

BHG02-01 Bad Medicine

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Introduction

Expected Runner Group

Originally designed for one runner: a troll street samurai, hence they are hired to assist an aspiring gangster.

Challenge

Highest opposing dice pool 8, pay multiplier: x2, so a base pay of 6¥k, but the mission will soon translate into two jobs, which will attract double pay.

Plot Synopsis

Contact by an ork friend and fellow shadowrunner, Linc. Together they are hired by a fixer called Mason to hijack a drone truck, steal the cargo, then send it on its original route. As they don't have a decker among them, they'll need to hire one.

The truck contains medical supplies. In addition to their pay of 6¥k each to conduct the hijacking, they are permitted to keep all the take from selling the cargo. This will be going to the barrens, so there is some ethics to their cause.

After this, they'll get paid, and then it's done.

Linc is already dealing with the Triads, one Robert Lung, who owns a pharmaceutical concern out in the barrens, and who conducts biz with the hospitals and black clinics there.

Unfortunately, one of the Triads' girlfriends, Zhou Wei, has leaked information to the Yakuza about the deal, the Kanaga-Gumi, who will gatecrash the deal as it's happening.

Depending on how tough the runners are, the Yakuza may or may not get away with the shipment. If they do, then the runners will be hired for an extra 6¥k each, to get the shipment back.

If this occurs, then the runners will need to use their street smarts to hook up with a contact (who will need paying for his risk), who can tell them who ratted the Triads out. By raiding Zhou Wei's flat (she will try to shoot them with a handgun), they can question her, to find out that she did indeed betray the Triads, but it was only to get close to Ryuhei Kamiki, a yak shategashira (lieutenant), who killed her friend.

Under duress, she will tell the runners where they've taken the truck, but will also explain why she did it, and beg them to let her go, and tell the Triads that she got away.

This is up to the runners. For all they know she could be lying, and could then warn the yaks.

Even if the runners *didn't* get the truck, the runners will still be hired to find out where the leak has sprang from, so the work here is still available.

If necessary, they then need to go get the truck back off the yakuza, who have it stashed in a warehouse in Everett.

This is a surprise attack, but there will be a number of guards present, and if needs be, the Triads will give them backup.

At the conclusion, the Triads will open up the cases, and discover not only their pharmaceuticals, but also several bodies and torsos being kept artificially alive. This should ring alarm bells for all involved that organ-legging is involved here.

They may start to wonder where this cargo actually came from, and the yakuza's true involvement in this deal.

The Hook

Linc, Mason and the runners all meet at the Texas Star truck stop in Snohomish along Highway 9. It's a simple affair, and they find a quiet booth.

Mason explains that he wants them to hijack a drone truck, full of medical supplies, which they can then sell on. He continues that it will be coming along Highway 9 tomorrow night, and they may want to use this truck stop to remove the cargo.

As previously explained, he'll pay them 6¥k each for the hijacking, provided it's a professional job, and they can keep the proceeds from the cargo.

He sends them each a datafile with the manifest and travel details for the delivery, which is actually destined to run from a warehouse in Everett down to Madigan Army Hospital. He also sends them the matrix address of the truck, which they'll need for the hijack.

However, to get the truck to stop they'll need to hack it, so they'll probably need a decker. They should contact him for a meet again once the job is done, for payment.

NullRef

First order of business is finding a decker who can join them. There is 6¥k on the table for them, from Mason, and it is up to Linc and the runners if they are split in on the cargo proceeds.

They can try their contacts if they wish, and it should become apparent that deckers don't grow on trees, and there are not many available. However, ingenuity should be rewarded not thwarted.

An appropriate use of Street Etiquette and visiting the correct bars and decker host hang outs, or perhaps a contact 'favor' should bring a name to them: NullRef.

Apparently he's looking for extra work at the moment, and will consider the job. Legwork about him may turn up further information...

He will initially try to ask for more money, anything up to 8¥k, as he's "doing all the work". This won't wash with Linc, but it may with naïve runners.

He lives in various dumps in Downtown, such as coffin hotels, motels and the like, and can often be found in a local bar for a discreet meetup, or in the barrens at Hollywood Sinsense, where he sometimes works, or The Joke, or sometimes in Loveland, Puyallup.

Transport

Even if the runners have transport, it's unlikely they'll have a discreet truck for transporting cargo. They will need to either steal one, or borrow one – either through legitimate rental, or borrowing from the underworld, for around 1,000¥ – a decent truck like this will cost around 60¥k, so anyone lending such a vehicle to shadowrunners, is going to want some hard assurances.

Either way, they need a truck.

Hijack

First step to hijacking the truck is to find it on the highway. It is driving according to schedule, using only the autopilot, so a matrix perception will be necessary, using the address provided by Mason in 'the Hook'. Hopefully, this will be performed by NullRef, or a competent decker:

Computer + Intuition [Data Processing] (1)

Alternatively, they can wait until it's within 100m, then automatically spot it.

Once they have found it, a decker can try to take control of it. The truck is connected to the J&G host, but not *slaved* to it, so it uses its own ratings:

GMC Rottweiler Handl 2/1, Speed 3, Accel 1, Bod 20, Armor 18, Pilot 1, Sensor 2, Seats 3, Avail 8, Cost 60,000¥

This means that to defend in matrix tests, it only gets 2 dice (2x pilot), so shouldn't be too hard to control.

There is very little noise here, so as long as they stay within 100m, there is no reduction. Even up to 1km away, the noise is only 1.

Once the decker has taken over the vehicle, by getting 3 marks, and issuing 'Control Device', he can then get it to pull over, either at the truck stop, or another location of their choosing. It will need to pull off the highway.

Ideally, they'll want to stay within 100m for this, so have the driver roll:

Pilot Ground Craft + Reaction [Physical] (2)

Once they're all in a parking lot of some sort, they can then start unloading, from one truck to the other, but the clock is ticking, and it's heavy work.

Strength + Body (12, 1 minute) Extended

If the truck stops for more than 5 minutes, it will attract attention, and a security spider will be despatched by J&G to investigate. He will immediately spot the hijack, and kick out NullRef, who jacks out with a scream.

The spider then closes the truck up, and drives it away, and the authorities will then be en route.

To complicate matters, while they are unloading, unless they've prepped the lot by bribing the owners, or it's deserted, then an inquisitive soul will come over to investigate, a trucker no less. He will ask what they're doing, and may even begin to take a picture with his link.

Keep track of time as any fracas could easily take them over 5 minutes, triggering the security spider.

Hopefully the runners will be quick and professional...

The Triads

The meet with Lung and a couple of Triad gangsters will go ahead a couple of hours later

at a junk yard in the barrens, as planned. He is waiting with a similar truck to the runners.

The medical supplies they have on board are worth about 25¥k, a respectable haul. If they haggle, then they may gain (or lose) 1,000¥ on this price per net hit on an opposed Negotiation test with Lung.

However, they likely won't get chance to take the pay, as while they're negotiating, a third truck will arrive at the gates of the junkyard, blocking their exit. 9+ yakuza kobun will then come running in brandishing SMGs and katanas, telling the runners and triads to get lost, and leave the cargo.

A battle will now take place, with Lung and the triads trying to hold on to their truck, but retreating if necessary.

The runners and their truck, however, will be the main target. Only if the yakuza are reduced to 3 or less, will they back off, otherwise they will fight quite zealously to take the truck, and drive it away.

They will take the precaution of turning the truck to 'wireless off' shortly after leaving the area. NullRef will be no use, and will hide, whereas Linc will fight bravely, but recognize if they are outgunned.

A possible solution would be to take down one of the matrix addresses of one of the containers that are enabled, or to add an RFID tag of their own to the cargo, during the chaos, which won't be looked for by the yakuza if they are victorious.

This could lead to a swift reprisal by the runners, bypassing some of the following encounters.

Aftermath

Linc and the triads will be furious, and may end up blaming each other for allowing the yakuza to take the shipment, Linc may even go so far as demanding payment for Lung's 'incompetence'.

Hopefully level heads will prevail, but if it turns into a further battle, so be it.

However, eventually Lung will see how things are, and offer the runners a further 6¥k each to find out how the yakuza got the lowdown on their meeting. He will suspect a rat, and point the finger firstly at the runners

and their associates, little realizing that it was his own girlfriend Zhou Wei.

He also still wants the medical supplies, because he has already made commitments he'd prefer to keep. Linc already has Lung's link number.

There is also the matter of the runners getting their truck back...

Word on the Street

There are quite a few possibilities to explain how the yakuza got the heads up on the meet:

- Ratted by Mason
- Ratted by NullRef
- Double cross by Lung
- Surveillance

Plain old legwork will, eventually, yield results. However there may be some red herrings and traps before the goal is reached.

Investigating Mason will yield some unusual information, around the Erdnase casino, etc. however there will not seem to be any incentive for a rat out there.

NullRef, and anyone else they've told about the job, will be likely suspects, however NullRef would have benefitted from the deal. The only way to fully investigate this lead is to interrogate NullRef. In fact, Linc may suspect the runners, especially if one of them is Japanese...

The remainder of the leads will be either triad or yakuza investigations. Chatting to people in bars may be a good, although slow way to gain information, to just generally put the word out that information is required, especially if there is a price tag reward to go with it.

An alternative is to try contacts.

The Joke and Phoenix House in Redmond are good places to ask around for yakuza connections.

Social

Con, Etiquette (Street) or Intimidation rolls in an appropriate bar, can help towards an extended test:

Skill + Cha [Social] (12, 30 mins)

Linc can teamwork with the runners to try to get the successes required, and appropriate knowledge checks can be used to teamwork with themselves (eg. Syndicates).

Contacts

Legwork (@100¥ x Connection) will enable the contact to make a roll on behalf of the group. Whereas a favor from the appropriate contact (@1,000¥ x Connection) will automatically complete the extended test in 30 mins, provided they **are** an appropriate contact.

Penalties for Failure

Of course, going around gang bars asking about the triads and yakuza will attract unwanted attention as well. If a roll gains no successes, or a glitch is rolled, then a contact tells them a guy wants to talk to them behind the bar.

When they go outside, they are jumped by six yakuza with tasers and swords who will rough up the runners to warn them off.

Success

When the extended test is complete, they run across a disaffected yakuza contact, Sutoshi Fujiwara, who will talk for money. His starting fee is 3k¥, but he can be negotiated down by 100¥ per net hit.

He will explain that Ryuhei Kamiki, a yak kobun is seeing one of the triads' girlfriends, Zhou Wei – she tipped off the yaks to the meeting.

Zhou Wei

For their troubles, the runners have arrived at a rundown apartment block on NE 68th in the heart of the barrens. Opposite the entrance, a crowd of the Howling Demons biker gang are parked up, but don't seem too interested in passers-by, unless they stand out. It is actually rent day, and the triads are making the rounds, with the Demons as muscle to persuade anyone who doesn't feel like paying.

The homeless litter the the pavement, entrance and stairs of Northaven Apartments.

No 309 is where Zhou Wei lives. She has already paid her rent, so will be reluctant to open the door for anyone. Although,

Cha + Con [Social] (2)

with an appropriate story may get her to open the door a crack. Breaking the door down may be an option (*SR5*, p.197). It's Structure 4 Armor 6. Roll Unarmed combat against it for DV equal to Strength + Hits. It then resists with 10 dice (structure + armor). If the runners get 4 or more damage through, it's smashed open.

Zhou won't take too kindly to this, and even before they start to break the door open, if she hasn't fallen for their social wiles, then she'll start shooting at them through the door.

However, she's no street sammy, so they should be able to overpower her, and confront her about ratting out the triads (who are in the building, with muscle...)

Initially she will deny everything, but if they persist or use interrogation (basically Intimidation or Con, with threshold 2), then she will crack and confess.

Sh will, however defend herself, claiming that she only told the yaks because she needs to get close enough to the kobun in question, Ryuhei Kamiki, who killed her friend. Once she does, shes going to poison him with neurotoxin.

A judge intentions:

Cha + Int vs Wil + Cha

may show that she is telling the truth, but the rolls must be secret, so the players don't know.

How the runners handle this is up to them, but she will plead with them to let her go, and tell the triads that she got away. It is their choice.

She also knows where the truck with the shipment was taken. Tsukuba Holdings have a workshop on Union Hill Road, out past Bargain Basement. The truck was originally taken there although she can't say whether it's still there or not (it is).

Tsukuba Holdings

Hidden in a row of small industrial units, this innocuous looking building is used by the yakuza for engineering firearms and ammunition. The yakuza have considerable sway in the area, so the locals know not to go near these units.

There are four kobun here at all times as guards, quite a few more in the day. The kobun have access to excellent firearms here, though from the nature of the place, so a firefight could be painful.

There's a front door leading into a couple of offices, and a side door leading directly into the workshop at the back. The doors are security doors, and the windows are armored glass (Structure 8, Armor 12, *SR5*, p. 197). The front door is covered with a lowlight camera and a passive IR movement sensor, linked to an alarm in the office (but it gets tripped by devil rats a lot). The side door has no IR sensor on it, but does have a camera.

The doors are locked with maglocks and RFID proximity cards. The maglocks are quiet enough that they won't alert the guards inside if triggered.

All devices are rating 2 (*SR5*, p. 363).

Maglock picking:

To sneak up to the door (but remember the IR sensor):

Sneaking + Agility [Physical] (2)

Open the case:

Locksmith + Agility [Physical] (4, 1 Combat Turn) Extended Test.

Defeat the lock:

Locksmith + Agility [Physical] (4, 1 Combat Turn) Extended Test.

The runners can then sneak in (same sneaking roll), and possibly gain surprise on the hapless kobun, who are gambling in the office. One of them will attempt to trigger a silent alarm, before they're killed.

The truck, with cargo on board, is in the workshop, next to the vehicle door.

While they're here, the runners might decide to tarry and see what's around. After all, it's a gun shop. However, if the alarm's been triggered (and without a decker on watch, they might not be aware of this) and they stick around too long, they may get more than four bored guards to deal with.

In 2D6 + 3 minutes, another 3D6 yakuza goons will turn up, with the usual assortment of handguns and SMGs, but a couple will have assault rifles, and a couple will have frag grenades. If this is no sweat for your runners, then up the stakes with a phys ad, or even a mage.

In the workshop, are 10 Ingram Smartgun X's, which are in the process of having their ownership changed (4 so far, 6 outstanding). They belonged to Saeder-Krupp security until a couple of weeks ago.

There are also 4 Ares Alpha Assault Rifles here, which have been freshly imported, and currently have Japanese owners. They still have the serial numbers showing, so will need processing, before they can be sold or used safely.

All the firearms are currently wireless off.

There are also 20 boxes of 10 rounds of explosive ammo for heavy handguns (Ares Predators). They each have Japanese symbols written on them.

It will take a minute or two to search out and inventory these items, and a further few minutes to load them in the truck.

Note that even if the runners get away, if they steal from the yakuza, then this will come back to haunt them. Firstly the cameras will

still be running (unless they've taken precautions), so their faces will be known. Even if they wear balaclavas, the truck may enable them to be traced, as the yakuza will be able to track down who it belongs to, and ask them who they lent it to. By default it could be the Crimson Crush, or it could be stolen. Nevertheless, it still may be traceable.

Beyond this, they just need to be careful who they sell the guns to.

Changing ownership of an item is about 1,000¥ (SR5, p. 236)

Cargo

Finally, the runners will get their hands back on the cargo they hijacked. There are 20 boxes of pharmaceuticals, each worth about 5¥k **before** negotiation, so approx. 1,250¥ (SR5, p. 418)

Linc has already lined up a buyer: Robert Lung, the Triad. All that remains is to carry out an opposed:

Negotiation + Cha [Social]

The price he buys them for is as per the rules: 25% +/- 5% per net hit.

However, in addition to the 20 boxes, there are also 4 large, plastic crates, labelled biohazard, which each contain a body, or part thereof. One is a torso, one a headless body, another is a collection of organs and the fourth, a complete body.

The complete body is someone they know, preferably a missing friend.

In each case, they are being kept in stasis by refrigeration and drugs. Lung won't even touch these, and will become decidedly nervous upon seeing them, and so should the runners. Only a very few people deal in organs, with the dominant syndicate being the dark Tamanous, mainly ghouls.

The runners may open the cases and hide these from Lung, or try to sell them elsewhere. This may bring consequences of their own, because these belonged to the Tamanous in the first place, which the runners have now stolen from.

But this is the subject for the next scenario.

Each of those taking part receive a free skill point in **one of the following Knowledges (their choice)**: Area Knowledge (Seattle), Bars and Clubs, Cantonese, Gangs, Triads, Underworld or Yakuza.

Picking up the Pieces

Money

There could be any number of paydays or losses:

Hijack: 6¥k each (Mason)
Trace leak: 6¥k each (Lung)
Sale of cargo: (See above)
Possible sale of yakuza guns: (See above)

Karma

As per *SR5*, p. 376:

Survival: 2
All objectives: 2 (Successful sale of cargo)
Some objectives: 1
Challenge: 1

(Maximum of 5)

Reputation

As per *SR5*, Street Cred is total Karma/ 10, and hopefully the runners shouldn't pick up any Notoriety or Public Awareness.

Contacts

The runners might pick up any one of the following as contacts with Loyalty 1, 2 at a push.

Mason (Connections 5) – top class fixer
Linc (Connections 2) – ork fixer
Robert Lung (Connections 4) – triad fixer
Sutoshi Fujiwara (Connections 3) – yak rat
Zhou Wei (Connections 3) – triad rat

Skills

Legwork

Mason

Contacts to Ask: Corporates, truck drivers, fixers, gamblers.

Th	Time	Information
0	-	Who?
1	1 min	He works mainly as a fixer.
2	5 min	He runs the Erdnase casino.
3	30 min	He's connected to the Seattle Trucking firm.
4	2 hr	The Erdnase casino owns Seattle Trucking, and Mason is using shadowrunners to remove trucking competitors.

Jenson and Galtouche Trucking

Contacts to Ask: Corporates, truck drivers, shipping authorities.

Th	Time	Information
0	-	Who?
1	1 min	They are one of the largest Seattle trucking companies.
2	5 min	They have some large contracts, especially with Ares.
3	30 min	They're not such a family firm any more, they have corporate interests on the board.
4	2 hr	Some of their shipments have been disrupted recently. It could be corporate in-fighting, a protection job or a rival haulage firm.

NullRef

Contacts to Ask: Deckers, fixers, syndicate members, pimps, prostitutes, digital porn dealers.

Th	Time	Information
0	-	Who?
1	1 min	He's a decker.
2	5 min	He mostly steals and sells digital porn.
3	30 min	He is a BTL addict.
4	2 hr	He's not that reliable, he's left one or two clients in the lurch because he was high.

Cast of Shadows

Mason

B 3 A 5 R 4 S 3 W 5
L 3 I 4 C 5 Ess 5.6

Initiative: 8 + 1D6

Movement: 10/ 20

Condition Monitor: 10P/ 11S

Limits: Mental 5 Physical 5 Social 8(9)

Armor: 8

Skills (Dice Pools): Arcana 5, Computer 6, Con 7, Forgery 6, Gymnastics 8, Hacking 5, Hardware 6, Impersonation 7, Intimidation 8, Leadership 7, Negotiation 8, Perception 8, Performance 7, Pilot Ground Craft 8, Pistols 8, Running 4, Sneaking 8, Software 6, Unarmed Combat 8

Knowledge Skills (Dice Pools): Area Knowledge (Seattle) 8, Underworld 8, Business 5, Syndicates 6, Gangs 6

Languages (Dice Pools): English N

Gear: Fairlight Caliban (7)

Cyberware: Platelet Factories, Tailored Pheromones

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)] 2 clips APDS.

Linc – Ork Fixer

B 8 A 5 R 4 S 6 W 3
L 2 I 4 C 5 Ess 5.2

Initiative: 8 + 1D6

Movement: 10/ 20

Condition Monitor: 12P/ 10S

Limits: Mental 4 Physical 8 Social 7

Armor: 12

Skills (Dice Pools): Automatics 9(11), Blades 9, Con 8, Etiquette 10, First Aid 5, Forgery 4, Gymnastics 7, Hardware 4, Heavy Weapons 7, Intimidation 9, Leadership 10, Locksmith 8, Negotiation 10, Perception 7, Pistols 6, Sneaking 7, Throwing Weapons 6
Knowledge Skills (Dice Pools): Area Knowledge (Seattle) 8,

Underworld 8, Business 5, Gangs 8, Bars and Clubs 6

Languages (Dice Pools): English N, Or'zet 8

Gear: Hermes Ikon (5), Hardware toolkit, Lockpick kit

Cyberware: Plastic bone lacing, Cybereyes (2):

Image Link, Smartlink, Low-Light

Weapons:

Unarmed: 7P

Ingram Smartgun X [SMG, Acc 6, DV 9P, AP -2, BF/ FA, RC 4, 32(c)] +2 clips
Explosive.

NullRef – Burnout Decker

B 3 A 4 R 4 S 3 W 3
L 5 I 3 C 2 Ess 5.9

Initiative: 7 + 1D6

Matrix Initiative: 7 + 4D6 (Hot)

Movement: 8/ 16/ +2

Condition Monitor: P10/ S10

Limits: Mental 6 Physical 5 Social 5

Armor: 12

Skills (Dice Pools): Automatics 6, Clubs 5, Computer 9, Cybercombat 8, Cybertechnology 6, Demolitions 6, Electronic Warfare 8, Etiquette 3, Hacking 9, Hardware 7, Locksmith 5, Longarms 6, Perception 4, Pistols 6, Sneaking 6, Software 9

Languages: English N

Knowledges: Area Knowledge (Seattle) 7,

Literature 7, Music 5, Sprawl Life 5,

Underworld (BTL) 7(9)

Gear: Cyberdeck, Armor Jacket, Erika Elite (4), Electronics toolkit, Lockpicking toolkit.

Cyberware: Datajack, Datalock (3).

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)] regular, +2 clips.

Cyberdeck: Hermes Chariot (Rating 2, Array 5442, Programs 2)

Attack 2, Firewall 5 (7 vs Matrix Damage), Data Processing 4, Sleaze 4

Software: Armor, Biofeedback (Causes S/P damage alongside Matrix)

Description: Icon is a ratlike creature. In shades.

J&G Security Spider

B 2 A 5 R 5 S 2 W 5
L 5 I 4 C 3 Ess 5.8

Metatype: Elf
Initiative: 9 + 1D6
Matrix Initiative: 8 + 4D6 (Hot)
Movement: 10/ 20/ +3
Condition Monitor: P9/ S11
Limits: Mental 7 Physical 4 Social 6
Armor: 8
Skills (Dice Pools): Computer 9, Con 5, Cybercombat 9, Cybertechnology 7, Electronic Warfare 9, Etiquette 5, First Aid 7, Gunnery 7, Hacking 9, Hardware 9, Impersonation 5, Intimidation 4, Negotiation 5, Palming 7, Perception 8, Pilot Ground Craft 9, Pistols 7, Running 3, Sneaking 7, Software 9, Throwing Weapons 7, Unarmed Combat 6.
Languages: Sperethiel N, English 9.
Knowledges: Data Havens 8, Matrix Games 6.
Gear: Cyberdeck, Actioneer Business Clothes.
Cyberware: Datajack.

Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)] regular, +2 clips.

Cyberdeck: Microtronica Azteca 200 (Rating 2, Array 5432, Programs 2)
Attack 5(6), Firewall 3, Data Processing 4, Sleaze 2
Software: Decryption (+1 Attack), Track (+2 Trace User)

Description: Elven bowman.

Robert Lung – Triad Fixer

B 3 A 5 R 3(4) S 2 W 5
L 4 I 5 C 5 Ess 5.4

Initiative: 9 + 2D6
Movement: 10/ 20/ +5
Condition Monitor: P10/ S11
Limits: Mental 6 Physical 4 Social 7
Armor: 12
Skills (Dice Pools): Automatics 10(12), Biotechnology 6, Blades 8, Computer 6, Con 7, Cybertechnology 6, Etiquette 8, First Aid 6, Intimidation 7, Leadership 6, Medicine 6, Negotiation 9, Perception 7, Pilot Ground Craft 6, Running 3, Sneaking 6
Languages (Dice Pools): Cantonese N, Japanese 7, Korean 7, English 9
Cyberware: Datajack, Synaptic Booster (1).
Gear: Armor Jacket, Glasses (4, Smartlink, Lowlight, Image Link)

Weapons:

Sword [Blade, Acc 6, Reach 1, DV 7P, AP -2]
Ingram Smartgun X [SMG, Acc 6, DV 9P, AP -2, BF/ FA, RC 4, 32(c)] +2 clips
Explosive.

Triad or Yakuza Gangster

(includes Sutoshi Fujiwara)

B 4 A 4 R 3 S 4 W 3
L 2 I 3 C 3 Ess 6

Initiative: 6 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P10/ S10

Limits: Mental 3 Physical 5 Social 4

Armor: 9

Skills (Dice Pools): Automatics 8, Blades 8, Clubs 7, Etiquette (Street) 6 (+2), Intimidation 7, Pilot Ground Craft 7, Pistols 8, Throwing Weapons 6, Unarmed Combat 8

Languages (Dice Pools): Cantonese/ Japanese/ Korean N, English 6

Gear: Armor Vest (9)

Weapons:

Knife [Blade, Acc 5, DV 5P, AP -1]

Stun Baton [Clubs, Acc 4, Reach 1, DV 9s(e), AP -5]

Sword [Blade, Acc 6, Reach 1, DV 7P, AP -2]

Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC -, 10(c)] 1 spare.

Colt Cobra TZ-120 [SMG, Acc 4(5), DV 7P, AP -, SA/ BF/ FA, RC 2(3), 32(c)] 1 spare.

Flash-bang [Grenade, Acc 5, DV 10S (10m radius), AP -4]

All have a knife, stun baton and a Browning.

Half of a group will have Swords and SMGs.

One or two will each have D6 Stun Grenades.

All ammo is normal. No other equipment.

Random Barfly/ Ganger

B 4(5*) A 4 R 3 S 4 W 3
L 2 I 3 C 3 Ess 6

Initiative: 6 + 1D6

Movement: 8/ 16/ +4

Condition Monitor: P10/ S10

Limits: Mental 3 Physical 5 Social 4

Armor: 9

Skills (Dice Pools): Blades 8, Clubs 7, Etiquette (Street) 6(8), Intimidation 7, Pistols 8, Unarmed Combat 7

Qualities: Toughness*

Languages (Dice Pools): English N

Cyberware: None.

Gear: Armor Vest (9).

Weapons:

Knife [Blade, Acc 5, DV 5P, AP -1]

Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC -, 10(c)] 2 spare regular.

Zhou Wei – Avenging Girlfriend

B 2 A 5 R 4 S 2 W 4
L 3 I 3 C 5 Ess 5.7

Initiative: 7 + 1D6

Movement: 10/ 20/ +5

Condition Monitor: P9/ S10

Limits: Mental 5 Physical 4 Social 7

Armor: 12

Skills (Dice Pools): Blades 8, Clubs 8, Computer 5, Con 8, Disguise 6, Etiquette 8, Forgery 5, Gymnastics 8, Hardware 4, Negotiation 8, Perception 7, Pilot Ground Craft 6, Pistols 8, Running 5, Sneaking 8, Swimming 5, Throwing Weapons 6, Unarmed Combat (Cyber Implants) 8(10)

Languages (Dice Pools): Cantonese N, English 5

Knowledges (Dice Pools): Area Knowledge (Seattle) 7, Triads 7, Yakuza 5.

Cyberware: Spurs.

Gear: Armor Vest (9).

Weapons:

Spurs [Blade, Acc 4, DV 5P, AP -2]

Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC -, 10(c)] 2
spare regular.