

You Fall, We Haul

A Shadowrun scenario for the Silhouette game system

by Shane Ó hUí

“Hello Seattle, I'm Stacey Inglewood. In this episode of Crash Course we grab our gear and glove up for a 24-hour shift with the paramedics and security EMTs of DocWagon High Threat Response ambulance 21. We'll deal with unexpected patients, high speed driving, three-way firefights and even do our bit to take out a threat to the city! And, through the magic of simsense, you'll be along for the ride! So don your armour, lock and load your gel ammunition, get the stretcher and hit the lights and sirens as we take a Crash Course as an HTR medic!”

You Fall, We Haul is a Shadowrun scenario revolving around a DocWagon™ High Threat Response team, written for Gaelcon 2008. The action all takes place during a single 24-hour shift and involves a number of calls, which provide clues and foreshadowing to the final encounter, a battle with an insect spirit hive establishing itself within the team's area.

This scenario is written to use the Silhouette rule system, on account of the sanity-check-inducing horror that is the Shadowrun rules. Characters should be easy enough to translate to Shadowrun for the sado-masochistic.

The nature of the scenario is that a lot of emergency medical techniques and jargon are used, in order to build the tone and make it feel more authentic. These are all directly based on real protocols and procedures, with the exception of Shadowrun-specific stuff like magical damage and dump shock. Some techniques and equipment have been futurised but are extrapolated from current equivalents. No assumption is made that either GM nor players know their tension pneumothorax from their pericardial tamponade, so each encounter is written to provide the information obtained from a patient assessment, the appropriate treatment to provide, the desired effect, and what can be

done wrong in the result of a failed skill check. Jargon is provided for flavour and can be thrown in as desired, but really has no use other than for colour, since people seem to enjoy hospital-based drama shows despite not really knowing what they're talking about.

This scenario takes place in early 2053, back in the days when insect spirits were just a rumour and you had to plug your brain into the wall to go decking.

DocWagon™

Since much of the canon information on DocWagon™ makes little actual sense, I'm changing certain aspects of it. More (sometimes contradictory) information about the company can be found in Shadowrun 3rd edition p303, the 3rd edition Shadowrun Companion p76, 90 and 109, The Neo-Anarchist's Guide to Real Life p40 and 95, and Missions p26.

DocWagon™ is a private company offering emergency medical care, transport and clinics to contract-holders, and is generally considered the best of its kind. Multiple DocWagon™ franchises exist in every major city in the UCAS. There are four levels of contract:

Basic costs 5,000¥ per year and offers no frills

Gold costs 25,000¥ per year and includes one free resuscitation per year, a 50% discount on High Threat Response charges and a 10% discount on extended care

Platinum costs 50,000¥ per year and includes four free resuscitations per year, free HTR services (although employee death compensation still applies) and a 50% discount on extended care

Super-Platinum costs 100,000¥ per year and includes five free resuscitations per year and the Platinum discounts, as well as a biomonitor which automatically calls in if the client's life signs ever stray beyond safe parameters

A DocWagon™ wrist band, issued to all clients, is a translucent and unobtrusive plastic bracelet containing a telephone which broadcasts only to DocWagon™. It is designed to be worn permanently, and will trigger a High Threat Response call if ruptured. Under

normal circumstances it is activated by flipping back a protective tab with a thumbnail and pressing the small, flat button underneath, locating and calling the nearest franchise.

DocWagon™ operates three types of response. Standard Response Teams are the most common and usually operate two to four personnel in lightly-armoured two-patient trucks, with a few helicopters. Crisis Response Teams deal with mass-casualty incidents like multi-vehicle crashes, major fires and natural disasters, and they operate up to eight personnel in four-patient trucks or tilt-wing aircraft. High Threat Response teams answer calls where both the client and the incoming team face a serious threat posed by the hostile actions of others, as well as calls requiring technical infiltration or extrication which paramedics can't handle alone, and operate up to seven personnel in armed and armoured two-patient urban security ground vehicles or VTOL aircraft.

Teams operate out of DocWagon™ clinics, ambulance bases or local fire departments (where the company rents space), typically housing several SRTs and one each CRT and HTR team. Shifts are 24 hours in length, from 7 to 7, and teams will be rostered on every third day, although overtime is available. Bases include bunking, cooking, shower, trideo and if you're lucky exercise facilities for use between calls.

A call comes in from a central dispatch office, and comprises a several-second long tone ("the tones going off" or "getting toned out") followed by a description of the unit required, the client type, location and the (supposed) nature of the call, issued over a P.A. system in the base and each personnel communicator. It is commonly accepted amongst crews that the dispatch call and the actual nature of the scene often bear little resemblance to each other.

HTR 2I

The team in this scenario operate out of a small DocWagon™ base in the Northgate \Greenwood area of Seattle, toward the north of the Downtown district. Their vehicle is a modified Ares Citymaster. The team consists of two paramedics, two threat support personnel (with some emergency medical training), a rigger and today a reporter making a reality show\documentary.

Stitch is a veteran paramedic, an ork struggling to make it in a human's world. Until recently he was partnered with Rip, who was fired for stealing and reselling drugs. His cybernetic ears make him expert with a stethoscope.

Zap is a young hotshot paramedic and the new guy on the team. He's a little green, but a talented medic.

The Beard is a threat support emergency medical technician (E.M.T.), a dwarf with a military background and a highly customised assault rifle. He's secretly addicted to the combat drug Kamikaze.

Ricky is a young threat support E.M.T. physical adept who pulled himself up from the streets by shadowrunning. He wants to be a paramedic and admires Stitch.

Overhaul is a threat support rigger, born on the land an American Indian. He's one of the company's best drivers but he's racist against metahumans.

Stacey Inglewood is a reporter making a simsense reality show. She's been given a crash course in emergency medicine and is allowed to perform basic procedures with supervision.

Although the majority of the player characters are by default male, it doesn't really matter for any of them, so if female players would rather play a female character then just switch the gender, the name can even remain the same. Stacey could become Stanley and otherwise be the same.

It's important that the players understand each character's role on the team, particularly Stacey's. The paramedics' job is to treat patients - assess them, stabilise them on-scene and monitor and care for them on the way to hospital. The threat support guys are to ensure the medics get in and out safely and can perform their job. They are also trained in technical extrication including use of cutting equipment and rope systems. Finally, they have enough emergency medical training to assist the paramedics with basic procedures when necessary, or to provide basic care to patients themselves. The rigger drives the bus, typically emergency traffic (lights and sirens) on the way out to the scene and normally back in, unless the patient is unstable and time is critical. He will also be involved with threat support, typically but not necessarily from the ambulance, and has limited emergency medical training. Stacey is recording a simsense show so she's supposed to

get stuck in wherever possible, and the medics should let her assess patients and perform simple treatments (and assist in advanced ones), as long as they can intervene when something's omitted or isn't going right. She can also help out the threat support side of things, although this episode's focus is on the medical stuff.

There are a number of acronyms on the character sheets as skill specialisations, representing additional training modules the characters have attended, which the players will need to have translated for them:

AMEC (Ay-Meck) Advanced Metavariant Emergency Care - extra training in dealing with metahumans and other sapient creatures

CMPAT (Kem-Pat) Cyber-Modified Patient Assessment and Treatment - extra training in dealing with injuries and illnesses relating to cyberware and machine interfaces

PHAALS (Fahls or Fails) Pre-Hospital Awakened Advanced Life Support - extra training in dealing with magically awakened patients without risking harm to their abilities, including performing invasive procedures

Running the Game

This scenario can take the better part of a day to play, if everything's done in-depth, and that's fine. However, in a time-constrained situation, you'll need to gloss over some stuff, and that's fine too, because keeping things moving fast and urgently adds to the atmosphere. Each chapter has a section with hints on speeding it up, but basically, whenever the scenario talks about rules or combat, read it as "blah blah blah" and just describe the events colourfully with player input.

Hand out character sheets first of all and give players a chance to read over them as you're getting sorted, and you can dump a couple of copies of the assessment cheat sheet out there too. Explain the basics of the Silhouette system, including Emergency Dice (everyone starts with 5), and go over the Aspects rules. Let the players introduce their characters to each other, throwing in anything important that they left out (like Stacey's role). Give a bit of background about Shadowrun and DocWagon™ as appropriate.

Explain the use of the cheat sheet (it's the list of things that need to be run through, in order as much as possible, at every scene). Then jump into the game.

You might want to colour the situation as each call comes in - relaxing at the base, completing paperwork from a previous call, tidying and restocking the truck, asleep in bunks, chatting to other medics or nurses or Lone Star at a clinic or hospital, out for a quick meal (buffet-style or portable fast food is best, as ordering a set meal is inviting a call before it arrives. Some all-you-can-eat restaurants recognise the situation emergency workers are in and will allow them back in later with a valid receipt and apologetic explanation.).