

TITLE	DESCRIPTION	START TIME
THURSDAY		
SRM02-01: Parliament of Thieves	A simple smuggling job. Get the goods from the Koshari. Deliver it to the Mafia. Avoid the Yakuza, the Triads, the UCAS border patrol, and the Zone Defense Force. Just another day in the Front Range Free Zone. A Shadowrun Missions BYOC scenario.	8:00
SRM02-07: An Ounce of Prevention	So that local street doc has just saved your sorry hoop yet again. You know they're strapped for more than cash. So when the doc needs a line on some meds... well, here's your chance to "pay it forward." A Shadowrun Missions BYOC scenario	10:00
SRM02-08: Chasing the Dragon	An innocent little girl is dead, and a killer still lives. A local arms dealer out for vengeance intends to fix that. To right this wrong, a team of shadowrunners are going to have to help her chase The Dragon. A Shadowrun Missions BYOC scenario.	10:00
SRM02-02: Best Served Cold	Revenge, corporate interference and the mafia, it's all part of the life of shadowrunners. When a high-ranking executive gets involuntarily extracted, it's time for a team of deniable assets to bring him back. A Shadowrun Missions BYOC scenario.	12:00
SRM02-03: The Grab	The shadows can be a dirty place to make a living, but when opportunity calls, you answer. Extracting an 11-year-old as part of an extortion scheme gets the shadows dirtier, and some stains can't be washed out. A Shadowrun Missions BYOC scenario.	12:00
SRM02-04: Thrash the Body Electric	The fewer strings attached to a job, the better. At least that's what you've told yourself. Now find out if having the power in your hands will be everything you expected, or just a shortcut to electrocution. A Shadowrun Missions BYOC scenario.	12:00
SRM02-01: Parliament of Thieves	A simple smuggling job. Get the goods from the Koshari. Deliver it to the Mafia. Avoid the Yakuza, the Triads, the UCAS border patrol, and the Zone Defense Force. Just another day in the Front Range Free Zone. A Shadowrun Missions BYOC scenario.	14:00
SRM02-05: Through a Rose Colored Display Link	When a ranking hacker of the Mob becomes prime suspect in a crime he didn't commit (this time), putting heat on the business, you are called in to deliver some family justice against those who framed him. A Shadowrun Missions BYOC scenario.	14:00
SRM02-06: The Flip Side	When the choice comes down to your reputation or your life, most runners choose to keep breathing. Now a team is needed to find out why a smuggler cut his losses and ran at the first sign of heat. A Shadowrun Missions BYOC scenario.	14:00
TITLE	DESCRIPTION	START TIME
FRIDAY		
SRM02-07: An Ounce of Prevention	So that local street doc has just saved your sorry hoop yet again. You know they're strapped for more than cash. So when the doc needs a line on some meds... well, here's your chance to "pay it forward." A Shadowrun Missions BYOC scenario	14:00
SRM02-08: Chasing the Dragon	An innocent little girl is dead, and a killer still lives. A local arms dealer out for vengeance intends to fix that. To right this wrong, a team of shadowrunners are going to have to help her chase The Dragon. A Shadowrun Missions BYOC scenario.	14:00

FanPro Shadowrun Missions Events—<http://www.shadowrunrpg.com/missions/>
 GenCon Indy 2006—August 10th through August 13th, Indiana Convention Center, Indianapolis, Indiana

More info on GenCon Indy 2006 at <http://www.gencon.com/indyhome.aspx?file=indy>

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TITLE	DESCRIPTION	START TIME
SATURDAY		
SRM02-08: Chasing the Dragon	An innocent little girl is dead, and a killer still lives. A local arms dealer out for vengeance intends to fix that. To right this wrong, a team of shadowrunners are going to have to help her chase The Dragon. A Shadowrun Missions BYOC scenario.	0:00 (Midnight!)
SRM02-04: Thrash the Body Electric	The fewer strings attached to a job, the better. At least that's what you've told yourself. Now find out if having the power in your hands will be everything you expected, or just a shortcut to electrocution. A Shadowrun Missions BYOC scenario.	8:00
SRM Scramble!	<p>Mr. Johnson has put out a call to the Shadows of Denver -- he needs every 'runner available to prevent all out war in the shadows. A one time only Shadowrun Missions BYOC Interactive, with unique campaign rewards. Costumes encouraged!</p> <p>The Shadowrun Missions Scramble! will be a combination of a traditional Shadowrun tabletop scenario and a LARP-like interactive session. During the first portion of the event, players will be meeting with Mr. Johnson at the Lakeside Amusement Park Casino in the PCC. While there, they'll be able to gamble, and engage in many of the amusements to be found in the finest gambling facility owned by the Chavez mafia. All the while, characters will have an opportunity to explore the plots and subplots of the criminal organizations at work. Including those of their fellow shadowrunners.</p> <p>This scenario provides a peek into the background of Denver's criminal underbelly. Exploring themes from earlier Shadowrun Missions, and granting a peak into upcoming events.</p> <p>Unique prizes will be awarded to Missions characters. These will include a focus believed to have been part of Dunkelzahn's horde, a program secured from Mitsuhama's labs, an appointment with an Evo clinic, and an armament fresh from Ares testing facility. Of course, there'll also be the Nuyen.</p> <p>This is a one-time run event, created by a collaboration between the Shadowrun Missions writing team and the FanPro convention team. If you enjoy the campaign, you really won't want to miss this.</p>	10:00
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