

# BHG02-02 Disassembled

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## Introduction

### Assumptions

This scenario leads straight on from BHG 02-01 Bad Medicine, so it assumes that the runners have stolen a truck load of medical supplies which contained two crates containing firstly, organs and secondly, a full body, wired up to keep it alive, despite being brain dead.

If possible, the body is that of the loved one of one of the runners.

What the runners do next, determines everything.

### Supplements

The scenario is written for SR5 core, with errata, and the following supplements:

- Seattle 2072 (*SEAT72*)
- Ghost Cartels (*GC*)

### Plot Synopsis

The runners have found evidence of organ-legging, which they may be interested in. Either way, they will find themselves requested to follow this up. It will lead to a conspiracy involving several hospitals, and ultimately to the Tamanous, and a lair of ghouls.

If they take on Mason as their employer for this scenario, then he will ultimately want them to negotiate an agreement for delivery by Seattle Trucking, rather than their current transporter, Jenson & Galtouche.

Of course, the runners may not follow this trail completely, or may end up in violent conflict with the group. No particular outcome beyond this is desired.

### Adventure Background

The Tamanous operate an organ-legging business, whereby a fixer called Krouper, and the Disassemblers gang, bring bodies to Redmond General, where a corrupt syndicate of medical staff arrange for false records to be attached to these cadavers, and for them to be tested.

Dr Sean Lucas, a private clinician, and high-level member of the Tamanous, runs a database, which includes legitimate organ donors as well as those “laundered” by Redmond General, and shares the details with Madigan Army Hospital.

When Madigan, or another client gets a match, then the organs are quickly relocated, through a warehouse owned by Kondorchid (*SEAT72*, p. 87). They are transported from Kondorchid to Madigan by J&G.

Krouper runs the action at Redmond General, whereas Lucas runs Madigan, and any other clients (mainly illegal chop shops).

Any body parts not used, are recycled back to the Disassemblers who deliver them to a Tamanous warehouse in the barrens nearby, where the ghouls lair.

The Tamanous use a shell company, called Thanatos Holdings in Seattle, to launder their money and assets around. This could leave a significant paper trail for the runners to follow. If they're smart enough.

If it all blows up, the syndicate at Redmond General will take the fall (and they know it), Krouper and the Disassemblers will disappear, and everyone else will “outraged”.

### The Hook

#### Options

The evidence of organ-legging is the hook. The runners have several options:

- Tell Mason, the Johnson from 'Bad Medicine' about the organ-legging. He **will** be interested.
- Investigate the organ-legging themselves. This is fine, but they will be unpaid.
- Do nothing. They may (rightly) fear the Tamanous, or simply just not care.

If they tell Mason, he will be concerned (privately) because Mason is representing Seattle Trucking (ST) in a trade war against Jenson & Galtouche (where the supplies were taken from), and he will want to know if the organs are being legally delivered (no, they are not on the manifest), and if not, whose toes are they treading on by stealing the organs.

To this end he will immediately hire the runners over again, this time for 12k¥ each, to “assist in resolving this issue.” He is being suitably vague, because he will likely want a series of tasks completing for this payment, including:

- Finding out who the organs are being transported for.
- Negotiating with them to gain their illegal business in transporting and/ or smuggling.

Once this particular loose end is tied up, he will gladly pay the runners their rewards as this is particularly dangerous, although he will sell it to them as “detective work”.

If they investigate the organ-legging themselves, then they will be working for free for an amount of time, however it is likely that they will be “contacted” sooner or later, either by Mason (see below, under “Do nothing”), or by being hunted down by the brutal Disassemblers biker gang.

However, this may take a while so they are likely to have at least three days (GM's call) before someone comes calling.

Mason will make the same offer as above, but if he can see that the runners are doing the work anyway, he may try to offer them a much smaller reward.

If the runners choose to ignore the situation, and haven't told anyone about it, then the same situation will arise, as if the runners were investigating solo. However, their first clue that there are problems, may be when a pack of ghouls jumps one of the runners.

The next day, they will get a call from Mason, asking for their help.

### **Starting Out**

The clues that the runners can follow, to discover the source of the organs are:

- Forensics of the bodies, possibly leading directly to Redmond General.
- The manifest company name: Thanatos Holdings
- The haulier: Jenson & Galtouche
- From location: Kondorchid warehouse
- To location: Madigan Army Hospital

Each trail is given its own section below.

## **Responses by Tamanous**

### **Tracking**

Krouper, Lucas' fixer, and Kheyroll, the leader of the disassemblers, are given the job of finding out who has stolen from them.

Kheyroll will initially blame the Ancients, who have recently been making noises about the Disassemblers organ-legging, and Krouper will leave them to their enquiries.

This will lead to some sporadic fighting between the two groups, with the Dis coming off much worse, as soon as the Ancients realize what's happening, and come gunning for them.

This may show up during legwork, but otherwise will have no direct impact on the runners.

However, because a conversation will then take place between the Dis and the Ancients, to sort out the problem, the Dis will be quickly clued in that the Triads were part of a meet where bulk pharmaceuticals were bought, and rumor is that organs were part of the deal (it's amazing how the truth gets distorted as it's passed around the street...)

Needing no further encouragement, they will then go gunning for some Triads, causing trouble for Lung's illegal medicine factory out in the Barrens.

When Robert Lung, who bought the goods off the runners, starts getting stepped on by the Dis, he may or may not realize that it was due to the deal with the runners.

If he does, he will contact Kheyroll, and tell him that he wasn't interested in the organs, and it had nothing to do with him, but will give them Linc's name. Linc will be attacked by three ghouls the next night. If he is with the runners at the time (they could be in a call with him when it happens...), then they will get the opportunity to help, otherwise he is found mostly eaten, and word gets back to the runners.

It is preferable, however, that the runners are at least drinking with him just before this happens, or in a call.

### **Attack Seattle Trucking**

Meanwhile, Krouper, the sharper of the two, leans on Nathan Hallman at J&G who reluctantly admits that the company is being threatened by Seattle Trucking, and it is likely to be them who stole the shipment.

Krouper then mobilizes the Disassemblers, and sends Kheyroll and about forty deaths head bikers to the ST depot, where only a skeleton staff is present. Some flee, some are killed and one, Chip Ronson, will be abducted. The runners could be present when this happens, although this situation shouldn't feel contrived – if they're not present, it isn't a threat to the plot.

Before leaving, they will smash the place up, and spray their gang emblem on the office walls. The Disassemblers will then deliver Ronson to Krouper, who will pass him to Lucas and the ghouls, who will take him out to an abandoned tenement in the barrens.

Lucas will then call someone on Ronson's datalink, possibly the runners, and leave it on speakerphone. Ronson will see this and start screaming, "They're gonna eat me! Help me! They're gonna eat me!" This will then be followed by screams as Ronson is eaten alive by ghouls.

If Lucas is not aware of the runners, then he may call Kiyazaki, who will desperately call the runners (or Mason), sobbing and begging for help.

By leaving the datalink on and calling, it means, of course, that a physical trace can be conducted, taking the runners to the location in the barrens. However, the Tamalous are fully aware of the game they are playing, and will only stay long enough to enjoy their meal (about 10 minutes), before leaving.

To traverse the barrens this quickly would take air support. Even Doc Wagon would be hard put to reach the spot in time.

### **Attack One Runner With Ghouls**

They may get some information from Linc, eg. His commlink, which may lead them to whoever he has called (recent call list). Alternatively, they may follow Linc before slaying him, and see who he is associating with.

If so, then D6 ghouls will stalk and attack a runner late one night.

### **Attack Runners With Truckers**

If Lucas and Krouper become aware that Mason has hired the runners to help and protect ST, then they will contact the truckers who work for J&G, and let them know about the runners.

This will require some surveillance of the ST depot, so if the runners swing by, they may spot someone in a car staking out ST, possibly with a decker in the back.

However, once they do have the info they need, then they'll organize a bunch of 2D6 truckers to attack the runners with shotguns, preferably on the highway in transit.

## **Trail: Forensics of Bodies**

The equipment that the bodies are accompanied by has certain marks attached, which medical staff might notice belong to Redmond General Hospital.

An appropriate Medicine, Cybertechnology or similar professional skill or knowledge will identify this (Threshold 2). The equipment could be taken to a street doc for assistance with the roll, or even photographed and messaged.

Alternatively a Matrix Search extended roll (30 mins) will come up with this info, purely from the serial numbers, etc. on the equipment.

Secondly an Underworld knowledge roll (Threshold 2), or similar, will realize that if organ-legging is involved, it will be the domain of the Tamanous, a very unpleasant and violent syndicate, associated with ghouls, the infected and black magic.

## Trail: Thanatos Holdings

This is the name of the company on the manifest, but no offices for them exist in Seattle. **Legwork to research the name** (2 successes, 5 minutes), will lead to its virtual identity, and the attorneys' office where it is registered, Soulemann's Attorney at Law.

The only officer of the company which is publicly available is Ronald Tibbs, who handles the administration of this shell company.

To get further information will require

- **A run on the host** (rating 5), to find and access the correct file.
- Breaking in to the company (downtown, well-patrolled by police and good security)
- Intimidating Ronald Tibbs into giving or sending them the information (Their clients include gangsters, so -2 DP for this).

**Private documents pertaining to Thanatos**, will lead the runners to the following items of information:

- Dr Sean Lucas is the effective owner and executive officer of this company
- Thanatos has a significant shareholding of the Numada Clinic, Lucas' own personal clinic which conducts research and treatment of HMHVV.
- Thanatos other main asset is a large warehouse in the Barrens

### Soulemann's Attorney at Law – Host rating 5

Attack: 7

Sleaze: 5  
Data Processing: 6  
Firewall: 8  
Initiative: 11 +4D6  
CM: 11 (for each IC)

### Programs:

**Patrol:** 10 [6] (v Logic + Sleaze if silent)

**Killer:** 10 [7] (v Intuition + Firewall)

Causes 7 damage +1 per net hit, +2 per mark

**Tar Baby:** 10 [7] (v Logic + Firewall)

Creates a link lock (can't switch interface mode, exit host or reboot)

**Probe:** 10 [7] (v Intuition + Firewall)

Adds one mark per successful attack

**Track:** 10 [7] (v Willpower + Sleaze)

If hits with 2+ marks, your physical location is known

**Description:** Large, expensive office, with marble pillars, and suited figures with no faces. A filing room, can be searched using Computer + Intuition [Data Processing] (6, 3 seconds), Extended, to find the Thanatos file which is inside.

The IC appears as armed, suited men, who mutate into cybernetic organisms when they attack.

**Physical Security:** Located in tower block of offices, downtown. 4 security guards (with IR glasses), patrolling in the dark with a central security station. Rating 3 maglocks (p. 363, SR5), IR cameras. Force 8 bound spirit patrols this, and other offices on this floor. KE HTR in 1D6 minutes.

## Trail: Jenson & Galtouche

Obviously, the haulage company which transported the "medical supplies". The organs cases are not listed on the manifest (a "clerical error").

Based in Everett, J&G are one of the largest haulage firms in Seattle, and have a large contract with Ares, to move goods from Monohan Vehicles out in Redmond, to the shipping port.

Their main executives are:

- Barry Jenson: Only family member left who works the company. He is fiercely proud, and an intelligent schemer.
- Nathan Hallman: An ex-trucker who has become a corp-cum-fixer within J&G. He is responsible for the deal with Krouper and the Disassemblers.

**A run on the host** will show that the medical supplies are ordinary, and are received from China, shipped into Kondorchid. No deliveries of organs are mentioned at all, except for one occasion where “emergency supplies” were once received from **Redmond General**.

The medical supplies are irregular, and despite the fact that they are for medical sundries, they tend to be rushed over to Madigan at a moment's notice. A Medicine or similar roll (2) will ascertain that this is more symptomatic of an organ delivery where time is of the essence.

**Surveillance** will notice Krouper, Kheyroll and a couple of other Disassemblers visiting one night, but the runners will need to be quick or prepared to catch the conversation: Hallman telling them that ST is causing them trouble. Kheyroll will then say that he is going to cause *them* trouble.

### Jenson & Galtouche Haulage – Host rating 3

Attack: 6  
 Sleaze: 3  
 Data Processing: 5  
 Firewall: 4  
 Initiative: 8 +4D6  
 CM: 10 (for each IC)

#### Programs:

**Patrol:** 6 [5] (v Logic + Sleaze if silent)  
**Probe:** 6 [6] (v Intuition + Firewall)  
 Adds one mark per successful attack

**Crash:** 6 [6] (v Intuition + Firewall)  
 If has a mark, and gets a hit, crashes a random program

**Killer:** 6 [6] (v Intuition + Firewall)  
 Causes 6 damage +1 per net hit, +2 per mark

**Description:** A cheap, aging host, looking like a shop, with a truck sign over the entrance. Icons tend to be blocky. A map on the wall with icons behind it represent the various runs, manifests, etc. A matrix search (2 successes, 1 minute) will find the Thanatos records (see above).

IC is in the form of cybered up doormen.

**Physical Security:** Relatively open truck yard and repair shop. Cameras and proximity alarms (rating 2) cover approaches and fences, maglocks (2) secure offices. Staff with shotguns replace security guards.

A single hellhound wanders the grounds, sniffing for astral intrusion.

HTR Security Level B, Response 1D6 x5 minutes, by KE (discount for their contract).

## Trail: Kondorchid Shipping

The manifest source. Already notorious for its role in the Ghost Cartel scandal (2 successes, 5 minutes), it is known for looking the other way. Located at the Port of Everett, it is a complex of three warehouses and is a front for the Olaya Cartel.

**A run on the host** will glean the same information as described in J&G, above, but at a much higher rating host.

A break-in won't show much, but surveillance may notice an anonymous delivery from an unmarked truck (containing organs), escorted by two bikers with no colors showing. Can be traced via their licence plates, etc. with a little legwork (3 successes, 30 minutes): the van belongs to Redmond General, and the bikers are the Disassemblers.

### Kondorchid Shipping Seattle – Host rating 5

Attack: 7  
 Sleaze: 5  
 Data Processing: 6  
 Firewall: 8  
 Initiative: 11 +4D6  
 CM: 11 (for each IC)

#### Programs:

**Patrol:** 10 [6] (v Logic + Sleaze if silent)

**Black IC:** 10 [7] (v Intuition + Firewall)

Link-locks and causes 7 damage +1 per net hit, +2 per mark, and the same in biofeedback.

**Killer:** 10 [7] (v Intuition + Firewall)

Causes 7 damage +1 per net hit, +2 per mark

**Tar Baby:** 10 [7] (v Logic + Firewall)

Creates a link lock (can't switch interface mode, exit host or reboot)

**Probe:** 10 [7] (v Intuition + Firewall)

Adds one mark per successful attack

**Track:** 10 [7] (v Willpower + Sleaze)

If hits with 2+ marks, your physical location is known

**Description:** A dark grey office building, marked with the Kondorchid company logo. A public area is pleasantly decorated in an Asian style, with oriental women attending to customers. Beyond this is a private host area, requiring a separate mark to enter. A calendar and map-based filing system shows past and future routes by search. Intruders are killed and dumped by an oriental woman with knives for fingers.

**Physical Security:** Relatively large dockside complex of three warehouses, surrounded by a double ring of razor-wire fences, the inner 4 meter electrified. Cameras, guards, aerial surveillance drones and doberman surface drones patrol.

Two Force 8 Water Elementals patrol astrally.

Rating 3 maglocks with anti-tamper, on warehouse and office doors.

No HTR team is on call here, the Olaya Cartel doesn't want police on its property.

## Trail: Madigan Army Hospital

SEAT72, p. 112

Manifest destination. An upstanding institution, it would not typically be associated with organ-legging, however, careful surveillance, or simple inference, will see that they are involved.

In fact only **Captain Marshall**, and two doctors are aware of what's going on directly, and they are insulated enough to be able to claim ignorance if it does blow back.

To locate these few would require **considerable legwork, (consider 4 successes)**, and might be flagged by a concerned member of staff, a nurse, who noticed that a particular organ hadn't gone through the required checks, and questioned it, but was brought into the Captain's office and told not to "risk lives" in future, or their career would be at stake. They've kept quiet since, but it's been going on for over a year.

**Marshall deals directly with Lucas and the Numada clinic**, and has no dealings with any other members, and no idea that the Tamanous are involved. Diligent surveillance of Marshall/ his commlink/ etc may uncover the link to Lucas.

**A run on the host** will reveal the clear link to the Numada clinic, as would any simple legwork (2 successes, 5 minutes), a history of digital paperwork, but again, the clinic could be blamed.

## Madigan Army Hospital – Host rating 5

Attack: 8

Sleaze: 5

Data Processing: 7

Firewall: 6

Initiative: 12 +4D6

CM: 11 (for each IC)

### Programs:

**Patrol:** 10 [7] (v Logic + Sleaze if silent)

**Probe:** 10 [8] (v Intuition + Firewall)

Adds one mark per successful attack

**Track:** 10 [8] (v Willpower + Sleaze)

If hits with 2+ marks, your physical location is known

**Killer:** 10 [8] (v Intuition + Firewall)

Causes 8 damage +1 per net hit, +2 per mark

**Acid:** 10 [8] (v Willpower + Firewall)

-1 to Firewall, Net Hits Matrix Damage at 0 Firewall

**Blaster:** 10 [8] (v Logic + Firewall)

Causes 8 damage (Matrix and Stun) +1 per net hit +2 per mark, with link-lock

**Description:** A large, white marble host, with helpful staff waiting to chat (intelligent agents). It is open to the public, but the intelligent agents will want to know your



business. IC takes the form of blue-uniformed security guards.

To find the file required will require a Matrix Search (Computer + Intuition [Data Processing] (1) 1 minute) to find the correct database within the host. It then requires a mark on the database to access, plus a further Matrix Search (3, 1 minute) to find the data that they are looking for, ie. A history of questionable organ sourcing, mainly from Redmond General, and with a clear link to the Numada clinic.

### Physical Security

Although public buildings for the most part, it is fitted throughout with Rating 3 maglocks and cameras. There are a large number of security guards with SMGs patrolling the hospital at all times, so careful lock-picking and sneaking is required to avoid attention. Anyone in a medical uniform, must be broadcasting a valid medical SIN (Rating 3 scanners).

Force 6 Earth Spirits patrol the grounds, but would only be encountered astrally by anyone failing to achieve a threshold of 2 on Sneaking, or causing astral noise. Although well-patrolled, the premises are quite extensive.

## Redmond General

SEAT72, p. 121-2.

Corruption runs rife in this community hospital in the barrens, which makes it easy for a syndicate of staff to run an organ-legging operation here.

They are aided and abetted by Krouper, and the Disassemblers, who are the main supplier of organs and fresh bodies for laundering through Redmond General's syndicate.

Krouper and the gang tend to show up at the goods entrance late at night, with bodies (live and dead) for "processing", that is having the appropriate digital paperwork attached to them, so that they can be moved through the system quickly for harvesting.

- Dr Harriett Irwin: Her name is like a rash all over the organ-legging entries of the hospital database. She is clearly involved.
- Dr James Ruiz: He is a junior doctor, who is involved with the syndicate, and often deals directly with Kheyroll.

**A run on the host, or straightforward legwork (3 successes, 30 minutes)** should reveal a rash of suspicious disappearances, and organ appropriations, and point directly to these two members of staff.

There is nowhere for them to hide – if it goes public they'll take the fall, but they'll be reluctant to talk (-3 DP for intimidation checks) because they know what will happen to them if they do.

If leaned on by the runners, they will likely feed them phony info (eg. I'll arrange a meeting with our fixer for tomorrow night, so you can meet him yourself), then they'll contact Krouper directly (Judge Intentions, p. 152, SR5 to spot the deception). He'll then check CCTV and try to hunt down the runners, or have the Disassemblers be around the next night when the runners come back to lean on the staff the next time.

**If they do get the full deal, either through surveillance or interrogation**, then they'll find out that the majority of the organs are supplied by the Disassemblers, and delivered to Kondorchid as a cut-out.

It's also common practice for the staff to trade recent corpses back to the Disassemblers and although they don't officially know, it's quite well-known that they deal with ghouls, so these are likely for food.

### Redmond General Hospital – Host rating 3

Attack: 5  
Sleaze: 4  
Data Processing: 3  
Firewall: 6  
Initiative: 6 +4D6  
CM: 10 (for each IC)

#### Programs:

**Patrol:** 6 [3] (v Logic + Sleaze if silent)

**Track:** 6 [5] (v Willpower + Sleaze)

If hits with 2+ marks, your physical location is known

**Killer:** 6 [5] (v Intuition + Firewall)

Causes 5 damage +1 per net hit, +2 per mark

**Acid:** 6 [5] (v Willpower + Firewall)

-1 to Firewall, Net Hits Matrix Damage at 0 Firewall

**Description:** A barn-like white building, with no windows. It is out of date and poorly maintained – the IC should provide little challenge to a competent decker, and no-one will even notice the place is being attacked. Icons are buggy, or inactive, and doors and corridors sometimes lead nowhere.

To find the correct database will require a Matrix Search (Computer + Intuition [Data Processing] (2) 1 minute) to find the correct database within the host. It then requires a mark on the database to access, plus a further Matrix Search (2, 1 minute) to find the data that they are looking for, ie. Dozens of highly suspicious disappearances and dubious organ transfers, pointing to the two key staff members.

### Physical Security

The staff here really don't care. It isn't hard to walk in and out of the place without being noticed (Sneaking, threshold of 1). Although there are cameras (2), and some fairly lazy guards, it's a big place and would be a challenge to secure with proper organization.

There are a mixture of maglocks and cylinder locks, although about 1 in 6 (ish) are broken, or just left unlocked. Certain areas are more secure, eg. Where drugs and expensive equipment are stored. These will have higher rating locks (3), and will be patrolled with more care.

It should be fairly easy to get in and check the records, but because of the disorganized nature of the place, it would be very time-consuming, possibly taking a few days of ducking into rooms to check the system.

An expensive Bellevue clinic, ran by Dr Sean Lucas, dedicated to treating HMMVV and other viruses of the sixth world. Cutting edge research.

**A run on the host** would be required to uncover the organ matching service and database, which isn't in any of the literature. A careful search through the database reveals that most, if not all of the organs are sourced from Redmond General.

It also lists the Thanatos warehouse as a "clinical storage depot".

This is volatile information.

## Numada Clinic

## Numada Clinic – Host rating 5

Attack: 7  
Sleaze: 6  
Data Processing: 8  
Firewall: 5  
Initiative: 13 +4D6  
CM: 11 (for each IC)

### Programs:

**Patrol:** 10 [8] (v Logic + Sleaze if silent)  
**Black IC:** 10 [7] (v Intuition + Firewall)  
On a hit it link-locks (p. 229, *SR5*), and causes 7 +1 per net hit + 2 per mark (Matrix and biofeedback damage)  
**Probe:** 10 [7] (v Intuition + Firewall)  
Adds one mark per successful attack  
**Acid:** 10 [7] (v Willpower + Firewall)  
-1 to Firewall, Net Hits Matrix Damage at 0 Firewall  
**Crash:** 10 [7] (v Intuition + Firewall)  
If has a mark on you, crashes a program

**Description:** A stately home with manicured lawns. No public entry. The servants are mindless robots, drones that attack relentlessly.

An expansive office upstairs with various glowing columns covered in blue symbols serve as file and database stores. Matrix perception (2, 1 minute) will locate the organ matching database, crack file against Protection Rating 3 (6 dice) will gain them entry. A further Matrix perception (2, 1 minute) will locate various bullet points of information, eg. Most organs are coming from Redmond General, etc.

### Physical Security

The clinic is protected by rating 4 maglocks and cameras, IR sensors with an alarm and smokecloak system, linked to a KE AA HTR (1D6 +4 minutes response time). The smokecloak defeats lowlight and IR, but not sonar.

## Thanatos Warehouse

This warehouse is out in the Southern Barrens, down along hwy 202, not far from the Squatters' Mall. It is in a district of old apartment blocks, and some old shops.

The area is largely abandoned, the buildings occupied by squatters and ghouls. The Disassemblers keep order for a few blocks around the warehouse. Arrangements are maintained with gangs which own the various patches of turf along the 202 which allows them to travel unmolested in and out of the Barrens. However, anyone attempting this trip without talking to the gangs, will likely end up getting stuck behind a truck barricade, and having to pay the toll to go through (1D6 x 100¥).

Trying to go round will likely end up on unmaintained side roads, which could damage the vehicle, and probably getting ambushed or lost. It's not impossible, just very very dangerous. Unknown vehicles will be scoped out, potentially contacted by the gang's turf they're in, and "pulled over" or plain shot up and salvaged. "Shark bumps", where the gang applies pressure first to see what happens are common. They don't want a deadly firefight, just to enforce their turf, and take resources.

Motorbikes and off-road vans are common (even the roads in the Barrens count as off-road).

For the immediate area around the warehouse, the buildings are mainly occupied by ghouls. All the squatters have been eaten (skeletons are common round here), and even the Devil Rats are wary. In the day, it's deserted except for groups of 2D6 Disassemblers on bikes (6, 9, 5), at night packs of 2D6 ghouls (4, 11, 6) will be encountered.

### Warehouse

Although it has clearly seen better days, the warehouse will stand out because (the few) windows are boarded, doors are intact, and there are active icons inside. It also seems to have some sort of power (portable vegoil generator, some panels and batteries).

The doors are heavy security doors (Structure 8, Armor 12, p. 197, *SR5*), bolted from the inside, with shutters to view visitors. The warehouse is staffed by 7 Disassemblers

and 2 Ghouls. If they face obvious trouble, then another 7 Disassemblers are nearby at the Disassembler clubhouse, "The Coffin", in a small apartment block (about 20 apartments).

The warehouse is made up of:

- Garage: With roll-up doors, for vehicles to come in and out, a clean van is inside (used for transporting bodies).
- Common rooms: Simple comforts like old armchairs and trid sets. A kitchen and a chemical toilet is also present.
- Walk-in Refrigerated Larder: Dozens of bodies are hung on meat hooks in here.
- Feeding room: Although bodies are usually distributed for eating outside the warehouse, sometimes they have "guests" over.

## Events

**NullRef's Heist:** This is an ill-fated bit of opportunism by NullRef, when he is pushed out of the picture.

He may even contact the runners and see if they want to conduct a further raid, as he has managed to snag a further manifest. The next thing they know, they will get a call from Mason demanding to know why they have hit another organ shipment – this could bury them all. He will explain in no uncertain terms that he can only shield the runners from the Tamanous for so long.

They should be able to put two and two together, and figure out that NullRef is responsible and head over to stop the action before the cops get there.

This could be challenging in order to: stop NullRef, avoid the truck being taken off schedule, keep out of the way of the Disassemblers who may be escorting the truck (no colors), and to keep the cops out of it, so they don't investigate the truck's contents too closely...

Fun times.

NullRef involves a small independent group of three orks, who will pursue the truck in a beat up old Ford Americar.

**Favor for a contact:** It's likely that one of the runners will have a pretty heavy credit line by now to one of their contacts (in legwork and favors). To pay this off, he asks them to swing by a certain person's dodgy apartment in the Barrens and beat the juice out of them as apparently they're muscling in on his girlfriend.

To make this more complicated it could turn into a fatal gun battle, and then transpire that the victim was actually an undercover cop investigating the Triads. The cops could then come after the runners wanting to know how they knew about the undercover cop maybe.

FTW!

## Picking up the Pieces

### Money

Mason will pay them 12k¥ each (as promised) for up to a week's work. He won't actually want them to bust up the organ-legging ring, but would prefer to take J&G's business as previously mentioned. A bonus may be in order if they succeed.

However, he won't be too explicit about this, so the runners might get carried away...

## Legwork

### Dr Sean Lucas

**Contacts to Ask:** Medical staff of all manner.

Th	Time	Information
0	-	Who?
1	1 min	A senior clinician who runs his own clinic, the Numada.
2	5 min	Patron of the arts, he's attending an exhibition at the Frye (in downtown), of old Pickman paintings (in 1D3 -1 nights)
3	30 min	He specializes in blood disorders, HMMHV in particular, as well as organ transplant rejection therapy. His wife died of HMMHV two years ago.
4	2 hr	He's connected to the Thanatos medical company which has some shady connections.

### 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.

### Tamanous

**Contacts to Ask:** Underworld.

Th	Time	Information
0	-	Who?
1	1 min	North American organ-legging syndicate.
2	5 min	They work with ghouls to also supply them with food.
3	30 min	It's speculated that their upper members include vampires, and blood magicians.

## Kondorchid Shipping

**Contacts to Ask:** Underworld, dock workers, Everett locals.

Th	Time	Information
0	-	Who?
1	1 min	A Pacific Rim shipping and haulage company.
2	5 min	A few years back, they were implicated in smuggling the Tempo drug into Seattle.
3	30 min	It is a well-known front for the Olaya Cartel.

## Cast of Shadows

### Krouper

B 5(7\*) A 4 R 3 S 3 W 4  
L 2 I 6 C 5 Ess 5.04

**Initiative:** 9 + 1D6

**Movement:** 8/ 16/ +2

**Condition Monitor:** 11P/10S

**Limits:** Mental 5 Physical 5 Social 7

**Armor:** 12(13\*\*)

**Skills (Dice Pools):** Automatics 10 (11@), Blades 6, Clubs 6, Con 7, Etiquette 7, Intimidation 9, Negotiation 9, Palming 6, Perception 8, Pilot Ground Craft 5, Pistols 8, Unarmed Combat 6

**Knowledge Skills (Dice Pools):** Area Knowledge (Seattle) 9, Bars and Clubs 8, Underworld (Organ-legging) 10 (12)

**Languages (Dice Pools):** German N, English 10, Russian 8

**Gear:** Armor Jacket, Erika Elite (4), Glasses (4, Smartlink, Low Light, Image Link, Thermographic Vision)

**Cyberware:** Datajack (Alpha), Dermal Plating (1\*\*, Alpha), Bone Density Augmentation (2\*, Alpha)

**Weapons:**

FN P93 Praetor [SMG, Acc 8(10@), DV 8P, AP -, SA/BF/FA, RC 9, 50(c)] 2 clips regular, various mods incl. Smartgun.

**Description:** Cool and confident, he is bald-headed, and wears smart, casual clothes. His face is angular and blunt.

## Dr Sean Lucas

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

**Initiative:** 4 + 1D6

**Movement:** 4/ 8/ +2

**Condition Monitor:** P9/ S10

**Limits:** Mental 6 Physical 3 Social 6

**Armor:** 0

**Skills (Dice Pools):** Chemistry 12, Computer 9, Con 7, Cybertechnology 10, Etiquette 9, First Aid 10, Intimidation 7, Leadership 9, Medicine 12, Negotiation 9, Perception 3, Pilot Ground Craft 5, Pistols 4, Sneaking 3

**Knowledge Skills (Dice Pools):** Area Knowledge (Seattle) 5, Art 9, Biology 12, Chemistry 8, Underworld (Organ-legging) 3 (5)

**Languages (Dice Pools):** English N

**Gear:** Fairlight Caliban (7)

**Cyberware:** None

**Weapons:**

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

**Description:** Middle-aged, confident guy in suits, wearing designer glasses. He has an easy smile. He won't get involved in any "rough stuff" himself, he will call his security guards when on site, or hire bodyguards from KE if he suspects trouble.

If threatened with knowledge of the organ-legging operation, he will attempt to "negotiate" a settlement, then as soon as he's clear, he'll send in Krouper and the Disassemblers to feed them to the ghouls...

## Disassemblers

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

**Initiative:** 6 + 1(3)D6

**Movement:** 8/ 16/ +2

**Condition Monitor:** P10/S10

**Limits:** Mental 3 Physical 5(7) Social 4

**Armor:** 9

**Skills (Dice Pools):** Automatics 8(9), Blades 8(9), Clubs 7(8), Etiquette (Street) 3(5), Exotic Weapons (Monowhip) 8(9), Intimidation 7, Pistols 8(9), Unarmed Combat 7(8)

**Gear:** Armor Vest (9), 1 dose **Kamikaze**

**Weapons:**

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

Sword [Blade, Acc 6, Reach 1, DV 7(9)P, AP -2]

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

Monowhip [Exotic, Acc 5(7), Reach 2, DV 12P, AP -8]

**Qualities:** Toughness\*, High Pain Tolerance (wound modifiers down one, ie. -2 to -1, etc)

**Description:** All have Brownings and swords, 1 in 4 has an SMG, and 1 in 10 has a monowhip. They hang around in groups of 2D6 (6, 9, 5)

A

B

C

D

E

F            Garrett: SMG, Monowhip

G

H

I

J

## Bureaucrats

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

**Initiative:** 7 + 1D6

**Movement:** 6/ 12/ +2

**Condition Monitor:** P10/ S10

**Limits:** Mental 5 Physical 4 Social 6

**Armor:** 0

**Skills (Dice Pools):** Computer 6, Etiquette 8, Perception 5

**Knowledge Skills (Dice Pools):** Professional 10 (eg. Accountancy for an accountant)

**Languages (Dice Pools):** English N

**Gear:** Metalink (1)

**Weapons:**

Unarmed 3S.

## Security Guard/ Trucker

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

**Initiative:** 7 + 1D6

**Movement:** 8/ 16/ +2

**Condition Monitor:** P10/ S10

**Limits:** Mental 4 Physical 5 Social 5

**Armor:** 12

**Skills (Dice Pools):** Automatics 7, Etiquette 6, Perception 5, Pistols 8, Running 7, Unarmed Combat 7

**Gear:** Armor Jacket, Renraku Sensei (3)

**Weapons:**

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

Fichetti Security 600 [Light Pistol, Acc 6(7), DV 7P, AP -, SA, RC (1), 30(c)] 2 clips regular.

Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]

## Ghouls

B 7    A 3    R 5    S 6    W 5  
L 2    I 4    C 1    Ess 5    M 1

**Initiative:** 9 + 1D6

**Movement:** 6/ 12/ +2

**Condition Monitor:** P12/ S11

**Limits:** Mental 5 Physical 8 Social 5

**Armor:** 1

**Skills (Dice Pools):** Assensing 8, Perception 9, Running 9, Sneaking 9, Unarmed Combat 9

**Powers:** Armor 1, Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapons (claws), Sapience

**Weaknesses:** Allergy (Sunlight, Moderate), Reduced Senses (Blind -2 on all rolls)

**Weapons:**

Claws [Unarmed, DV 7P, AP -1] **Any damage causes Strain III HMHV**

## Hellhound

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

**Initiative:** 10 + 3D6

**Movement:** 8/ 24/ +4

**Condition Monitor:** P11/ S10

**Limits:** Mental 4 Physical 8 Social 6

**Armor:** 2

**Skills (Dice Pools):** Exotic Ranged Weapons 8, Intimidation 6, Perception 7, Running 10, Sneaking 9, Tracking 9, Unarmed Combat 7

**Powers:** Armor 2, Dual Natured, Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear (9 dice vs Wil + Logic: flee for 'net hits' turns), Immunity to Fire, Natural Weapon (Bite)

**Weapons:**

Breath Fire [Exotic, Acc 8, DV 10P(f, p. 170, SR5), AP -5]

Bite[Unarmed, Acc 8, DV 7P, AP -1]



## Force 8 Fire Spirits

B 9    A 10    R 11    S 6    W 8  
L 8    I 9    C 8    Ess 8    M 8

**Initiative:** 19 + 2D6

**Astral Initiative:** 16 + 3D6

**Movement:** 20/ 40/ +5

**Condition Monitor:** P13/ S12

**Limits:** Mental 11 Physical 11 Social 11

**Armor:** Immunity to Normal Weapons: (DV must exceed 16P to have a chance to damage, if so: Automatically soak 8, then roll 25 to soak the remainder)

**Skills (Dice Pools):** Assensing 17, Astral Combat 16, Exotic Ranged Weapon 18, Flight 14, Perception 17, Unarmed Combat 18

**Powers:** Accident, Astral Form, Confusion (Magic + Will v Will + Log, net hits are dice pool modifier, sustained), Elemental Attack (See below), Energy Aura (Anyone who makes a melee attack, takes fire damage), Engulf (see below, then entrapped, and taking auto damage every action phase, roll Str + Bod v 17),

Fear (16 dice vs Wil + Logic: flee for 'net hits' turns),

Guard, Materialization (Immunity to Normal Weapons), Sapience

**Weaknesses:** Allergy (Water, Severe)

**Weapons:**

Hurl Fire [Exotic, Acc 11, DV 16P(f, p. 170, SR5), AP -8]

Engulf [Unarmed, Acc 11, DV 16P(f, p. 170, SR5), AP -8]

**Description:** There are two spirits: Elefreeth and Golvasi. Elefreeth is vindictive and spiteful, whereas Golvasi is more diplomatic and measured.

## Force 6 Earth Spirits

B 10    A 4    R 5    S 10    W 6  
L 5    I 6    C 6    Ess 6    M 6

**Initiative:** 11 + 2D6

**Astral Initiative:** 12 + 3D6

**Movement:** 8/ 16/ +2

**Condition Monitor:** P13/ S11

**Limits:** Mental 8 Physical 12 Social 8

**Armor:** Immunity to Normal Weapons: (DV must exceed 12P to have a chance to damage, if so: Automatically soak 6, then roll 22 to soak the remainder)

**Skills (Dice Pools):** Assensing 12, Astral Combat 12, Exotic Ranged Weapon 10, Perception 12, Unarmed Combat 10

**Powers:** Astral Form, Binding (Target sticks to floor, Roll Str + Bod v Mag + Wil to escape), Elemental Attack (See below), Fear (12 dice vs Wil + Logic: flee for 'net hits' turns),

Guard, Materialization (Immunity to Normal Weapons), Movement, Sapience, Search

**Weapons:**

Pummel [Unarmed, Acc 12, DV10S, AP -]

Hurl earth [Exotic, Acc 12, DV 12P, AP -6]

**Description:** There are two spirits: Oergath and Melabahn. Oergath is slow and at ease, whereas Melabahn is more upbeat and direct.

## Kondorchid Rigger

B 3    A 4    R 6(9)   S 2    W 2  
L 4    I 4    C 1    Ess 6

**Initiative:** 13 + 1D6

**Hot Sim Initiative\*:** 11 + 4D6 (+1 to matrix actions)

**Movement:** 8/ 16/ +1

**Condition Monitor:** P10/ S9

**Limits:** Mental 5 Physical 6 Social 3

**Armor:** 9

**Skills (Dice Pools):** Automotive Mechanic 6, Cybercombat 6(7\*), Electronic Warfare 6(7\*), Gunnery 10 (13), Hacking 6(7\*), Navigation 5, Perception 6, Pilot Aircraft 15 (16\*), Pilot Ground Craft 15 (16\*), Pistols 6, Sneaking 5

**Gear:** Armor Vest

**Cyberware:** Control Rig (2), Reaction Enhancers (3)

**RCC:** MCT Drone Web (Rating 6, Data Processing 7, Firewall 6(7/9))

**Typically:** Noise Reduction 1, Sharing 5

**Progs:** GM-Nissan Doberman Maneuvering (6), MCT Fly-Spy Maneuvering (6) FN HAR Targeting (6), Encryption, Armor

**Drones:** (All have Rigger Interface, and are fitted with smartgun links)

### +2 to all limits due to Control Rig (2)

GM-Nissan Doberman x2 (Handl 5, Speed 3, Accel 1, Bod 4, Armor 4, Pilot 3, Sensor 3, Seats -)

Weapons:

FN HAR [Assault Rifle, Acc 5(6), DV 10P, AP -2, SA, RC 2, 35(c)] 105 rounds

MCT Fly-Spy x2 (Handl 4, Speed 3, Accel 2, Bod 1, Armor 0, Pilot 3, Sensor 3) **running silent**

## Mid-Rate Decker

B 2    A 2    R 4    S 2    W 4  
L 6    I 4    C 2    Ess 5.9

**Hot Sim Matrix Initiative:** 8 + 4D6

**Movement:** 4/ 8/ +1

**Condition Monitor:** P9/ S10

**Limits:** Mental Y Physical X Social Z

**Armor:** 9

**Skills (Dice Pools):** Computer 8(9), Con 4, Cybercombat 12(13), Cybertechnology 12, Electronic Warfare 12(13), Etiquette 4, Hacking 12(13), Hardware 8, Software 8(9)

**Gear:** Armor Vest

**Cyberware:** Datajack

**Cyberdeck:** Novatech Navigator (Rating 3, Array 6543, Programs 3)

Attack 6, Firewall 5(6), Data Processing 4, Sleaze 3

**Software:** Armor, Blackout, Lockdown, Track

**Description:** This profile can be used for deckers, corporate or otherwise, throughout this scenario.

**Roloflex:** The icon is a series of silver squares which flip and stack to form humanoid shapes, click-clacking quickly into dynamic shapes in combat. Their manner is chipper and they'll waste no time telling the decker what's what.

**Dali:** As the name suggests, their icon often uses surrealist themes, with they themselves appearing as a 2d man, with one eye, his face perpetually sideways on. Uses the words of a pirate, but in the high-spoken voice of an elf. "You be trespassing, says I"

**496:** A plastic man in a suit, his software taking the form of small, fast gadgets. He will not converse as much as make demands and give orders in a brash manner. "What is your business here? Who is your manager?" So mechanical is he, that he may be mistaken for IC.

## KE HTR (SWAT)

This stat block is a copy of Professional Rating 5 (p. 384, SR5). It is reproduced here for the convenience of the GM.

B 6    A 5(7)   R 5(7)   S 4(6)   W 4  
L 4    I 5       C 3       Ess 1.9

**Initiative:** 10(12) + 3D6

**Movement:** 14/ 28/ +2

**Condition Monitor:** P11/ S10

**Limits:** Mental 6 Physical 7(9) Social 4

**Armor:** 18

**Skills (Dice Pools):** Automatics 13(15), Blades 13, Clubs 13, Etiquette (Corporate) 9(11), Gymnastics 13, Heavy Weapons 13(15), Longarms 13(15), Perception 11, Pistols 13(15), Running 12, Sneaking 13, Unarmed Combat 13

**Gear:** Full Body Armor and Full Helmet, with chemical seal, Erika Elite comm (4)

**Cyberware:** Cybereyes (2, Flare Compensation, Image Link, Low-Light Vision, Smartlink, Thermographic Vision), Muscle Augmentation (2), Muscle Toner (2), Wired Reflexes (2)

**Weapons:**

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -2, SA/ BF/ FA, RC 2, 42(c)] 2 clips regular.

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

**Description:** Usually they'll appear if the runners have tripped the alarms and taken far too long to get out, probably without a decent plan of egress. These guys are hardened vets, and didn't get this far by blundering into firefights. A 6-man squad, at least one with under-barrel grenade launcher firing high explosive grenades. They will keep their distance, and lay down intense fire at a single target (magicians or trolls first, or whoever looks the most dangerous). They are in no hurry – they will take up sniping positions on neighbouring buildings, use a van to block entrances, anything it takes to stay alive and take down the opposition one at a time.