

BHG04-01 Blood Work

©2015 Mark Brassington

Contents

Contents.....	1
Introduction	2
Supplements	2
Series.....	2
Plot Synopsis	2
Adventure Background	2
The Hook	2
Overlake Blood Center	3
The Host	4
Shadowing Staff	5
The Lab.....	5
Picking up the Pieces.....	5
Blackmail	5
Legwork.....	6
The Cutting Edge	6
Yukie Harakita	6
Overlake Blood Center	6
Cast of Shadows	6
Hiroshi Fukada.....	6
Knight Errant Street Cops.....	7
Lab Technician/ Staff Member	7

Introduction

Supplements

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

- Seattle 2072 (*SEAT72*)
- Emergence (*EMER*)

Series

This scenario is presented as part 1 of 3 (BHG 04-01 to -03).

Plot Synopsis

The runners are hired by a local yakuza, Hiroshi Fukada, “Mr Tanaka”, to swap out a lab sample, currently being processed at a secure clinic in Bellevue.

To be successful they will not only have to carry out a careful B&E, but also access their host and possibly pressure their staff. This is because:

- The location of the correct sample is held in the host database.
- The results of the test may have already been filled out (they have)

Their Mr Tanaka knows very little about the lab, its processes or about science, chemistry or computers in general. So, essentially, the runners are on their own.

Adventure Background

The sample belongs to Hiroshi's sister, Haruka Fukada. She is a new tech in MCT, and also secretly a technomancer, of which MCT is not aware. She is infiltrating the Seattle offices.

The reason for the concern around the sample is that it will link her via the Global SIN Registry to her Technomancer past. She

escaped one of the MCT programs shortly before the Queen Elizabeth Hospital incident of 2070 (p. 40, *EMER*), and now goes by Yukie Harakita.

She had a friend on the outside who was going to help her remove the sample, but they were killed the previous day. Now it's a race against time, to get the sample swapped before MCT find out and scoop her up.

The Hook

The runners are called to The Cutting Edge (p. 47, *SEAT72*), bar and strip joint for a meeting, in a private back room.

There they meet a smartly dressed young Japanese gentleman. Perception + Intuition [Mental] (2) will notice the tell-tale signs of yakuza tattoos protruding from his sleeves.

He will introduce himself as 'Mr Tanaka', and will hire them to swap out a blood sample which is being tested at the Overlake Blood Centre, on 112th Ave NE and NE 11th St, near the Overlake Medical Research Center (p. 71, *SEAT72*).

It is very important that the actual test results are never sent back to the client.

To this end, not only must the sample be swapped, but if any report or findings have been produced from the sample, they must be updated to match the sample he has, and he sends them a file.

It's uncertain how much time remains, but unless there's a backlog, it's unlikely that the runners have more than 48 hours to complete their task.

The fee is 9k¥ per runner, with an opposed Negotiation test increasing this by 3k¥ per net hit.

He sends across a serial number to their comms (BK678533), that of the test to be altered, and passes them a small refrigerated box containing a plastic pack with the substitute blood sample.

Overlake Blood Center

Overview

Physically, the building is on a main road, and staffed during daytime office hours. Street level (Floor 1) is just parking, whereas the two upper floors are offices and labs.

It has no heavy security, and the doors are secured with rating 3 maglocks, which the employees have keys to. However, the maglocks are all audited, so it is logged who opened which door and at which time.

There are no security staff, drones or magical overwatch. Rating 3 cameras record comings and goings, but no-one looks at these unless a security breach is already detected.

The reason for this, is that only three blocks south, is the Bellevue Police Department building.

At night, Rating 3 sensors are linked to a silent alarm at the police station, which will summon a KE patrol car in 2D6 +3 minutes (Security Level A).

All of the devices are slaved to the building's host, so marks on a device are marks on the host. However, this does mean that all devices will be resisting Matrix actions with 11 dice, rather than 6. Only a direct connection to a device will reduce it down to its usual 6.

Breaking in, and looping the cameras should be fairly easy work.

Except...

Bellevue PD

On the night that the runners are going in, they will see a KE patrol cruiser, park up across the road opposite on 112th. This will happen a short while after they have arrived and entered.

The cops are not suspicious, but will stay there for an hour or two. They are just waiting to be despatched, and it is a quiet night.

For a quiet team this shouldn't be a problem. But if they have parked a stolen van nearby, or left any broken windows in their

wake, then the two will notify despatch and investigate, initially checking the building in AR for any suspicious icons.

Working Late

In addition to the cops, an amorous couple are having an office romance after hours. Although they are basically non-combatants, they may cause the runners to panic, trigger an alarm, or attract the attention of the police who might stumble upon the runners gunning down the office workers.

The couple may be encountered "working late" in the building in a "compromising position", who may then panic, lock themselves in and call the cops. One or both of them may be carrying a small calibre firearm for personal protection, which may cause noise problems rather than a combat risk.

Or, they may be encountered entering the building very late at night, half-drunk, as they both have pass-keys and decide to use the place as an impromptu lovenest.

The details of how the lives of the two lovers intersect with those of the runners is left to the GM, but should add an on-the-fly challenge to this relatively simple run.

If the runners can quietly introduce themselves to the couple, then they might use blackmail to ensure they stay quiet.

Coming Out

A couple of gangers also frequent this area, and shoot up by the rear door. If the door is left open for any reason, they will notice this, and sneak inside, hoping to snag some valuables.

Their blundering could easily set off an alarm, and if they meet the runners, they will probably mistake them for security and start shooting, which will likely alert the cop car across the road.

These are just normal gangers (p. 382, SR5), but one of them has a frag grenade with a timer. And no throwing skill.

The Host

Rating: 4
Grid: Seattle City
Attack: 4
Sleaze: 5
Data Processing: 6
Firewall: 7
Initiative: 10 +4D6
CM: 10 (for each IC)

Programs:

Patrol: 8 [6] (v Logic + Sleaze if silent)
Killer: 8 [4] (v Intuition + Firewall)
Causes 4 DV Matrix damage (+1 pet net hit, +1 per mark)
Tar Baby: 8 [4] (v Logic + Firewall)
Link-locks on a hit, or adds another mark
Track: 8 [4] (v Willpower + Sleaze)
If 2+ Marks on a hit, then location is known
Scramble: 8 [4] (v Willpower + Firewall)
If 3+ Marks on you, then forced reboot with dumpshock.

Description: A virtual clinic, where blood donors can book appointments. But to get access to anything other than the appointment booking area, will require a mark on the host. The IC are tiny flying drones with needles.

A database of blood tests exists (treat as files), with Protection Rating 5. To access, requires a Crack File action:

Hacking + Logic [Attack] v 10

It also has a Data Bomb on it, Rating 2. To detect it, a Matrix Perception is required:

Computer + Intuition [Data Processing] v 9

Once detected it can be disarmed:

Software + Intuition [Firewall] v 4

If there are no net hits, or it is not disarmed, then it causes 2D6 (7) Matrix damage resisted normally, and also alerts the host that an intruder is present. However, the data bomb does not delete any data from the database.

Once into the database, Matrix Search is required on the serial number given in "The Hook":

Computer + Intuition [Data Processing] (3)
This search takes 1 minute, and any hits over the 3 required can be used to divide the time by.

Upon success, the runner locates the test file for this serial no. and gains the following information:

Sample: BK678533

Batch: J5-H0

Client: Mitsuhama Computer Technologies

Name: Yukie Harakita

Results: All flags negative. Possible cross-match with Miho Nishina, Queen Elizabeth Hospital subjects.

A relevant knowledge skill may link this to the Hong Kong incident (p. 40-2, *EMER*).

A further Edit File matrix action:

Computer + Logic [Data Processing] v 11
allows the runner to change the results to something more benign.

As previously noted, all the building's security devices: cameras, sensors, locks and alarms are hosted here, Rating 3. Since the runner is inside the host, they don't have to contend with the firewall, etc.

The audit of all maglock building entries is also here, as a database/ file. It has Protection Rating 5, and Rating 3 Data Bomb (non-deleting).

A further snoop around, will uncover a large raft of research data pertaining to allergens, especially to awakened stimuli. Although this may not make too much sense to non-medical runners, it is worth around 12k¥ to the right people. If sold on the streets, it's worth about 3k¥.

It too has Protection Rating 5, and Rating 3 Data Bomb, requiring:

Software + Intuition [Firewall] v 6

to be disarmed, else causes 3D6 (14) Matrix damage.

If the host is alerted, a security spider will come along after the event (about 10-15 minutes later) and reset any data bombs that were detonated, at the same ratings.

Shadowing Staff

Cannier runners may attempt to get either passkeys or information directly from staff members.

Stealing a passkey can be quite straightforward, or as involved as the GM wishes. The main issue will be its duration. If the run takes place too far after the theft, then the missing passkey will be noticed the next day at work, and the missing key will be deactivated on the system, and a temporary passkey will be issued.

This system (ie. The slaved maglocks) can be physically or virtually hacked as usual, causing a door to open and either send a spoof audit trail to the central system, or no signal at all.

There are a number of technicians who work at the lab who could be questioned, or coerced into helping the runners. However, this could have unintended consequences, as once the mission is over, the staff member could squeal about their treatment, and the questions they've been asked.

This may result in the staff going over the blood tests and finding that a particular record has been altered, or maybe that a sample was swapped.

If this does become a possibility, then it should be kept back by a senior technician, who will come back to haunt the runners at a later date.

On the other hand, if the runners stage the break-in to look like a theft, eg. Stealing medical equipment, etc. then this may cause the staff to overlook any discrepancies with the blood tests themselves.

The Lab

Most the third floor contains the lab. It is responsible for not only blood tests, but for research, and several other scientific purposes. It is protected by a number of maglocks (usual ratings and conditions). There are a wide variety of machines and devices here, all with appropriate icons in the matrix.

There are a large number of blood samples in wide draws, labelled by the Batch No. The runners will need this (from the record in the host) in order to find and switch the correct sample.

Other than the additional maglocks and sensors up here, there are no additional security measures.

The actual switch should be quite straightforward.

If the runners have not hacked the host prior to entering the premises, then they can access it from wireless points or devices anywhere in the building.

Picking up the Pieces

Blackmail

Their "Mr Tanaka" will pay them as soon as the test is returned to MCT as "all clear".

If the runners mention having seen the real results of the test, then Mr Tanaka will advise them that they actually never saw that, and that the name was never quite visible.

If the runners try to use this information, either selling it or directly blackmailing Ms Fukada, they will be told that they were mistaken, and to reconsider. If the runners are reluctant to back off then the runners will be "hired" for another job, at a remote bar in the Barrens. When they arrive, a few minutes later a dozen yakuza goons armed with assault rifles and high explosive grenades will arrive.

Even if they survive, they will have all gained a point of notoriety.

This information can be used for leverage in a later scenario, however, this is best handled through another member of MCT.

Legwork

The Cutting Edge

Contacts to Ask: Most anyone: taxi drivers, drinkers, those living and working Downtown.

Th	Time	Information
0	-	Who?
1	1 min	Downtown bar and strip club.
3	30 min	It is ran by the yakuza.

Yukie Harakita

Contacts to Ask: MCT workers, Executives, Yakuza, Computer workers.

Th	Time	Information
0	-	Who?
1	1 min	She is a Japanese Tech at MCT.
2	5 min	She's recently moved from Tokyo to Seattle, about a month ago
4	2 hr	She works in software, specializing in Artificial Intelligence...

Overlake Blood Center

Contacts to Ask: Medical staff, those living and working in Bellevue, taxi drivers.

Th	Time	Information
0	-	What?
1	1 min	Blood Donor center.
2	5 min	Also runs blood-related research.
3	30 min	It's only three blocks over from Bellevue PD.

Cast of Shadows

Hiroshi Fukada

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

Initiative: 6 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P10/S10

Limits: Mental 3 Physical 5 Social 4

Armor: 9

Skills: Automatics 4, Blades 4, Clubs 3, Etiquette (Street) 2(4), Intimidation 3, Negotiation 4, Pilot Ground Craft 4, Pistols 4, Unarmed Combat 4

Languages (Dice Pools): Korean N, English 3

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)] 1 spare.

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

Knight Errant Street Cops

This is a copy of the police patrol stat block (p. 383, SR5), provided here for the GM's convenience.

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

Initiative: 7 + 1D6 (+3D6)

Movement: 6/ 12/ +2

Condition Monitor: 10P/10S

Limits: Mental 4 Physical 5(6) Social 5

Armor: 12

Skills: Clubs 3, Perception 3, Pistols 4(5), Running 3, Unarmed Combat 4

Gear: Armor Jacket, Renraku Sensei (3), Sunglasses (Smartlink, Image Link), 2 doses of jazz

Cyberware: None

Weapons:

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

Defiance EX Shocker [Pistol, Acc 4, DV 9S(e), AP -5, SS, RC -, 4(m)]

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

Lab Technician/ Staff Member

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: Computer 2, Etiquette 4, Perception 1, Professional 6.

Knowledge Skills: Professional 6

Languages (Dice Pools): English N

Gear: Metalink (1)

Weapons:

Unarmed 3S.

Description: Professional is a short-hand for any professional active skills or knowledge skills appropriate to a profession, eg. A lab technician or researcher would likely have Medicine, etc.