

BHG03-01 Being Mr Johnson

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Introduction

Credits

This scenario is lifted straight out of the Arcology Podcast actual play. Some areas have been altered to suit the GM's campaign, but otherwise this is the source.

Supplements

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

- Seattle 2072 (*SEAT72*)
- Street Grimoire (*SG*)

Plot Synopsis

The runners are hired by a local fixer, to impersonate a Mr Johnson and make a payoff to another group of runners. He offers them a nominal amount for the risk of getting into the Barrens, where the meet takes place, to return with the data the group have stolen. The group must believe that they have handed the data to their actual Johnson, and not to a group of imposters.

However, upon arriving, the whole target team is shot to death, and a second team is speeding away. In short order, the runners are embroiled in a chase and gun battle to retrieve the data.

The pre-meet tension is whether the team will trust them. The post-meet tension is how suspicious it looks – that the other team are now dead, and the runners' team have made off with the loot.

Also, the runners may make a copy of the data. If they do, it will only serve to attract Aztechnology to them...

Adventure Background

The first team that the runners will meet, have made a data snatch from the local Aztechnology pyramid. It is a datafile about the matrix security on the Aztechnology grid, supplied by an insider.

An Azzie strike team is already en route, tracking the first team astrally.

The Hook

The runners are called to a rundown bar in the Barrens, called Ozzie's. The place is a dump out near Hollywood Correctional, selling unlicensed hooch and various drinks. The meet is set for 8pm in a back room.

The meet is with a fixer called 'The Turk', a friendly troll who is known to have solid connections with the Crush, and can be found in various hangouts in Redmond. He is flanked by two other troll bodyguards, an adept and a bouncer. Only the Turk has stats, and this for negotiation and other social tests.

He outlines the run – he wants them to go and pay another team off, and retrieve the data that they've been hired to steal. They will need to impersonate their Johnson, and it isn't clear yet who that is. The Turk will take care of the real Mr Johnson, and send the runners a photo of what he looks like, and place and time they are due to meet. The runners then need to go and make the meet and pay them.

It is a very simple task, so he offers them only 2k¥ each – this for the risk of going out to the Barrens.

A decent Negotiation test (3) will persuade the Turk that if there's combat involved, he'll double the fee, however, to ensure this doesn't happen, he's arranged the runners to spend the first part of the evening at a safehouse belonging to the Bloodwasps gang – he messages them a location and a contact number.

He also gives them a 20k¥ credstick to hand over to the team, and a further 5k¥ credstick which is a "bonus" for the team – whether the team gets this or not, is up to the runners – it's whether they need it to persuade them or not.

The team should at no time suspect that they are handing the data over to a third party – this is essential to the sting.

Once they have the data, they should upload it for checking to a Matrix location given by the Turk, who will then give the green light if it's the right data.

If so, then the job is done, and they can all come home.

“It's a milk run,” he finishes, winking.

Bloodwasps

Safehouse

The runners should head out to the Bloodwasps' safehouse as soon as they're able. It is next to a disused gas station, a couple of miles from Ozzies.

There are 8 Bloodwasps there when the runners arrive, and they are shown through a door, and up some stairs. The place is small – it would sleep two comfortably, four at a push. There is a table, chairs, sink (a large water bottle, no running water) and cupboards, and a rickety bed.

It is very crowded with a troll.

There is a gun rack with a Ceska Black Scorpion machine pistol, a Stun Baton, a HK227 SMG and a Colt M23 Assault Rifle. Each has one full clip. There is a draw elsewhere with random spare clips and ammo, some of which may or may not fit these weapons.

Also on the wall is a Medkit (6), fully stocked. It has 'Property of Hollywood Hospital' stamped on the side.

Turf War

The Rejects are a newer gang in the Barrens, originating from Rat City, and they're looking to move in on this turf.

About an hour after the runners turn up, a couple of vans arrive on the street, and 14 well-armed Rejects leap out, and start hosing down the neighborhood. If the runners stay out of it, then the Bloodwasps will be wiped out (one will escape on a bike), and the Rejects will start tagging up the area as their

own, parking a burnt out car across one end, then they will leave, without find the runners.

However, if the runners step in, they could easily turn the tide.

The Call

Truck Stop Ambush

Around midnight, the runners will get the call that the Johnson has been intercepted, and that the team is ready to meet in the lot of the Redmond Ridge Canteen, a truck stop out in 'the Verge', contested gang turf.

They are also sent a photo of their 'Mr Johnson', a white businessman, with stubble and no hair, and a bruised face. This is who they need to impersonate.

However, when they reach the Canteen, they find people rushing around the parking lot shouting, and a van squeals out and speeds off up Redmond Ridge.

Keep track of how long before the runners say they are giving chase (if at all), and determine that starting chase distance from this. Too long, and they'll be out of sight and gone...

In the parking lot is evidence of an intense firefight, with cars riddled with bullets, and a potential team of dead runners lying in the middle of it: a dwarf in black leather (rigger), a skinny elven woman (decker), and two tough men with shaved heads, long black coats, and similar tattoos.

Of course, the runners can stop to search the bodies, and claim a mixed bag of loot, mainly weapons (a few nice SMGs) and credsticks (approx 1,500¥ total), although it appears that the bodies have been rifled already – the deck and RCC are gone. A search will fail to turn up the data they are looking for.

If they are quick, they may be able to stabilize Borg the dwarf rigger (currently on 2 overflow), but the rest have fatal wounds. A Small Unit Tactics (2) roll will indicate an ambush.

If they hang around for a while, then about 30 minutes later, three members of the Crimson Crush will arrive – as this is their turf,

and they'll want to know what's happened. However, they'll be more interested in dead civilians or damage to property. The deaths of runners in any team is incidental to them.

Not long after this, the bodies will have already been removed and recycled, and it will be back to a normal parking lot.

Chase

The Aztechnology team will be making their getaway in a van, with a rigger driver. However they won't be expecting pursuit – firefights in the Barrens are fairly commonplace, so will slow down to normal speed after the first few turns.

Because of the “back roads” nature of the neighborhood, treat as off-road, and make any initial chase tests use Handling for limit.

If the runners are smart, they'll be able to catch up with the van and engage. The Azzies will concentrate on trying to get away, and won't stop to engage until the van is forced to a standstill. It has few weapons, so it's a case of the runners keeping up, and damaging the vehicle.

Once forced into combat, however, the street samurai will come out firing, with the mage providing ample support fire.

A point to bear in mind is the integrity of the data they are trying to retrieve. If there is any heavy damage to the vehicle or the insides, eg. A rocket hitting it, or a grenade thrown inside, this may destroy the data. Roll a D6, on a 1 it is destroyed, on the second blast, it is 1-2, the third 1-3, etc.

The data is being carried on a datastick by the mage.

Picking up the Pieces

Money

The runners will be paid their initial 2k¥ (double for hazard pay if they negotiated this), plus the full 25k¥ (including the 5k¥ bonus) that would have been paid to the (now-dead) runner team **if** they return the data to the Turk intact.

If they don't return with the data, he'll want the full 25k¥ back.

He will debrief them back at Ozzie's.

Selling It Twice

If the runners decide to take a copy of the data and sell it again, it is worth a further 10k¥, 5k¥ if they *tell* the buyer it is a copy.

However, it will need to be fenced (typically down to 25%, refer to SR5). How they go about this is up to them, but without being very discreet, it is likely to get back to the Turk what has happened. (Check the Loyalty of who they fence it to.)

Also, those who are sold the data may become less than satisfied with their purchase if they later discover that it is a copy of data, and have been told it is an exclusive.

In each case, both the Turk, and those purchasing a copy may come after the runners demanding their money back, as well as exacting retribution.

However this plays out, they will earn a point of Notoriety per group they double cross.

Cast of Shadows

The Turk

B 9 A 4 R 5 S 6 W 3
L 2 I 3 C 4 Ess 6

Metatype: Troll

Initiative: 8 + 1D6

Movement: 8/ 16/ +1

Condition Monitor: 13P/10S

Limits: Mental 4 Physical 9 Social 6

Armor: 12(13*)

Skills (Dice Pools): Blades 6, Clubs 6, Con 8, Etiquette (Street) 8(10), Intimidation 8, Leadership 5, Negotiation 10, Perception 7, Pistols 5(6), Sneaking 5, Unarmed Combat 6

Knowledge Skills (Dice Pools): Area Knowledge (Seattle, Redmond) 5(7), Bars and Clubs 5, Gangs 5, Underworld 7

Languages (Dice Pools): Turkish N, English 7

Gear: Armor Jacket/ Actioneer Business Clothes, Fairlight Caliban (7), Glasses (4, Smartlink, Low Light, Image Link, Thermographic Vision), Bug Scanner (6), White Noise Generator (6), Tag Eraser, Jammer, Area (6)

Cyberware: None

Weapons:

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

Description: Large, swarthy troll, with evidence of extensive tattooing, his horns are full and polished. He speaks calmly, with expansive gestures.

Bloodwasps/ Rejects

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), Metalink (1)

Weapons:

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

Metal Bar [Clubs, Acc 4, Reach 1, DV 7P, AP -]

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.

Frag Grenades [Grenade, Acc 5, DV 18P(f), AP +5, -1/m]

All have a knife and a Browning.

One in six will each have an SMG.

Half of the Rejects will have metal bars.

The Rejects have a case of 30 Grenades, which they will begin to bring out in the second combat turn.

All ammo is normal. No other equipment.

Azzie Rigger (Ricardo)

B 3 A 4 R 6(8) S 3 W 2
L 3 I 5 C 2 Ess 3.2

Initiative: 13 + 1D6

Hot Sim Initiative*: 10 + 4D6 (+1 to matrix actions)

Movement: 8/ 16/ +2

Condition Monitor: P10/ S9

Limits: Mental 5 Physical 6 Social 4

Armor: 12

Skills (Dice Pools): Armorer 4, Automatics 6, Automotive Mechanic 5, Computer 4, Gunnery 9(11), Hardware 5, Heavy Weapons 5, Longarms 6, Perception 9, Pilot Aircraft 13, Pilot Ground Craft 14, Pilot Walker 10, Pistols 6

Gear: Armor Jacket

Cyberware: Control Rig (2), Datajack, Reaction Enhancers (2), Reflex Recorder (skill) (Pilot Ground Craft)

RCC: Proteus Poseidon (Rating 5, Data Processing 5, Firewall 6)

Typically: Noise Reduction 4, Sharing 1

Progs: None

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

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

Ares Roadmaster (Handl 3/3, Speed 3, Accel 1, Bod 18, Armor 18, Pilot 3, Sensor 3, Seats 8)

Weapons:

Stoner-Ares 202 [Medium Machine Gun, Acc 5(7), DV 10(11)P, AP -3(-4), FA, RC -, 100(b)] 100 rounds explosive, Smartgun

Azzie Mage (Eduardo)

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

Initiative: 9 + 1D6

Astral Initiative: 10 + 2D6

Movement: 6/ 12/ +2

Condition Monitor: P9/ S11

Limits: Astral 7 Mental 7 Physical 4 Social 6

Armor: 12

Skills (Dice Pools): Alchemy 8, Assensing 7, Astral Combat 8, Automatics 5, Banishing 8, Binding 12, Counterspelling 10, Etiquette 3, Gymnastics 5, Longarms 5, Perception 7, Pistols 5, Ritual Spellcasting 7, Running 3, Sneaking 4, Spellcasting 12, Summoning 12

Gear: Armor Jacket, Renraku Sensei (3)

Spells:

Ball Lightning (p. 284, SR5) F-1

Lightening Bolt (p. 284, SR5) F-3

Mana Bolt (p. 284, SR5) F-3, Direct, Mana

Astral Clairvoyance (p. 106, SG) F-3

Clairvoyance (p. 286, SR5) F-3, Force x Magic meters range

Improved Invisibility (p. 291, SR5) F-1

Invisibility (p. 291, SR5) F-2

Sound Barrier (p. 113, SG) F-3

Gecko Crawl (p. 116, SG) F-3

Levitate (p. 293, SR5) F-2

Bound Spirits: Quinjcaloca (Force 5 Fire, see below)

Weapons:

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

Description: Eduardo is bald, and has ceremonial tattoos over his head. He wears rugged outdoor clothes, his armor jacket is purple however. He wears ceremonial iron bracers, which are usually covered by his jacket.

He will send in his elemental Quinjcaloca, to deter pursuit, but if the van is forced to stop, then ball lightning is his favored attack, as well as summoning more elementals...

Azzie Street Sam (Gael)

B 8 A 6 R 5(7) S 6 W 3
L 2 I 5 C 2 Ess 2.06

Metatype: Ork

Initiative: 12 + 3D6

Movement: 12/ 24/ +2

Condition Monitor: P12/ S10

Limits: Mental 4 Physical 9 Social 4

Armor: 12(15*)

Skills (Dice Pools): Armorer 4, Automatics 11, Blades 10, Computer 3, Etiquette 4, First Aid 4, Heavy Weapons 8, Perception 6, Pilot Ground Craft 10, Pistols 8

Gear: Armor Jacket, Sony Emperor (4)

Cyberware: Cybereyes (2, Image Link, Low-Light Vision, Smartlink, Thermographic Vision), Datajack, *Dermal Plating (3), Wired Reflexes (2)

Weapons:

Ares Alpha [Assault Rifle, Acc 6(8), DV 11(12)P, AP -2(-3), SA/BF/FA, RC 5, 42(c)] 2 clips explosive.

Underbarrel Grenade Launcher [Heavy Weapons, Acc 6(8), DV 18P, Blast -1/m, AP +5, SS, RC -, 6(c)] frag, no spare clips.

Quinjcaloca, Force 5 Fire Spirit

B 6 A 7 R 8 S 3 W 5
L 5 I 6 C 5 Ess 5 M 5

Initiative: 13 + 2D6

Astral Initiative: 10 + 3D6

Movement: 14/ 28/ +5

Condition Monitor: P11/ S11

Limits: Astral 7 Mental 7 Physical 7 Social 7

Armor: Immunity to Normal Weapons: (10 Hardened Armor, so DV must exceed 10P to have a chance to damage, if so: Automatically soak 5, then roll 16 to soak the remainder)

Skills (Dice Pools): Assensing 11, Astral Combat 10, Exotic Ranged Weapon 12, Flight 8, Perception 11, Unarmed Combat 12

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

Guard, Materialization (Immunity to Normal Weapons), Sapience

Weaknesses: Allergy (Water, Severe)

Weapons:

Breathe Fire [Exotic, Acc 7, DV 10P(f, p. 170, SR5), AP -5]

Engulf [Unarmed, Acc 7, DV 10P(f, p. 170, SR5), AP -5]

Description: Quinjcaloca is a devious, flaming serpent. He enjoys flying around, breathing fire on his foes.