the heavy handed approach, the guards on staff will shoot first and sort it out later.

SUBPLOTS

At some point during the break-in, Marilyn Running-Deer, wife to a high-ranking member of the Tribal Council, arrives and meets Red-Crow in his bedroom. A quick facial-recognition search (Logic + Computer [Mental] (2) Test) will verify Running-Deer's identity and marital status. Red-Crow knows what the discovery will do to him both personally and professionally and will do *anything* to protect this secret.

DEBUGGING

If the players decide to try a smash and grab, there is the close proximity to the proving grounds. And Red-Crow is a general, so the Sioux has a vested interest in protect-

ing him. It also needs to be made clear that if the players leave a trace, there's a chance Iron-Hawk's detail will be amended because of a possible security breach.

The gamemaster doesn't need to make this overly difficult. Security is tight, but it's still a private residence, and the soldiers/guards have strict weapon-use protocols.

PLACES OF INTEREST

RED-CROW'S MANSION

The mansion itself is a four-story, square ranch house with a detached garage on the east side. A pool and corresponding guest/pool house sits on the northwest corner.

The first floor contains the living room, entertainment room/den, kitchen, a bathroom, and various storage rooms.

The second floor contains six guest bedrooms and three bathrooms.

The third floor contains four bedrooms, each with their own bathroom. Two belong to Red-Crow's children, who are away at college, while a third has been converted into a



CYBER-TERMINAL INFORMATION

The terminal has a hard-line connection to White Buffalo's main server. In emergencies, General Red-Crow activates the hard-line and turns his home into a secondary command center. While disconnected from White Buffalo, consider the terminal a standalone Rating 8 host. A data-tap or direct interface is required to access the terminal without the proper access code. If the hardline is NOT disabled (Hardware + Logic [Mental] (4) Test), then the players have three Combat Turns from the time they enter the terminal's host to enter the proper access code or hack it before the hardline activates and syncs up with White Buffalo to become a Rating 11 host. A player still incurs an overwatch score, but it won't broadcast until the hardline becomes active.

The host persona is a military command and control center. Staff will provide the information/files when properly "ordered" too, while IC looks like uniformed guards carrying standard weaponry.

Rating: 7/11 (see above for details)

Array: Attack 7, Sleaze 8, Data Processing 10, Firewall 9

IC: Black, Blaster, Marker, Patrol, Probe, Tar Baby, Track

hospital room for Red-Crow's wife, Amanda. A nurse is on duty twenty-four hours and is housed in one of the guest rooms downstairs.

The fourth floor is the General's private space, consisting of his office with the terminal and a special room where he meditates. A large skylight dominates this room, while a Rating 6 maglock and bio-reader prevents access from below. The office has no windows, and the walls and doors have been reinforced. All walls are barrier rating 20.

There are six guards on duty at all times with a shift of six off duty inside the guest/pool house. In case of intruders, they will send out an alert to White Buffalo and local law enforcement, then move to directly engage using cover whenever possible. They are not permitted to use lethal munitions inside the house.

GRUNTS AND MOVING TARGETS

GENERAL RICHARD RED-CROW

B	A	R	S	W	L	I	C	ESS	EDG
4	4 (5)	4 (5)	4	4	5	5	6	5.3	4
Condition Monitor		10/10							
Armor		0							
Limits		Physical 6, Mental 7, Social 8							
Physical Initiative		9(10) + 1D6							
Skills		Athletics skill group 4, Close Combat group 4, Firearms skill group 4, Leadership 6, Outdoors skill group 4, Perception 4, Stealth skill group 4							
Augmentations		Muscle toner 1, synaptic booster 1							
Gear		Commlink (DR 4), earbuds, smartglasses (Rating 4, w/ camera, image link, low-light vision, smartlink, thermographic vision), quick-draw holster							
Weapons		Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips regular ammo]							

SIOUX SOLDIER/GUARD

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	EDG
4	4 (5)	4 (5)	4	4	3	3	3	5.3	4
Condition Monitor		10/10							
Armor		15							
Limits		Physical 6, Mental 5, Social 6							
Physical Initiative		7(8) + 2D6							
Skills		Athletics skill group 4, Close combat skill group 4, Firearms skill group 4, Outdoors skill group 4, Perception 4, Stealth skill group 4							
Augmentations		Muscle toner 1, synaptic booster 1							
Gear		Commlink (DR 4), ear buds (Capacity 1, w/ audio enhancement 1), light security armor [15], smartglasses (Capacity 4, w/ camera, image link, low-light vision, smartlink, thermographic vision), quick-draw holster							
Weapons		Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips regular ammo] HK-227 [SMG, Acc 4 (6), DV 7P, AP —, SA/BF/FA, RC -1, 28 (c), w/ 84 gel rounds, 2 spare clips]							



SCENE FOUR: SPREAD YOUR WINGS AND FLY AGAIN

SCAN THIS

It's time to liberate captain Iron-Hawk and get the hell out of the Sioux Nation. To accomplish this, the players will have to contend with a crack security detail of Sioux Military Police.

When the time eventually comes to free Iron-Hawk, Lightfoot helps by identifying three possible ambush locations from the pilfered data (see **Places of Interest** for details). She also offers the players some nice toys. If they're successful, they'll contact Rodney and head to the extraction point. But once there, the plan goes sideways.

TELL IT TO THEM STRAIGHT

Back at the safehouse, Lightfoot oh-so-politely yells for you to come to garage. Without preamble she starts the briefing, "Okay, according to the data, Iron-Hawk is going to be transported from the stockade located in Cheyenne and dropped off at White Buffalo for what's listed as a final debriefing, which is intel-speak for one last torture session to get any secrets that can be carved out. Normally he'd transported by air, but for some reason, someone thinks this is the way to go. Their stupidity is our gain. In two days, three decoy convoys will head out ahead of time, but the one we want leaves in two days at 1245."

Activating a map ARO, Lightfoot highlights three locations. "These are the best locations for an ambush. It's not gonna be easy, Sioux MPs are no pushovers. But then, I have some toys I'll let you all play with, just this once."

HOOKS

Hard and fast, sneaky or sly; it's up to the players on how to do this. Each location will have its advantages and disadvantages that the players will have to take into account. No matter what plan they decide on, the gamemaster should at least suggest that some legwork and recon be completed.

BEHIND THE SCENES

This scene is straightforward; free Iron-Hawk by whatever means the players see fit. Ambushing a military convoy under any circumstances is risky, but Lightfoot offers the players some goodies to take along and help stack the odds in their favor (see **sidebar**).

TRANSPORTATION DETAIL SPECIFICS

The detail is code-named Quick-Step and consists of four vehicles, two GMC MPUV(S)s and two modified Ares

LIGHTFOOT'S TOYBOX

Knowing the players may not have enough firepower, Lightfoot procured some mil-spec weaponry for the occasion. If the players ask for specialty non-weapon equipment, Lightfoot can obtain it with little difficulty, within reason. All items have the base stats.

- 2 Aztechnology Striker MLs (w/ AV rounds)
- Ares Thunderstruck Gauss Rifle (only 5 slugs, but full charge)
- Ares Vigorous Assault Cannon (one full mag)
- ArmTech MGL-12 (see grenades list for ammo)
- Grenades (5 HE and frag for launcher, 5 HE intended to be thrown)
- Any comparable replacement weapons the players may have lost in Scene Two
- "Whitecloud" Off-road 4x4 (provided if the players don't have a vehicle; use GMC MPUV(S) stats)

Roadmasters. The two GMCs carry four MPs: one rigger, two MPs in the back seats, and one machine gunner/co-driver manning a turret. The Roadmasters carry one rigger with five MPs, one in passenger seat front, four in back. Quick-Step Two also has one shaman aboard for magic support (use Nikki Zero Stats, **Scene One**). Each vehicle is code-named based on its position in the convoy. Quick-Step One, the first MPUV, is point vehicle. Quick-Step Two is the Roadmaster transporting Iron-Hawk. Quick-Step Three and Four are the other Roadmaster and MPUV respectively.

In case of attack, their first priority is to secure their prisoner and exit the engagement zone, then call for support. Quick-Step One and Four will immediately provide fire support, using suppressive fire; while Two and Three break away. Quick-Step Three is equipped with port-holes (two on each side and one to the rear) to allow additional fire support. If Two is disabled, Three will then deploy MPs and attempt to transfer Iron-Hawk. If necessary, One or Four will transport Iron-Hawk. Should the detail become pinned down, they'll circle the wagons to use the vehicles for cover (see **Pushing The Envelope**).

In the Quick-Step Two, Iron-Hawk is shackled with arm and leg restraints and a mage hood. If the gamemaster deems it necessary, Iron-Hawk can have a bad-ass moment and slip his restraints to attack the MPs. Once the MPs are neutralized, the keys to Iron-Hawk's restraints will easily be found (no test needed) on one of Quick-Step Two's MPs.

Once freed of his restraints, Iron-Hawk will actively assist with his own escape, taking a weapon from an MP or using his bare hands.

Initially he'll be suspicious of the player's attentions until they tell him Mika's code from **Scene Two**. Once the group





contacts Hot Rodney, she'll give them an ETA and location north of Butte. The players arrive just in time to see his VTOL blown out of the sky by a pair of Sioux drones.

At this point, Iron-Hawk speaks up, if he hasn't already, and tells the players he can help them, but they have to leave, now. Hopefully, the players are smart enough to listen.

PUSHING THE ENVELOPE

If the players don't take the transport detail down quickly, the MPs will send a distress call and a rapid-response team will be sent via helicopter (use MP stats).

Also, if any of the players reeeeeeally want to find out who or what Koda is, they'll need an opposed Interrogation + Charisma [Mental] 6 Test against Iron-Hawk to learn that Koda was a plush bird that Mika stole when they were kids.

DEBUGGING

If the players end up tearing through the Sioux MPs in this scene and think it's too easy, that's perfectly okay. Let the players have fun with their new toys. As long as they don't blow up the vehicle with Iron-Hawk in it, all is good until they get to the extraction point.

PLACES OF INTEREST

THREE POSSIBLE AMBUSH LOCATIONS

After reviewing the paydata the players obtained, Light-foot uses her local geographic knowledge to make three suggestions for ambush points. Each location has their pros and cons, and it's up to the players to make the final decision on where to attempt the extraction.

Refueling Depot. Located off I-90 located outside of Belgrade, the Depot is manned by a detachment of ten Sioux Military Reservists. It's a glorified gas station with a small office, a bunkhouse, and multiple refueling ports to service a variety of vehicles. A chain-link fence (Barrier Rating 10) with gate forms a perimeter around the depot. The advantage here is that the convoy isn't mobile. However, if attacked the reservists will aid the MPs. They are not quite as skilled as regular troops, but they provide additional firepower (use MP stats, but -1 dice pool to all combat skills).

Highway 191/I-90 near Chestnut Mountain. This stretch of highway is basically a small canyon with high rocky walls on both sides and makes a good ambush point because it limits the convoy's maneuverability. Unfortunately, it limits the player's maneuverability as well. At this point of the route, the MPs will also be on higher alert. Treat as a situational +1 dice pool bonus for all Perception Tests (visual) versus ambush.

Highway 191/southwest of Bozeman. This stretch of highway is nothing but plains for kilometers. The benefits

here are the open area offers maximum maneuverability and greater ambush options. The downfall is the lack of cover, meaning the convoy can easily maneuver, including off-road in any direction.

GRUNTS AND MOVING TARGETS

SIoux MP

(PROFESSIONAL RATING 4)

	B	A	R	S	W	L	I	C	ESS
	4	4 (5)	4 (5)	4	4	3	3	3	5.3
Condition Monitor	10/10								
Armor	15								
Limits	Physical 6, Mental 5, Social 6								
Physical Initiative	7(8) + 2D6								
Skills	Athletics skill group 4, Close combat skill group 4, Firearms skill group 4, Outdoors skill group 4, Perception 5, Pilot Ground Craft 3, Stealth skill group 4								
Augmentations	Muscle toner 1, synaptic booster 1								
Gear	Commlink (DR 4), ear buds (Capacity 2, w/ audio enhancement 2), light security armor [15], metal restraints (2x), smartglasses (Rating 4, w/ camera, image link, low-light vision, smartlink, thermographic vision), quick-draw holster								
Vehicles	Modified Ares Roadmaster [Handl 5/5, Speed 3, Accel 3, Body 18, Armor 14, Pilot 3, Sensor 3, Seating 6, w/ rigger interface] SDF GMC MPUV(S) [Handl 5/5, Speed 3, Accel 3, Body 14, Armor 12, Pilot 3, Sensor 3, Seating 5, w/ rigger interface, weapon mount (heavy)]; with on-board Ares M202 [MMG, Acc 5 (7), DV 10P, AP -3, FA, RC —, 100 (belt), w/ 400 rounds of regular ammo, smartgun system (external)]								
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips regular ammo] Nissan Optimum II [Assault Rifle, Acc 5 (7), DV 9P, AP -2, SA/BF/FA, RC 1, 30 (c), w/ 150 rounds regular ammo, 3 spare clips] -Shotgun [Shotgun, Acc 4 (6), DV 10P, AP -1, SA, RC 1, 5 (m), w/ 10 rounds regular ammo] Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5]								

***Note:** For Sioux Riggers, use Hot Rodney stats

SCENE FIVE: SOME THINGS SHOULD STAY BURIED

SCAN THIS

At a safe distance from the failed extraction point, Iron-Hawk makes the players a new offer: help him complete one last mission, and he'll get them out of the Sioux Na-



tion. Once the players agree (like they have much of a choice), they briefly stop off at one of Iron-Hawk's bolt holes. While there, Iron-Hawk explains the circumstances of his conviction.

After the brief rest, Iron-Hawk leads them to a set of GPS coordinates. According to his investigation, this location is part of Unit 419's ultimate goal. After finding a semi-hidden entrance, they find a group of technicians planting demolition charges and removing nuclear weapon components. A Unit 419 member is supervising. After a confrontation, the players learn that Unit 419 is helping a toxic free-spirit named Ashe. The plan is to detonate a magically enhanced dirty bomb and turn the Sioux Nation with most of the NAN, into a "radioactive paradise."

TELL IT TO THEM STRAIGHT

There's an old saying: no plan survives contact with the enemy intact. Right now, you're living it! Stuck behind enemy lines with a nova-hot fugitive, it's only a matter of time before the entire Sioux Nation comes down on your head.

As you travel down a dirt road, Iron-Hawk seems to be thinking the same thing. "I have a proposal to get out of this mess. It's dangerous, of course" he says matter-of-factly. "I'm not a traitor—in fact I'm a patriot. I uncovered evidence of widespread corruption that runs deeper than I anticipated. If you help me expose this, on my honor, I *will* get you safely out of the Sioux Nation. If you wish to try your luck and escape on your own, I'll understand and wish you safe journey. But by now, the border will be locked down. So what do you say?"

HOOKS

Once the entrance to the complex is found, the players are encouraged to use any and all assets at their disposal to investigate; there is no right or wrong way to accomplish this.

BEHIND THE SCENES

Once, or if, the players agree to help Iron-Hawk, he directs them to one of his many bolt holes scattered throughout the Sioux Nation, this one is a simple cabin about 100km north of Butte. Either en route or once they arrive at the bolt hole, Iron-Hawk confides in the runners about how all this came about; see the **Background** section of the adventure for details.

After they arrive, Iron-Hawk tells the players they're moving out in exactly eight hours. He then excuses himself and goes into one of the safehouse's bedrooms. Eight hours later he emerges refreshed, re-armed, and ready for action. He also lets the players to stock up from his ammo stores.

After everyone loads up, Iron-Hawk takes charge and gives the driver a set of GPS coordinates. En route, he also

IRON-HAWK'S ARSENAL

Established in case things went bad for Iron-Hawk, this safehouse is equipped with various types of ammo, grenades, survival gear, and med-kits in addition to his personal weapons/gear. Iron-Hawk will share from the list below after he loads up. See his Cast of Shadows entry for relevant stats.

- 1,000 rounds regular ammo (for rifle and pistol)
- 300 rounds APDS ammo (for rifle or SMG)
- 15 thrown grenades (five HP, five fragmentation, five thermal smoke)
- 5 medkits (rating 3)
- 5 Survival kits

reveals that his interrogators knew he was holding back *something*, and they wanted one last chance to get it before his execution. These coordinates were that information.

The coordinates lead to a large field of nothing located twenty kilometers east of Great Falls. A Perception + Intuition [Mental] (4) Test or Tracking + Intuition [Mental] (3) Test is required to find a partially hidden door, which has been left unlocked. The entrance appears to be an emergency access/egress corridor that leads to an abandoned underground complex. As the group explores, they realize that this was an old United States Air Force facility, albeit one that wasn't quite completed before it was pressed into service as a secret nuclear storage depot.

Deep inside the facility, a team of ten technicians are planting demo-charges and securing nuclear materials/components on semi-trucks under the supervision of George Two-Feathers, a member of Unit 419. Four armed guards are also present.

Once they've been discovered, the techs will attempt to flee and fight only if cornered. Two-Feathers drops into full combat mode, recklessly spellcasting and overcasting if necessary. The guards will attack targets of opportunity.

Iron-Hawk goes at Two-Feathers head-on, counting on his adept powers to carry him through. He also orders the players to secure the transports. Whether they listen is up to them. Two-Feathers offers no quarter and won't let himself be taken.

The techs will immediately surrender; they were forced into this and are grateful for the rescue. They give the drop-off location and also warn that the equipment for at least four more nuclear devices has already been delivered there.

If the players subdue Two-Feathers and succeed in an opposed interrogation test, he'll reveal 419's pact with Ashe and their plan to use the materials stored here to magically enhance and detonate several dirty bombs; the fallout from which would cover the Sioux Nation, the NAN, and almost half of the Great Plains.

Once the interrogation is complete, Iron-Hawk secures



the techs in the facility's living quarters, just in case. He then looks at the players, about to ask them a question.

DEBUGGING

With his habit of always taking charge, Iron-Hawk and his leadership style may rub the players the wrong way. While there may be a bit of a pissing contest to see who's really in charge, the players still need to remember that Iron-Hawk may be their only ticket out of the Sioux Nation.

PLACES OF INTEREST

USAF STORAGE DEPOT ES-618

Part of a black project from the 1950s to build emergency nuclear material depots, ES-618 was never finished. The idea was to create a network of secret depots to house nuclear weapon components in case of an attack. Only one depot came close to completion before the Air Force realized the project was flawed. ES-618 was only seventy-five percent complete when abandoned.

The site sat unused and unfinished for decades until a rogue US Army general re-discovered its existence just before the Treaty of Denver was signed. Fearing a complete takeover of the USA by the NAN, he made arrangements to move enough parts and materials for five devices there as part of a "resistance strategy." All known records of ES-618 were destroyed, and the general killed himself after a complete mental breakdown.

Decades later, Ares Macrotechnology archivists found clues to ES-618's existence. Eventually, shadowrunners were sent to investigate. The rest is history.

The depot consists of five subterranean bunkers connected by a series of access tunnels. Some are meant for vehicle travel, others only for pedestrians.

Bunker One houses the main operations station, including offices, the armory, and command center. Bunker Two is the barracks/living quarters for a staff of forty. Bunker Three is the power/maintenance room. Bunker Four is the storage machine shop and motor pool. Bunker Five is the nuclear material storage area. All bunkers except Two were completed; the parts for permanent bunks, bathrooms, and a chow hall are present, waiting to be assembled. The rest of the complex is viable. All of the necessary manuals, equipment, and supplies are here and in place, awaiting use. Main power is still available, although only emergency lights are in use.

GRUNTS AND MOVING TARGETS

SIOUX SOLDIERS

(VETERAN; PROFESSIONAL RATING 4)

	B	A	R	S	W	L	I	C	ESS
	4	4 (5)	4 (5)	4	4	3	3	4	5.3
Condition Monitor	10/10								
Armor	17								
Limits	Physical 6, Mental 5, Social 6								
Physical Initiative	8 + 2D6								
Skills	Athletics skill group 4, Close combat skill group 5, Firearms skill group 5, Outdoors skill group 4, Perception 5, Stealth skill group 4								
Augmentations	Muscle toner 1, synaptic booster 1								
Gear	CommLink (DR 4), earbuds (Capacity 2, w/ audio enhancement 2), hardened mil-spec armor (light) [15], helmet [+2], holster, smartglasses (Rating 4, w/ camera, image link, low-light vision, smartlink, thermographic vision]								
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips regular ammo] HK-227 [SMG, Acc 4 (6), DV 7P, AP —, SA/BF/FA, RC —1, 28 (c), w/ 84 regular rounds, 2 spare clips]								

GEORGE TWO-FEATHERS

See **Cast of Shadows** for stats.

SCENE SIX: LET THEM BURN

SCAN THIS

Unit 419's endgame has been revealed, and the players are the only people in a position to do anything about it. At this point they have two choices: go with Iron-Hawk and try to eliminate the threat, or flee and hope they can outrun the nuclear fallout.

Should the players decide to help Iron-Hawk, they'll travel to the abandoned town of Wamsutter located off of Interstate 80. There, Unit 419 has constructed a toxic magic circle disguised an ecological clean-up project. There they find Ashe, members of Unit 419, various techs, and scores of Sioux soldiers acting as guards.

At this point, it's pretty much fight or die with the fate of millions in their hands.



FIREHOUSE

TOWN HALL

SNIPER 01

SNIPER 02

TELL IT TO THEM STRAIGHT

IF THE PLAYERS ARE UNSURE ABOUT PROCEEDING:

Once the techs are secured, Iron-Hawk looks at you all and says, "I'm going to confront them. This has to be stopped or millions will die and the land will be poisoned. I'll do this alone, but I'm not stupid enough to think I can succeed. Please, I beg you to help me."

ONCE THE PLAYERS AGREE TO HELP:

No words need to be exchanged. After a few moments he looks at all of you and simply says, "Mount up."

HOOKS

This is an opportunity for the players to cut loose. Except for the techs, everyone in Wamsutter is a viable target. This is an abandoned town, so there's no need to worry about collateral damage.

BEHIND THE SCENES

Using contacts in the Nature's Medicine Corporation to provide a cover story, Unit 419 turned the town of Wamsutter into a giant ritual circle. In the center of town, technicians work to complete four nuclear devices. When the players arrive, the first one is completed and operational. The others are between sixty and eighty percent complete. The devices are not conventional nuclear bombs, but rather dirty bombs designed to spread radioactive material. The ritual has two purposes, to disperse the radioactive material farther than normal and to make it more potent.

The remaining members of Unit 419 are continuing preparations for the ritual and waiting for Two-Feathers to arrive. Ashe is also in attendance, manifested in the middle of the town square. Soldiers loyal to 419 are patrolling the streets in fire teams of four; there are a total of five teams, while another ten soldiers guard the ritual circle and devices.

On the tops of nearby buildings are two snipers; one providing overwatch from a store roof overlooking the



town hall and ritual site, the other inside the top floor of the firehouse across the street.

In the square, three transport trucks similar to the ones from ES-618 are parked next to the circle. Inside Transport #22 are several sealed crates holding the nuclear material.

In case of attack, the guards near the circle will use the transports as cover and lay down suppressive fire while the snipers eliminate targets. Foot patrols will sweep the town and/or flank attackers.

One of the toxic shamans, Judith Fire-Thorne, will cast and maintain a Physical Barrier spell around Transport #22. The other shamans, Helen Storm-Chaser and Sam Looks-Twice, will attack with spells and issue orders to the soldiers. Ashe will stay in reserve and gleefully watch the slaughter. He will not attack until the Physical Barrier goes down or until his precious cargo is threatened. And if anyone is in his way, so be it.

Iron-Hawk designates the nuclear material as a priority. For a plan of attack, he'll suggest an infiltration to take out roaming patrols and then work their way toward the square.

However, if the players have any better ideas, Iron-Hawk will listen.

At some point in the fight, especially if players are in danger of losing, Laughs-Too-Much and Lightfoot will enter the fray, confronting the toxics or Ashe directly with powerful magics. Ultimately, they'll sacrifice themselves in the fight to either save the players, or set them up to deliver a final blow. Exactly how is up to the gamemaster, but the sacrifice should be heroic.

PUSHING THE ENVELOPE

A free toxic spirit, three toxic shamans, and scores of guards—that's probably enough to keep the players busy without having to push any envelopes.

DEBUGGING

The players may want to try the fleeing option instead of facing a toxic free spirit and its minions. Should the players try, Iron-Hawk reminds them of two things: one, it's unlikely that they can escape the fallout-zone in time; and two, the Sioux Military is still on high alert and have locked down the borders. The choice is flee and most likely die, or fight and maybe die but have a somewhat better chance of living.

PLACES OF INTEREST

TOWN OF WAMSUTTER

Originally built to house workers from a long-gone oil and gas company, Wamsutter was completely abandoned in 2013 when a skirmish between NAN and USA forces destroyed the various gas and oil stores, flooding the area with both. Nature's Medicine Corporation won the contract to clean up the town, and Unit 419 blackmailed several board members to let them conduct a secret operation there.

GRUNTS AND MOVING TARGETS

SHIUX SOLDIERS

(VETERAN, PROFESSIONAL RATING 4)

	B	A	R	S	W	L	I	C	ESS
	4	4 (5)	4 (5)	4	4	3	3	4	5.3
Condition Monitor	10								
Armor	17								
Limits	Physical 6, Mental 5, Social 6								
Physical Initiative	7(8) + 2D6								
Skills	Athletics skill group 4, Close combat skill group 5, Firearms skill group 5, Outdoors skill group 4, Perception 5, Stealth skill group 4								
Augmentations	Muscle toner 1, synaptic booster 1								
Gear	Commlink (DR 4), ear buds (Capacity 2, w/ audio enhancement 2), hardened mil-spec armor (light [15], helmet [+2], smartglasses (Rating 4) w/ camera, image link, low-light vision, smartlink, thermographic vision), quick-draw holster								
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP -1, SA, RC —, 15(c), w/ 3 spare clips regular ammo] Nissan Optimum II [Assault Rifle, Acc 5 (7), DV 9P, AP -2, SA/BF/FA, RC 1, 30 (c), w/ 150 rounds regular ammo, 3 spare clips] -Shotgun [Shotgun, Acc 4 (6), DV 10P, AP -1, SA, RC 1, 5 (m), w/ 10 rounds regular ammo]								

FOR THE TWO OVERWATCH/SNIPERS

Onotari JP-K50 [Sniper Rifle, Acc 7 (9), DV 12P, AP -3, SA/BF, RC 1, 25 (c), w/ bipod, 75 rounds regular ammo, smartgun system (external), 3 spare clips]

JUDITH FIRE-THORNE, HELEN STORM-CHASER, AND SAM LOOKS-TWICE

See **Cast of Shadows** for stats.





PICKING UP THE PIECES AND AFTERMATH

Two days after the battle in Wamsutter, Sioux Officials release a statement about a “freak mana storm” destroying the town, adding that the affected section of I-80 is being re-routed for the foreseeable future. In truth, the Sioux Military arrived after the battle and secured the area, which included taking the players into custody. After a week of hard questions and a visit from other Truth Dancers, the players are taken to a border-crossing station and told never to return, which is as good a farewell from the Sioux as they can expect. Also there is former-Captain Iron-Hawk. He explains that the whole affair has been swept under the rug, but he called in and burned a lot of markers to secure their release, as he promised.

He also explains that he’s going mercenary. So if the players need help, call him. He then tells them to visit Laugh’s old place. There, the players find all their confiscated gear, plus anything they used from Lightfoot’s stash—call it a bonus. There’s also a message on their commlinks from Mika, with thanks and a Carib League bank access code that provides payment in full.

MONEY (AND STUFF)

- 20,000 nuyen, plus any additional successes from the negotiation test from **Scene One**.
- Keep any of the gear, weapons, and (leftover) ammo they “borrowed” during the course of the adventure.

KARMA

Karma is awarded at the end of the adventure. Gamemasters should not be afraid to award Notoriety points, which can follow the player characters back from the Sioux Nation. Notoriety points are earned through things such as failing to honor a debt, betraying Mr. Johnson, spectacularly failing the run, excessive damage or casualties, or failing to do precisely what Mr. Johnson requested.

KARMA REWARDS

- Helping Mika defeat the rival runners: 1
- Collecting their gear and rendezvousing with Lightfoot while avoiding Sioux patrols: 1
- Retrieving the Data from Red-Crow: 1
- Investigating ES-618 without being detected: 1
- Defeating Two-Feathers and his guards: 1
- Surviving the battle at Wamsutter: 1
- Defeating Ashe and the Toxic Shamans: 2
- Surviving the Adventure: 1
- Maximum Karma award for this adventure: 9

CONTACTS

Some of the player’s normal contacts may be of limited use in the Sioux Nation, especially ones that are tied into a local scene or geographical area. Others who are internationally connected can help find some information, but it will take longer than normal. Those contacts with lower Loyalty ratings may also ask for additional compensation.

AWARDING NEW CONTACTS

CHARLES IRON-HAWK, EX-WILDCAT/MERCENARY, CONNECTION RATING 5

With Iron-Hawk having decided to go the mercenary route, there’s the chance that he may show up or assist the players in future adventures or campaigns. Having fought by his side is more than enough to earn him as a contact. Those who survive Wamsutter earn Iron-Hawk at Loyalty 2.

MIKA, SHADOWRUNNER/THIEF, CONNECTION RATING 5

Mika is grateful the runners helped his brother when he couldn’t, and he becomes a contact at Loyalty 1—assuming, of course, that Iron-Hawk survives.

LEGWORK

MATRIX SEARCHES

Player characters may conduct a Matrix search for information by scouring the various data havens and informational dump-sites. Have the player character perform a Computer + Intuition (Mental) 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. Once the player runs out of dice, any other data not uncovered is simply too obscure or well hidden in the Matrix for that hacker to find. Gamemasters may decide what data is reasonably available on the Matrix, what data can only be found in secured nodes, and what simply isn’t available at all. For more details on Matrix searches, see page 241, SR5.

The contact rating designates how much player’s contact may know. However, because the players are in the Sioux Nation, their normal contacts may have difficulty finding pertinent information, especially if their knowledge base is tied to specific geographical location. Apply a situational -2 modifier to all contact Connection ratings when determining what information they can get, unless they are a Sioux Nation contact.





CHARLES IRON-HAWK

Contact	Matrix Search	Results
0	0	"Isn't that a show from the NAN?"
2	2	"He's a member of the Sioux Military
3	3	"Member of the Sioux Wildcats, one of their best
4	4	"Does a lot of covert, deep-penetration mission stuff. Not someone to frag with either."
5	6	"Not exactly a typical Sioux—he has no real hatred of Anglos, and this doesn't make him popular with a lot of his commanding officers. But he's too good to throw away."
6+	7+	"He's been busy with a lot of off-the-books investigations. Some say he's looking for paydata on his lost father. But rumors say he's bitten off more than he could chew."

UNIT 419

Contact	Matrix Search	Results
0	0	"What part is that from?"
1	1	"Sounds familiar. May have something to do with NAN intelligence."
2	2	"Rumors connect it with the Truth Dancers. Not sure how, though."
4	4	"An elite Truth Dancer unit, known for ferreting out cells and being a bane to shadowrunners."
5	5	"They got a lot of pull within the NAN that seems to let them operate however they want."
6+	6+	"They know way too much and have a lot of people in their pockets, but lately they've been co-opting or making a lot of people disappear. Something big is happening."

CAST OF SHADOWS

CHARLES IRON-HAWK



The quintessential bad-ass Sioux Wildcat, Captain Iron-Hawk should be on recruiting posters. A soldier extraordinaire, he quickly rose through the ranks and became a master of unconventional warfare, weapons, and tactics. A Sioux patriot, he was identified as an adept at a young age and volunteered for the SDF as soon as he could. He was accepted into the Wildcats at age twenty-three and has spent the last fifteen years conducting deep-penetration missions into hostile territory.

Considering himself a soldier first and foremost, Iron-Hawk avoids politics, which hasn't gone unnoticed by his rivals. The only things keeping Iron-Hawk in the field are his impeccable skills and exceptional record. Despite his patriotism, he has surprisingly little bias against Anglos. After many deep-cover and penetration assignments, he believes that people should be measured by their actions, period. This attitude also hasn't gone unnoticed.





	B	A	R	S	W	L	I	C	ESS	EDG	M
	5	5	5(8)	5	5	3	4	5	6	4	8
Condition Monitor	11/11										
Armor	17										
Limits	Physical 7(8), Mental 5, Social 7										
Physical Initiative	9(12) + 3D6										
Skills	Armorer 3, Assensing 3, Astral Combat 4, Athletics skill group 4, Close combat skill group 5, Computer 3, Con 3, Demolitions 4, Etiquette 3 (Military +2), Firearms skill group 6, First Aid 3, Freefall 3, Heavy Weapons 4, Instruction 4, Intimidation 5, Leadership 6, Negotiation 3, Outdoors skill group 4, Perception 5, PilotGround Craft 4, Pilot Watercraft 3, Stealth skill group 5, Throwing Weapons 4										
Knowledge Skills	Small Unit Tactics 6										
Qualities	Code of Honor (Warrior's Code), Guts, Toughness										
Adept Powers	Adrenaline Boost 1, Astral Perception, Combat Sense 1, Critical Strike 1 (Unarmed Combat), Danger Sense 2, Enhanced Accuracy (Automatics, Longarms, Pistols), Improved Physical Attribute (Reaction), Improved Reflexes 2, Killing Hands, Metabolic Control, Traceless Walk										
Metamagics	Adept centering, powerpoint										
Gear	Ballistic mask [+2], concealed quick-draw holster, earbuds [Rating 1], goggles [Rating 5, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision magnification-electric 1], hardened mil-spec battle armor (light) [Rating 15], Transys Avalon commlink, subvocal microphone										
Weapons	Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -4, SA, RC —, 15 (c), w/ 45 APDS ammo, 2 spare clips] Nissan Optimum II [Assault Rifle, Acc 5 (7), DV 9P, AP -6, SA/BF/FA, RC 1, 30 (c), w/ 180 rounds APDS ammo, 5 spare clips] Shotgun [Shotgun, Acc 4 (6), DV 12P, AP -2, SA, RC 1, 5 (m), w/ 10 rounds EX explosive rounds] Cavalier Arms Urban Tomahawk [Blade, Acc (Physical +1), DV (Str +2)P, AP -1 Combat Knife [Blade, Reach —, Acc 6, DV 7P, AP -3]										

LAUGHS-TOO-MUCH

An eccentric Coyote shaman, Laughs-Too-Much is a prime runner in the Sioux shadows. Sometime around 2071 he appeared outside of Butte and started offering his services. His methods are considered unorthodox and somewhat disturbing, but no one can dispute their effectiveness. To date, he hasn't failed a client. Years ago, Laughs was known as Robert Far-Strider, a Truth Dancer in Unit 419. Disturbed by the path the unit was taking, which he considered toxic, he refused to serve Ashe, and the rest of the unit turned on him. Thought dead, Far-Strider was saved by his ally spirit.

Although he survived, the encounter affected him mentally. Knowing his family would be in danger if he re-surfaced, Far-Strider assumed his current identity and occupation to protect them and prepare for an eventual showdown with Ashe. Unfortunately, his son, Charles

Iron-Hawk, began a personal crusade to discover the truth of what happened to his father. Now, with the help of his step-son, Mika, he's determined to prevent Charles' execution and stop Ashe.

Considered slightly insane, Laughs' speech is punctuated with chuckles, chortles, and outright bursts of laughter; even, or especially, when they're inappropriate. He'll crack jokes and engage anyone in verbal sparring, as long as things stay civil or playful. Should anyone become rude, insulting, or even physical, Laughs has more than enough magical mojo to deal with them.

	B	A	R	S	W	L	I	C	ESS	EDG	M
	3	4	4	3	6	5	5	5	6	5	9
Condition Monitor	10/11										
Armor	9										
Limits	Physical 5, Mental 7, Social 8										
Physical Initiative	9 + 1D6										
Astral Initiative	9 + 3D6										
Skills	Archery 3, Assensing 5, Astral Combat 5, Close combat skill group 2, Con 4, Conjuring skill group 6, Escape Artist 5, Firearms skill group 3, Gymnastics 4, Influence skill group 3, Instruction 3, Intimidation 4, Outdoors skill group 5, Perception 6, Running 4, Sneaking 5, Sorcery skill group 6, Throwing Weapons 3										
Qualities	Distinctive Style (laughs too much), Mentor Spirit: Coyote (see sidebar)										
Spells	Analyze Truth, Chaos, Chaotic World, Confusion, Detect Enemies, Detect Magic, Fling, Hush Improved Invisibility, Levitate, Magic Fingers, Mana Barrier, Manaball, Manabolt, Mass Confusion, Mindprobe, Silence, Stealth, Stunball, Stunbolt										
Metamagic	Centering, flexible signature, masking										
Rituals	Circle of Protection, Ward, Watcher										
Gear	Armor vest [9], banishing focus [Rating 3, spirit of fire], concealed quick-draw holster, power focus [Rating 2], sustaining focus [Rating 2, Manipulation spells]										
Weapons	Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -2, SS, RC —, 6(cy) w 6 regular rounds]										

LIGHTFOOT

(FORCE 6 FREE AIR SPIRIT)

Looking like a sixteen-year-old girl, Lightfoot was originally Robert Far-Strider's ally spirit; she was named such because her feet never *quite* touch the ground in human form. Lightfoot was "freed" when her master was almost killed at ES-618. But because of the kindness and respect her master showed, Lightfoot didn't abandon Far-Strider; instead, she saved him.

Over the next few years, Lightfoot and Far-Strider/Laughs-Too-Much became partners in his smuggling enterprise. Laughs gets them over the border, Lightfoot acts as pointman on the Sioux side. On paper it's a relationship of equals, but at times their relationship is





NEW MENTOR SPIRIT: COYOTE

The embodiment of a wild trickster, Coyote never comes at a problem head on. Instead, he prefers to use a combination of guile, wit, and misdirection against his enemies. Unfortunately, he tends to treat his allies the same way. Coyote delights in messing with people, but he's not malicious. Rather, he just enjoys pointing out the various absurdities in people and in life. While his actions may seem confusing and sometimes contradictory, there's always a method to Coyote's madness.

ADVANTAGES

All: +2 dice pool to all Con tests

Magician: +1 to all Manipulation and Illusion spell tests, preparations, and rituals

Adept: Danger Sense level 2

DISADVANTAGES

Coyote has a hard time with head-on attacks or brute force methods, unless it's part of a larger con or misdirection. Anytime he is forced into such actions, he must make a Willpower + Charisma [Mental] (4) Test. If he fails, then he decides to do things another way, which means he may exit a combat instead of participating in it.

more like father and daughter. As such, Lightfoot will do anything for Laughs, no pun intended.

Highly adaptable, Lightfoot has taken to her role as a face with gusto. She's created an extensive network of friends and contacts and loves to use technology whenever possible, just for the novelty of it. Normally, Lightfoot comes across as very friendly but a little flighty. However, the current situation has made her more direct and no-nonsense.

	B	A	R	S	W	L	I	C	ESS	EDG	M
	4	7	8	3	6	6	6	6	6	3	6
Condition Monitor	10/11										
Limits	Physical 6, Mental 8, Social 8										
Physical Initiative	16 + 1D6										
Astral Initiative	12 + 3D6										
Skills	Assensing 6, Astral Combat 6, Con 5, Etiquette 5, Exotic Ranged Weapon (Flamethrower) 6, Firearms skill group 3, Instruction 3, Intimidation 4, Negotiation 5, Pilot Ground Craft 3, Perception 6, Running 6, Unarmed Combat 6										
Powers	Accident, Astral form, Concealment, Confusion, Elemental attack, Engulf, Materialize, Movement, Sapience, Search, Realistic Form										
Gear	Transys Avalon commlink										
Weapons	Cavalier Arms Crockett EBR [Sniper Rifle, Acc 6, DV 12P, AP -3, SA/BF, RC 3, 20 (c), w/ 80 rounds regular ammo, bipod, imaging scope, 3 spare clips]										

MIKA (A.K.A. MR. JOHNSON)

Known in the shadow community as one of the best B&E experts in the field, Mika (not his real name) is also known for getting into, and then somehow out of, trouble. While his current status and rep are well known, details about his life growing up are scarce.

Mika grew up in Cheyenne, where his biological father died in an "accident" when he was only two. But his mother met a nice man named Robert, and the two had a son a year later that they named Charles. Despite the two never officially marrying, Robert still became Mika's de facto father. With Robert being gone for long stretches at a time, Mika's mother raised both boys, who formed the typical brotherly bond.

The two even briefly served together in the Sioux Military. Mika was trying to get out, while Charles was a rising star. Even when Mika eventually left the service and turned to the shadows, Charles was one of the few people Mika kept in contact with. Even though Charles disapproves with Mika's new career, he's still family and has given some decent advice on occasion.

Note: Since Mika is a character that has transcended *Shadowrun* editions, some of his powers, augmentations, and or gear are not yet available under the current rules; besides that, he can't do much anyway with a broken leg. Gamemasters can use a flat dice pool of 12 for any tests he may need to make in his part of the adventure.

ASHE

(FORCE 7 FREE TOXIC SPIRIT OF FIRE, NUCLEAR)

Once a wandering free spirit of fire, the entity called Ashe became trapped in ES-618 after a mana-storm converged with the local ley line and radiation to create a freak barrier in the complex's nuclear storage room. Trapped, it fed on the nuclear energy and became corrupted.

When shadowrunners entered the complex in 2071, they disrupted the barrier just enough to allow Ashe to escape. But before he did, Ashe observed the battle between the runners and Unit 419. Excited by the death and destruction, Ashe intervened. He slaughtered the weak shadowrunners but offered the members of 419 unlimited power if they helped him. Four of them, already greedy and power hungry, agreed. The two that didn't were executed ... supposedly.

Ashe has continued to feed on the nuclear material in the complex, waiting for his new disciples to make preparations for his new home. He cares nothing for other lives, except in what they can offer him. All Ashe wants is a place he can call home, and anything that gets in his way will simply be destroyed.

	B	A	R	S	W	L	I	C	ESS	EDG	M
	8	9	10	5	7	7	8	7	7	4	7
Condition Monitor	12/11										
Limits	Physical 4, Mental 7, Social 7										
Physical Initiative	18 + 1D6										
Astral Initiative	15 + 3D6										
Skills	Assensing 7, Astral Combat 7, Exotic Ranged Weapon 7, Flight 7, Perception 7, Running 7, Unarmed combat 7										
Powers	Astral form, Elemental attack (radiation), Energy aura (radiation), Engulf (fire), Materialization, Sapience										





UNIT 419

Considered one of the best counter-intelligence units the Sioux and NAN has to offer, 419 was the go-to unit for rooting out spies, terrorists, and in many cases shadowrunners. As their successes mounted, so did their knowledge of the dirty secrets within the Sioux Nation. Using this knowledge to their advantage, 419 learned the benefits of power and became an authority unto themselves, operating well beyond their original mandate. Sioux and NAN higher-ups looked the other way because of their stunning successes, and the secrets they knew. But eventually, the power they wielded led to corruption.

Only two members of 419 questioned the methods being used, Robert Far-Strider and Tomas Rain. During the mission to ES-618, Rain was killed outright and Far-Strider thought dead. The rest of the unit—George Two-Feathers, Judith Fire-Thorne, Helen Storm-Chaser, and Sam Looks-Twice—readily joined up with Ashe for the power he promised. After the pact was sealed, the remnants of 419 used every connection they had to coerce, bully, and manipulate key officials to get the materials

needed to create the dirty bombs for Ashe. **Note:** For the gamemaster's ease, all current members of Unit 419 use the same stat block.

	B	A	R	S	W	L	I	C	ESS	EDG	M
	3	3	3	3	6	5	5	4	6	5	8
Condition Monitor	10/11										
Armor	12										
Limits	Physical 4, Mental 7, Social 7										
Physical Initiative	8 + 1D6										
Astral Initiative	10 + 3D6										
Skills	Assensing 4, Astral Combat 4, Close Combat skill group 2, Con 3, Conjuring skill group 4, Firearms skill group 3, Gymnastics 3, Instruction 3, Intimidation 4, Outdoors skill group 2, Perception 6, Running 2, Sneaking 5, Sorcery skill group 4										
Spells	Agony, Analyze Truth, Blast, Confusion, Control Thoughts, Death Touch, Detect Life, Detect Magic, Lightning Bolt, Mass Agony, Mass Confusion, Mindprobe, Mindlink, Physical Barrier, Toxic Wave										
Metamagic	Centering, Masking										
Rituals	Ward, Watcher										
Gear	Armor jacket [12], Transys Avalon commlink, concealed quick-draw holster, earbuds, subvocal microphone, sustaining focus [Rating 2, illusion spells]										
Weapons	Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -5, SA, RC —, 15 (c), w/ 45 rounds regular ammo, 2 spare clips]										