

# BHG04-02 Bullet Diplomacy

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## Contents

Contents .....	1
Introduction .....	3
Supplements .....	3
Setting .....	3
Adventure Background .....	3
Plot Synopsis .....	3
The Hook .....	4
Kento Yamada .....	4
Center House Mall .....	4
Ork Underground .....	6
The Bullet Train to Frisco.....	7
Crash And Burn .....	8
A Note on Railroading .....	9
Picking up the Pieces.....	10
Pay.....	10
Karma .....	10
Contacts .....	10
Legwork.....	10
The Cutting Edge .....	10
Kento Yamada .....	10
StackTrace .....	10
Quickleaf .....	11
Cast of Shadows .....	11
Hiroshi Fukada.....	11
Mall Security .....	12
Graves Assassins.....	12
Graves Magician (Shota Aguri).....	13
KE HTR (SWAT).....	13
KE HTR (Magician, Alice Winter) .....	14

Quickleaf .....	14
Force 6 Earth Spirit.....	15

## Introduction

## Supplements

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

- Seattle 2072 (*SEAT72*)
- Data Trails (*DT*)

## Setting

The action is intended to take place in the Autumn of 2075 in Seattle, but can be adapted to be run in most times and cities.

This adventure is presented as part 2 of 3 (BHG 04-01 to -03).

## Adventure Background

A black op in MCT has gone bad. It is bad enough, that the Seattle CEO of MCT, Tomatsu Sakura, has called in a crack team from Parashield, MCT's security division, known as The Graves, who have the unpleasant task of exterminating all of the shadowrunners who were in the original team. So far, they have been successful, however, a couple of members of the team have escaped, and are loose in Seattle. They are a decker called StackTrace and an elven assassin known as Quickleaf.

Without intervention, these two will soon be eliminated – StackTrace discreetly in Downtown, and Quickleaf on the bullet train to San Francisco, potentially by derailing the train.

Yukie Harakita, a technomancer who has infiltrated MCT has evidence that the team became aware of MCT's experimentation program, which is why they need to be silenced. She needs to find out what they know.

She has got in touch with her brother, a local yakuza, Hiroshi Fukada, "Mr Tanaka", from part 1 – *Blood Work*. She would like him to bring in a team of runners to obtain this

information quickly, before the loose ends are eliminated.

Haruka has leverage on Kento Yamada, the Head of the Special Projects Division at MCT, through his daughter, Mao Yamada, a sixteen year old girl within the corporation, who is secretly having a relationship with a gaijin, Robert Sash, also within MCT. Currently, Haruka is the only one who knows about this. It would be terribly embarrassing for Kento, if his daughter's social activities became widely known.

She uses this leverage to obtain information about the ongoing operation, and to feed this information to the runners.

But time is running out. The Graves have tracked StackTrace in the matrix already, and are closing in as the runners meet with Mr Tanaka.

## Plot Synopsis

The runners are hired by a local yakuza, Hiroshi Fukada, "Mr Tanaka", from part 1 – *Blood Work*.

However, this time, his needs are somewhat more complex, and more dangerous.

He fills in the runners about the ongoing operation, and emphasises that every minute counts.

Mr Tanaka would like the team to get to one or both members of the team, before The Graves can kill them, and interview them for intel on the job they were hired for.

Mr Tanaka knows of only one source for information on the team – an executive within MCT, one Kento Yamada. Although he isn't privy to the full situation, because of his affiliations within the corporation, he can gather snippets of information without alerting anyone.

Yamada will be able to give them the names and descriptions of the two targets, StackTrace and Quickleaf.

StackTrace is slippery, but will leave a trail which will eventually lead The Graves to trace him and kill him, although searching his apartment may yield some interesting information.

Quickleaf is planning to leave on the bullet train for San Francisco, however, The Graves will get wind of this, and will stage a train crash which will kill Quickleaf, and anyone on board. Sadly, this may include some pursuing runners, unless they can foil these plans in time...

Whether they get any intel out of Quickleaf will depend on whether they can find her, convince her of their intentions without her opening fire on them, and do this before the train crashes then either stop the crash, or get off a train travelling at 200mph before it does crash...

## The Hook

As in the previous scenario, the runners are called to The Cutting Edge (p. 47, SEAT72), bar and strip joint for a meeting, in a private back room, at very short notice. They will be called at 1330 on a Saturday by a fixer they are familiar with, and told to go to the meet immediately. Time should be recorded as to how long it takes to get there, whether they are drunk or sober, or whether they are at a social event, etc.

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 explain that time is very short.

Apparently a black op for MCT has gone wrong, and MCT have brought out an internal black ops team called The Graves, to hunt down the shadowrunners involved. There are two left: a decker called StackTrace and an elven assassin known as Quickleaf.

Their locations are currently unknown, although they are assumed to be somewhere in Seattle. He sends them each a file with simple statistics such as gender, height, weight and a recent photo.

The brief is simple, but difficult: to get to the targets before The Graves do, and find out why they are being hunted, and what the mission was about. It is estimated that both targets will be dead within the next 2-4 hours.

Of course, the targets are already being hunted and may mistake the runners themselves as those pursuing them.

'Mr Tanaka' has no leads for the runners to follow at present, but does have a contact within MCT who can briefly meet with them, to give them information. He is Kento Yamada, a high-level executive within MCT, and he gives them his commcode.

The fee is 20k¥ per runner for intel that the client deems "satisfactory". Although this can be negotiated, for 500¥ per net hit.

## Kento Yamada

Upon receiving their call, Yamada will thank them for their call, and ask them to meet him at a karaoke bar opposite MCT Seattle called the Kami.

The runners can head across town – it will take about 20 minutes to get there by cab. Once in the bar, Yamada appears, bows, and invites them into a private meeting room.

Once in private, with appropriate privacy measures, he will explain that he has been briefed by their mutual friend, and he can tell them the following:

- StackTrace is currently being tracked through Downtown, by the Graves. He is leading them a merry chase, but they could have him quite soon. He was last seen at the Center House Mall.
- Quickleaf is still at large, and suspected to be somewhere in the Ork Underground. There are rumors of her reaching out to fixers in the Underground.

Yamada will also hand them a burner comm which he will call them on as he becomes apprised of further intel.

## Center House Mall

StackTrace will already be taken by the Graves, by the time the runners get to the

mall. However, if the runners move immediately to the mall, or use spirits with Search perhaps, then they may be able to free him from the Graves.

This would shortcut the scenario considerably, but should not be fudged. If the runners are quick and discreet enough to handle the Graves and get away with StackTrace, before the mall security or HTR arrive (if things get really ugly), then by all means they can avoid the remainder altogether. But they should be allowed to get away with ignoring any of these barriers.

If the GM considers this opportunity too easy for their team, then StackTrace can already be dead, when they receive the briefing from Yamada.

If the worst happens, and the Graves suspect that StackTrace may be captured, they will inject him with a deadly poison.

### Getting There

It takes about 20 minutes in average traffic to get to the mall from MCT. Pilot Ground + Reaction [Physical] can be used to get in quicker.

Successes	Travel Time (Mins)
0	30
1	25
2	20
4	15
6	10

Bear in mind that DownTown is a high security area, so unlicensed vehicles may be stopped, further complicating matters.

### Mall Security

There are around 30 security guards around the mall at any one time, coordinated by a central security station on the 4<sup>th</sup> floor of this 10 storey mall, using rating 2 cameras throughout, slaved to the host.

There are four main entrances, plus an additional six fire exits.

The security head maintains in contact with the guards using commlinks and AR.

The mall has no magical overwatch.

If things get overtly violent, Knight Errant HTR will arrive in 1D6 minutes – a dozen swat with magical backup.

Throughout, there are teenagers causing trouble, shoplifters, and people in AR wandering aimlessly around.

### Center House Mall – Host rating 4

Attack: 6

Sleaze: 5

Data Processing: 7

Firewall: 4

Initiative: 11 +4D6

CM: 10 (for each IC)

#### Programs:

**Patrol:** 8 [7] (v Logic + Sleaze if silent)

**Probe:** 8 [6] (v Intuition + Firewall)

Adds one mark per successful attack

**Killer:** 8 [6] (v Willpower + Sleaze)

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

**Scramble:** 8 [6] (v Willpower + Firewall)

If the host has 3 marks on you when it hits, you are immediately rebooted and take dumpshock

**Description:** A replica of the mall itself, with the IC being represented by security guards. Requires a mark to get in to the 'private area' where the security cameras are located.

Each of the shops in the mall have a virtual presence in the host for visitors.

### Finding StackTrace

He has already been apprehended and stunned into unconsciousness, using black IC. The Graves are simply carrying him out, propped on the shoulder of an assassin.

A spirit sent here immediately will be in time to see StackTrace twitching in the corner of a burger joint, before the Graves move in and pick him up.

Manually searching will allow the runners to spot the group from a distance, preferably one or two floors up:

Perception + Intuition [Mental] (6, 5 minutes)

They will have 10 minutes from arrival (assuming it took 20 minutes to get here, adjust otherwise) to look for him. After this, he will be outside, being bundled into a car and away.

Hacking the cameras (gaining a mark then looking through them as a free action) allows the runners to add +4 dice to their perception check.

They can, of course, teamwork the test, instead of splitting up and trying to locate StackTrace individually.

Another tactic might be to cover the entrances, although there are quite a few, or to set off the fire alarms, or call in a bomb scare.

### The Graves

Upon success, the runners will spot StackTrace on the ground floor, being propped up by a smart looking Japanese businessman, and being taken out of the building. The runners see this from a balcony, at least one or two stories above.

The group will be out of reach in 5 combat turns (15 seconds). Runners must cover at least 50m in this time. A more discreet tactic may be to watch them in astral or through cameras, then follow them out to the car park. Running through the crowded mall will likely alert the group (figure 50/50), causing them to split into a combat group of an assassin and a magician who will stay to fight the runners, and an escort group, of one assassin with StackTrace, who then exit the building.

Once StackTrace is in the car, he's taken to MCT near Redmond, where he "disappears". They will torture him for intel on Quickleaf's exit plan, which will lead them to the Ork Underground.

## Ork Underground

StackTrace's retrieval will take about an hour, from when the runners are initially contacted at 1330, so approx. 1430.

The Graves will then torture StackTrace, to get the name of their ork fixer, Collis. It will be at least 1530, before the MCT team arrive at Lordstrungs on 5<sup>th</sup> and Pine and try to enter the Underground discreetly.

The runners can take any actions they wish before this time, such as legwork, etc.

One particular task may be to talk to a member of the Ork Underground, or an intermediary to try to find out where Quickleaf is.

2+ successes on an Etiquette roll (or similar) with a contact of at least loyalty 2, will gain them an inside track. Although he won't give up her location, he will reveal that she is in the Underground, and safe. It won't be possible to arrange a meeting, and the spotty matrix (Noise 4) and tracability of commlinks will preclude a call.

However, they may be able to arrange a comm call once they are away at a safe location in a few hours.

Quickleaf is down here making her exit plan. She is currently with the fixer Collis at a coffee shop on the West Side of the Underground, near Lordstrungs' thriving black market bazaar, purchasing a new SIN and commlink along with supporting items.

Yamada will call them at about 1515 with the news that:

- StackTrace is dead, but not before he gave up the name of an ork fixer, Collis, in the Ork Underground who can be used to trace Quickleaf.
- The Graves are heading directly to the Underground to locate Collis, and get the location of Quickleaf.

The runners can call their contact to warn Collis, which will also generate trust.

The Graves will arrive at 1530, but immediately attract the attention of the ork gangs who function as security here. Although they are repelled from the Underground, killing one of the MCT assassins, it is enough to panic Quickleaf into fleeing onto the Metro. She will evade her persuers and arrive shortly after at King Street Station.

The runners may arrive in time to see the Graves fighting the ork gangs. If they join in on the orks' side, helping fight the Graves, then this will earn them some trust which they can turn into an introduction to Collis.

If the runners have generated some trust, then they will either be physically met by Collis, or called by their contact. They can provide the next piece of the puzzle – that Quickleaf is heading for King Street Station.

She will leave on the 1610 bullet train to San Francisco. She is travelling under the name of Kerys Charon (using a rating 4 SIN).

The runners should not have too much trouble getting to King Street Station, and boarding the bullet train.

This information shouldn't be gifted by Yamada ideally, but from the runners' deft maneuvering with the orks.

## The Bullet Train to Frisco

### Getting On Board

This could be tricky. The entrances to the platform are protected by SIN scanners (Rating 2) and humorless guards. Have SINS or rating 3 or less roll against the scanner.

Of course, the devices could be hacked, but are slaved to their host (Giving them a pool of 8, see below).

If anyone tries to smuggle weapons on board of Concealability 2+, then have them roll Palming against the guards' Perception dice pool of 4. Alternatively, they can use Sneaking to get through the crowds away from the guards.

If all else fails, bribery could work.

Tickets are 300¥ return.

### King Street Station – Host rating 4 (Seattle City Grid)

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

#### Programs:

**Patrol:** 8 [6] (v Logic + Sleaze if silent)

**Probe:** 8 [5] (v Intuition + Firewall)

Adds one mark per successful attack

**Marker:** 8 [5] (v Willpower + Sleaze)

Reduces Sleaze by 1. If 0, it causes 1 DV Matrix per net hit.

**Scramble:** 8 [5] (v Willpower + Firewall)

If Host has 3 marks, you are immediately rebooted (and dumpshocked)

**Description:** A 3D work of art, the station has trains running up and down, across the ceiling, in fact everywhere. It looks like an old fashioned station, where users can buy tickets.

Of course, it also has access to the WAN for the station, which includes security devices, etc.

After deploying all IC, will redeploy Probe and Scramble to try to dumpshock the attacker.

### Quickleaf

She is expecting a team of Shadowrunners to try to assassinate her on the train, not realizing that she has actually escaped the Graves.

As soon as she notices the slightest thing out of place, she will immediately move to cover, and discreetly watch the runners. If they hail her in any way, then she will respond verbally and humorlessly, but fold her arms and quite obviously reach inside her jacket to ready twin SMGs.

There will be 2D6 -4 members of the public in the same car.

If she gets any sense that they may be about to try something, eg. A magician casts a spell to influence her mind, then she will start shooting.

Whatever they say to her will likely be to no avail. If they say they know who she is, she will simply respond that she's a businesswoman returning to Frisco. If they say who they are and why they're here, to try to calm her, she'll just respond with "of course you are". All Social checks to try to persuade her are at -4.

After a round of combat, she will blast out a window and actually climb out onto the side of the bullet train, and then climb on to the roof. She figures this is the safest place to be if armed assassins are on the inside.

She moves like a cat.

To get safely out to the side of the train, or move from the side to the roof (or vice versa), requires Gymnastics + Agility [Physical] (4). To attempt an action while hanging on, requires a further Gymnastics roll but at threshold 2 instead. Staying on, after taking any damage, is at threshold 4.

Anyone falling out of a moving bullet train is **dead**.

It should be extremely difficult, but not impossible to convince her of their sincerity.

Once she accepts the runners, she will tell her story. That they were hired by a Johnson from MCT to make an extraction of a scientist from NeoNET, one Dr Teosta, an expert in neuroscience. But it soon became apparent from the information they were given, that he was being recruited to assist MCT in experiments on technomancers. It's not clear who realized first that the other shoe had dropped, MCT or the team, but pretty soon they were trying to walk away from the deal, and found that they were being stalked, then in a matter of hours, a team started taking them down.

She concludes by saying that her and their decker are the only ones left, not realizing that StackTrace is already dead, and that Dr Teosta is being sheltered at a safehouse in the Barrens.

## Crash And Burn

At some point after, or preferably during, this conflict, the burner comm buzzes into life. Yamada is on the comm, warning them that

although the Graves didn't get to the train in time to follow Quickleaf, they have a contingency plan – they intend to crash the train!

He doesn't have any details. He was simply told that the train "will never make it to Frisco". Apparently MCT are busy looking into finding a scapegoat, and the favorite is currently Alamos 20k. The PR of the 'accident' is the only factor holding up its execution, but it should be clear that they don't have long.

About five minutes should be right.

So as to give the runners a fair chance, there are two ways this can go down:

1. A Force 6 Earth Elemental will hurl enough rock on the track to derail it.
2. A bomb has been placed on the underside of the train.

If the team are stronger in magic, then the first option can be chosen. If better in the matrix, then the second.

If they scout out the astral, then they will soon spot the elemental. It must be defeated to prevent the accident.

The bomb detonator is running silent (Rating 6 commlink) so the Matrix Perception will be:

Computer + Intuition [Data Processing] v 6

To stop the bomb being detonated will require the runner to either Data Spike the device or Control Device to turn it off. In each case, the device defends with 6 dice.

If they get desperate, they can raise the alarm, with suitably difficult persuasion penalties. This will also lead to some very difficult questions and fallout, which will lose them their anonymity. They may end up on the evening news themselves...

Finally, the runners can use matrix actions to try to control the train to command it to stop. This is possible, but the train is better defended than the bomb. **#todo – Rating 5 host**

There are security guards on the train, but the train itself is fully automated. There is no driver.



## Bullet Train – Host rating 6

(Seattle City Grid)

Attack: 7

Sleaze: 8

Data Processing: 9

Firewall: 6

Initiative: 15 +4D6

CM: 11 (for each IC)

### Programs:

**Patrol:** 12 [9] (v Logic + Sleaze if silent)

**Probe:** 12 [7] (v Intuition + Firewall)

Adds one mark per successful attack

**Marker:** 12 [7] (v Willpower + Sleaze)

Reduces Sleaze by 1. If 0, it causes 1 DV Matrix per net hit.

**Catapult (p. 76, DT):** 12 [7] (v Intuition + Firewall). Reduces Firewall by 1, **and** deals its net hits in Stun damage.

**Shocker (p. 76, DT):** 12 [7] (v Intuition + Firewall)

Reduces target's initiative by 5.

**Killer:** 12 [7] (v Intuition + Firewall)

Causes 7 DV Matrix damage, +1 per net hit, +2 per mark.

**Description:** The host is a smooth, metallic sphere. Once inside, the train itself appears as some sort of spaceship cruising through space, but it is surrounded by microbe-type helpers, which swarm around it, tending to its needs. When under attack, these become malicious IC.

Initially launches IC in order, but prioritises them in reverse order, when relaunching.

information, which can help them move on to the next scene can be sent on the burner.

The runners' contacts may also play a vital role here, so you may want set these up beforehand, perhaps owing the runners a favor.

But if they see the bullet train get destroyed on the evening news, it might seem like good news that they weren't on it...

Another possibility is that they *are* on the train when it crashes, and become mangled pieces of meat.

Such is life in the shadows.

## A Note on Railroading

(no pun intended)

Nothing turns off a roleplayer more, than feeling that they are simply spectators in the GM's story, with no influence over the outcome. The chain of events can break down easily in this scenario, resulting in either the runners resolving it very easily, or missing a vital clue, and being unable to continue.

Yeah, it's not great, but it's better than fudging the story. The obvious way to keep the plot moving is via Yamada – a snippet of

## Picking up the Pieces

### Pay

Mr Tanaka will pay them as promised, at the club, but he will insist on checking out the information they provide for himself before payment. This may take anywhere up to 24 hours, but should probably take only 2-4.

### Karma

Situation	Karma
Character survived	1
Retrieved information from Quickleaf	2
Overall adventure challenge	4
Stopping the train crash	4

### Contacts

Potentially Collis the ork fixer who deals in false identities could become a contact if they help the Ork Underground out, and possibly a gang member or two.

Collis is connection 3, loyalty will start at 2 if they helped out the Ork Underground with the MCT hit squad.

## 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.

### Kento Yamada

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

Th	Time	Information
0	-	Who?
1	1 min	He is a Japanese Executive at MCT.
2	5 min	He is Director of the Special Projects Division at MCT Seattle.

### StackTrace

**Contacts to Ask:** Computer hackers, shadow community.

Th	Time	Information
0	-	Who?
1	1 min	Respected Seattle decker.
2	5 min	He is part of the Virtua Crew.
4	2 hr	He is also a dab hand with explosives. (This will also net their commcode.)

## Quickleaf

**Contacts to Ask:** Shadow community.

Th	Time	Information
0	-	Who?
1	1 min	Elven street samurai out of Tir Tairngire.
2	5 min	She is part of the Virtua Crew.
3	30 min	Expert sniper and cat burglar.
4	2 hr	Rumors say she is on the path of the wheel.

## 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:** Korean N, English 3

**Gear:** Armor Vest (9), Erika Elite (4)

**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.

## Mall Security

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:** Automatics 3, Etiquette 3, Perception 2, Pistols 4, Running 4, Unarmed Combat 3

**Gear:** Armor Jacket, Renraku Sensei (3), Glasses (2) with image link

**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]

## Graves Assassins

B 5(7)   A 6(10)   R 5(7)   S 3     W 2  
L 2     I 4     C 1     Ess 0.8

**Initiative:** 11 + 3D6

**Movement:** 20/ 40/ +2

**Condition Monitor:** P11/ S9

**Limits:** Mental 4 Physical 6 Social 2

**Armor:** 8(10)

**Skills:** Automatics 6(8), Blades 2, Clubs 4, Etiquette 2, Gymnastics 2, Intimidation 2, Longarms 2, Perception 2, Pilot Ground Craft 2, Pistols 4(6), Running 2, Swimming 2, Unarmed Combat 2

**Cyberwear:** Aluminium Bone Lacing, Cybereyes (2, Image Link, Smartlink, Low-Light Vision, Thermographic Vision), Datajack, Wired Reflexes (2), Muscle Toner (4)

**Gear:** Actioneer Business Clothes, Erika Elite (4), 5 Chem patches with Narcoject (15S).

**Weapons:**

Ingram Smartgun-X [SMG, Acc 4(6), DV 8P, AP -, BF/FA, RC 2, 32(c)] 2 clips regular.

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

**Both firearms are silenced.**

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

Unarmed [Unarmed, Acc 6, Reach 0, DV 5P, AP -]

**Description:** Appearing as stocky Japanese businessmen in suits and mirrorshades, they may give the runners pause for thought that they are yakuza. Fearless, cold-hearted killers. If they want to take someone alive, they use subduing (Roll Unarmed, net hits + Strength must exceed the opponent's Physical Limit, SR, p. 195), then use the chem patch. This is how they will capture StackTrace.

The assassins are **Hideo Sakuma** and **Masami Terada**. Terada is a grim, meaty man with long black hair and a rolex. Sakuma is slimmer, with a constant scowl, and high, back-combed hair, approaching an Elvis. Sakuma also wears intricate, patterned shirts.

## Graves Magician (Shota Aguri)

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

**Initiative:** 10 + 1D6

**Astral Initiative:** 10 + 2D6

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

**Condition Monitor:** P10/ S11

**Limits:** Astral 7 Mental 7 Physical 5 Social 6

**Armor:** 8(12\*)

**Skills:** Alchemy 6, Assensing 4, Astral Combat 3, Automatics 2(3), Banishing 4, Blades 2, Counterspelling 6, Etiquette 2, Longarms 2, Perception 2, Pilot Ground Craft 2, Pistols 2(3), Spellcasting 6

**Gear:** Actioneer Business Clothes, Erika Elite (4), Glasses (Image Link, Smartlink, Lowlight), Sustaining Focus\* (4, Manipulation)

**Spells:**

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

Mana Ball (p. 284, SR5) F, Direct, Mana

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

Mind Probe (p. 287, SR5) F

Heal (p. 288, SR5) F-4

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

Armor (p. 292, SR5) F-2

**Bound Spirits:** None

**Weapons:**

Ingram Smartgun-X [SMG, Acc 4(6), DV 8P,

AP -, BF/FA, RC 2, 32(c)] 2 clips regular.

Ares Predator V [Heavy Pistol, Acc 5(7), DV

8P, AP -1, SA, RC -, 15(c)] 2 clips regular.

**Both firearms are silenced.**

**Description:** Aguri is young and gifted. He wears an unusual amount of dark tufts of scruffy facial hair. He is also given to wearing about a dozen silver necklaces, one of which is his sustaining focus, with the Japanese symbol for *endurance*. It is currently sustaining a Force 4 Armor spell.

## 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:** Automatics 6(8), Blades 6, Clubs 6, Etiquette (Corporate) 6(8), Gymnastics 6, Heavy Weapons 6(8), Longarms 6(8), Perception 6, Pistols 6(8), Running 6, Sneaking 6, Unarmed Combat 6

**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.

## KE HTR (Magician, Alice Winter)

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

**Initiative:** 9 + 1D6

**Astral Initiative:** 10 + 2D6

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

**Condition Monitor:** P10/ S10

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

**Armor:** 18

**Skills:** Alchemy 4, Astral Combat 4, Banishing 4, Binding 4, Counterspelling 5(9\*), Etiquette 2, First Aid 3, Leadership 2, Negotiation 2, Perception 2, Pilot Ground Craft 1, Pistols 1(2), Ritual Spellcasting 2, Spellcasting 5, Summoning 5

**Gear:** Full Body Armor and Full Helmet, with chemical seal, Erika Elite comm (4), Counterspelling Focus, Combat (4, Amulet)\*

**Spells:**

Fireball (p. 284, SR5) F-1, Indirect, Physical  
Flamethrower (p. 284, SR5) F-3, Indirect, Physical

Analyze Truth (p. 284, SR5) F-2, Touch

Death Replay (p. 11, BB) F-3, Touch

Mind Probe (p. 287, SR5) F, Touch

Increase Reflexes (p. 288, SR5) F, Touch

Levitate (p. 293, SR5) F-2, LOS

Magic Fingers (p. 294, SR5) F-2

Mana Barrier (p. 294, SR5) F-2, LOS(A)

**Rituals:**

Remote Sensing (p. 297, SR5)

**Bound Spirits:** None

**Weapons:**

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

**Description:** Winter is a no-nonsense wage mage working for the city, keeping errant mages under control. A favored tactic is to levitate (Force 8) smaller opponents into the the air for 3 rounds, then drop them for 21P, AP -4. They can be dropped from greater heights if required.

## Quickleaf

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

**Initiative:** 11 + 2D6

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

**Condition Monitor:** P10/ S11

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

**Armor:** 12(13)

**Skills:** Automatics 8(10@), Con 1, Gymnastics 7, Longarms 4, Palming 2, Perception 1, Pistols 1, Sneaking 3.

**Languages:** English N, Sperethriel 4.

**Qualities:**

Indomitable (Physical)

**Powers:**

Attribute Boost^ (Simple, AGI, 4)

Attribute Boost^ (Simple, REA, 4)

Enhanced Accuracy (Automatics)

Improved Ability (Gymnastics 1)

Improved Ability (Automatics 1)

Improved Reflexes 1

^Roll Magic + Rating (9 pool) and add this many to attribute. Lasts 2x hits in turns.

**Gear:** Erica Elite (4)

**Cyberware:** Plastic Bone Lacing\*, Cybereyes (2, Image Link, Smartlink@, Thermographic Vision, Low-Light Vision), Datajack, Reflex Recorder (Automatics).

**Weapons:**

2x Ingram Smartgun-X [SMG, Acc 7(10), DV 8P, AP -, BF/ FA, RC 7, 32(c)] Gas vent 3, 2 clips regular.

**Description:** Young elf woman, with short blonde hair, wearing smart, business-like clothes. She is completely paranoid at the moment, and expecting to be attacked.

## Force 6 Earth Spirit

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: (ie. 12 Hardened Armour to normal weapons)

**Skills:** Assensing 6, Astral Combat 6, Exotic Ranged Weapon 6, Perception 6, Unarmed Combat 6

**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:** This spirit, Grundar, is beligerant, and has been tasked with derailing the train. As such he will take up a position a few miles ahead, and attack the track.