

BHG06-01 Dirty Little Hearts

©2017 Mark Brassington

Contents

Introduction.....	3
System and Setting.....	3
A Word on Wireless	3
Adventure Background	3
Plot Synopsis.....	3
The Hook	4
A Note on Magic and the Matrix	5
Legwork and Initial Leads	5
Contacting Tauren in the OU	6
Contacting the Crimson Crush.....	7
Contacting the Skraacha	8
Skaggrol Inside	8
Visiting Mazoga.....	9
Meeting Gulfima.....	9
Meeting JDog.....	9
Pulled over	11
Underworld 93	11
Tip-off	12
Bomb Factory.....	13
Picking up the Pieces	15
Pay.....	15
Karma.....	15
Pickup Skills	15
Legwork	15
Sons of Sauron	15
JDog	15
Tauren	16
Ork Politics	16
Crimson Crush	16
Skraacha.....	16

Cast of Shadows.....	17
Mr Johnson.....	17
Yashnarz.....	17
Tauren	18
Ork ganger	18
Human gangers	19
Cops	19
MCT-Nissan Roto-Drone.....	20
Jukha	20
Ancients Biker	21

Introduction

“Shame on us, doomed from the start
May God have mercy on our dirty little hearts”
- NIN, Zero Sum

System and Setting

Written for 5th Edition Shadowrun, with Errata. Set in Seattle in mid to late 2075.
Supplements used:

- SEAT72: Seattle 2072
- SR5: Shadowrun 5th Edition Core
- SS: Splintered State
- DT: Data Trails

A Word on Wireless

Apart from commlinks, none of the NPCs have much in the way of wireless equipment, so it will be incidental if their equipment (eg. guns) are set to wireless on, so figure only 50% of gear is set to wireless on.

Noise in the OU is about 3, in the Barrens it's 4, then 5 further out. Bear this in mind when the runners are in high noise areas, regarding wireless bonuses and trying to make calls or use Matrix actions.

Adventure Background

The racist and corrupt Governor Brackhaven is on the ropes. Scandalous investigations both by the law enforcement community and by the press are pushing him out of office.

Riding on the back of public opinion, the Sons of Sauron (SEAT72, p. 152) anti-human extremists, have begun staging strikes against Brackhaven assets. Last week, a bomb exploded outside Brackhaven Investments, and yesterday, a punishing attack took place on Brackhaven's limo itself, with over a dozen assailants carrying grenades and AK-98's. Although Brackhaven got away, several innocent bystanders were shot, including Maureen Roberts, whose son, Jimmy, aged 8, got to watch her die in the street.

The press, stoked by Humanis publicists, have turned against the ork rights movement, and an expose has shown just how much illegal gun dealing occurs from the Ork Underground (OU), which now threatens its whole legitimacy, amidst public outcry.

In order to maintain focus on her pursuit of Brackhaven, and to save the OU, DA Dana Oakes needs to root out the Sons of Sauron from the OU, and ensure that the ensuing spin is back towards Knight Errant, and the OU, as a peaceful community.

Knowing that her men will have their footsteps dogged by the press, and that the scope of their actions is limited by the law, Dana Oakes once again, finds herself in need of reliable shadow assets, so she hands the task over to Tosh Athack, of the Black Knights, an elite Knight Errant police unit.

This adventure is optimistic that the runners are fairly familiar with the political situation. However, the background information can be dispersed by the GM as the adventure is run.

If the runners have previously met Tosh Athack, eg. in Splintered State, then adjust the descriptions accordingly.

Plot Synopsis

The runners are hired to seek out the headquarters of the Sons of Sauron within the OU, and hand over JDog, leader of the sons, and the location of the HQ to Tosh, so that he can have them arrested.

Spin for this is particularly important, as the public must see the OU as a peaceful, law-abiding community, and the Sons as an isolated group of terrorists. If the media start to view the whole OU as a den of terrorists, then Brackhaven will have the excuse he needs to revoke the legitimacy of the OU, and crack down on its inhabitants.

To help the runners, Athack introduces the runners to an ork gun dealer from LA, Yashnarz, who is willing to help out. The Sons are reknowned for arms dealing, and right now they'll be in dire need of supplies, so Yashnarz will be able to provide them with an excuse to talk to the Sons.

Secondly, he has got word to Tauren, a prominent member of the Ork Rights Commission (ORC), that they are looking to make contact with the Sons within the OU.

The adventure is roughly divided into 3 parts:

1. Reaching out to the Sons, legwork
2. Meeting with the Sons, gaining information about JDog and the HQ
3. Gaining access to the HQ, while JDog is present, ready for the cops

To get to the Sons, the runners will have to go through other ork gangs around the city, such as the Skraacha and Crimson Crush, as well as deal with known associates of the gangs.

The Hook

Scan This

The runners are called to a back room in The Black Cat Smile, a burlesque bar in Fort Lewis, to meet with their Mr Johnson. They are requested to bring along minimal hardware.

The fallout from the latest incidents by the Sons of Sauron is causing a publicity crisis for the Ork Underground, and the efforts of Project Freedom.

Mr Johnson wants the runners to find the HQ of the Sons of Sauron. Once he is in receipt of this information he will make immediate efforts towards a raid and arrests, with an eye on how to spin this in favor of the Ork Underground.

Tell It To Them Straight

You've all been invited to The Black Cat Smile, a burlesque bar in Fort Lewis, to meet with Mr Johnson. A rough looking ork in shades and a crumpled suit shows you to a small back room, bare and white, but for a few chairs and tables, and your host, a burly troll in a suit, flanked by a black ork with unusual gang tattoos.

As you take your seats, Mr Johnson fires up a trid set, quietly the day's news, of yet another violent terror attack, this by a gang of orks with assault rifles in the street. Emile Corrigan, the Governor's Chief of Staff, is speaking.

"... these latest incidents only serve to reinforce the mistake that's been made by making the so-called Ork Underground a legal district of our good city.

"Poor Jimmy Roberts had to hold his mother in her arms in the gutter while she died – gunned down by ork terrorists – supported and sheltered by the Ork Underground.

"How many God-fearing citizens have to die like this, before people realize that the Ork Underground is simply a den of violent criminals?"

Mr Johnson angrily snaps off the trid, and addresses you all,

"The Sons of Sauron are causing a publicity nightmare for Project Freedom with violence in the streets. The legitimacy of the Ork Underground is on a knife edge right now, and we don't need these guys setting off bombs and blowing away members of the public.

"I want you to hit the streets and find out where the Sons are hiding in the Ork Underground. I want to know where their hideout is, and where JDog, their leader has gone to ground. They need to be stopped right now.

"It may be hard for some of those in the cause to get behind this, but the Ork Underground can't be a legal city district *and* support terrorists at the same time. Something's got to give."

He pauses long enough to send you each a simple intelligence file on the Sons, before continuing.

"I'm willing to pay 12k¥ for the location of the Sons of Sauron hideout in the Ork Underground, together with a date and time when JDog will be present.

"I'm not going to lie to you. I have strong links not only to the Ork Rights Commission, but also to local law enforcement. One way or another the Sons are going down. Otherwise, the Ork Underground won't survive this political backlash.

"My friend here is Yashnarz, an arms dealer from LA. It's well known that the Sons are running out of weapons, but have plenty of explosives. If you can introduce Yashnarz to the Sons, and get a 'guns for bombs' deal going, you

shouldn't have much trouble meeting with JDog and finding their HQ.

"I can also provide you with a prominent contact in the Ork Underground, Tauren, an ork decker who has connections to most of the groups there. You can start by meeting with him, if you can't scare up any leads yourselves. But you'd be advised to keep your true objectives to yourselves.

"I have a lot of respect for Tauren, he's the son of Bull the ork decker, and him and his family's done a lot for Project Freedom.

"If you need to get in touch with me, you can call this comm number any time and even if I'm not around, you can leave a message. If you have any legal entanglements while working for me, I can make them go away real fast.

"Good luck."

Behind The Scenes

Mr Johnson is Tosh Athack (p. 26, SS), a Knight Errant detective on the Special Crimes Task Force. Bear in mind that he is a huge troll, slightly crooked and quite a thug. Informants are terrified of him. He's been doing black ops for DA Dana Oakes for over a year. Only if the runners have met him before, however, will they know who he is.

Although Tosh will give the impression that he is acting on behalf of Project Freedom, he is more truthfully acting on behalf of Oakes. This is partly because he knows that some of those in the cause wouldn't be in agreement, and partly because he fears spies will warn the Sons.

He is right on both counts, but that's not how it will look to outsiders.

Tosh can be Negotiated on price for 400¥ per net hit. He has a Negotiation pool of 3 (defaulting). However, if he feels they are getting out of hand, he has an Intimidation pool of 13. He carries an Erika Elite commlink (rating 4).

Yashnarz' tattoos can be identified with a Gang Knowledge (2) as belonging to the Steppin' Wulfs, but the runners are likely to be at -2, because they're not familiar with LA.

Tosh will ping them Tauren's comm number.

Debugging

The dangers here are if the runners disclose their mission outside of Tosh and themselves.

A Note on Magic and the Matrix

It is entirely possible that the runners try to shortcut the run, by using a spirit's search power, or by using Trace Icon in the matrix.

These are both legitimate tactics, but if it were that simple, Tosh would already have his man.

JDog is hiding out in the OU, which tends to block spirits, since a portion of it is below earth. They would also, of course, need a 'mental image' of JDog, who they've never met. Being below earth should also serve to thwart Detect Individual as well.

Although JDog carries one or two burner comms, they are typically switched off. Protocol for contacting JDog, is to contact one of the Sons who will then take a message to JDog where he is in the bomb factory. Noise is also 4 in this part of the OU as well, which will mean most comms don't even work.

Legwork and Initial Leads

There are a number of leads that the runners can chase down initially. Firstly there is legwork that can be completed (see relevant section):

- The Sons of Sauron
- JDog
- Tauren
- Crimson Crush
- Skraacha

Beyond this, their immediate leads would be as follows:

- Contacting Tauren
- Contacting Crimson Crush
- Contacting Skraacha
- Contacting Skaggrol

These are each dealt with below.

Contacting Tauren in the OU

They have been given Tauren's comm number by Tosh. However, they may notice some unusual matrix activity when they call him, as he checks them out.

He'll agree to meet them at Gritty Sue's, a soycafe joint in the Ork Underground, fairly near to the Big Rhino entrance, in an hour or so.

Mugging

It is very crowded when they get down into the OU, and depending on their race, it may be hard for them to blend in. Dwarves, orks and trolls are fine, but any humans or elves will notice eyes turning their way. Although there are other humans and elves down here, they are certainly in the minority, and they look very down at heel.

A random member of the party who is a human or elf, is targetted by an independent street gang, shaking down visitors.

They will brush by them in the crowd and attempt a Palming vs their Perception. The gangsters need at least one net hit to steal anything. Take something at random from the runner's sheet. It could be as inconsequential as a pocket knife, or as important as their SIN! Life in the shadows is just that tough.

If the gangsters get something, allow the runner an additional Perception check, threshold of 3 to see if they notice the item is gone promptly, and the gang hurrying away. If so, then they can give chase!

Two gangsters in the crowd will operate together, probably passing the item between them, then both go with the crowd to a side alley, where four of their friends also wait. If there's any trouble the two will flee down the alley, then all six will suddenly attack with non-lethal weapons, such as stun batons, or stick 'n' shock rounds.

Skraacha

This may be an opportunity to meet the Skraacha, as they operate as enforcement on the OU streets, and a group of four of them, plus a

troll, will likely spot the trouble, and come running.

But unless the runners can succeed with an Etiquette (4) roll, the Skraacha will take the sides of the muggers! They will take the view that the runners have come down looking for a fight.

+2 if they are an ork or troll, +2 if they speak Or'zet, +4 if they mention Tauren's name.

If the runners can succeed in their Etiquette, then the item will be returned to the runners, but otherwise, the runners will be warned off 'causing trouble', and sent on their way. If force is needed, the Skraacha will use pistols and swords, not stick 'n' shock!

This is also the Skraacha's first impression of the runners, so hopefully it should go well (and not a blood bath...)

Gritty Sue's

The coffee will live up to its name.

Tauren is inside, and will recognise them, as he will have placed an ARO over the commlink that called him. If not, they can call him, or ask for him.

Gritty Sue is an aging granny ork, who is abrupt to the point of being rude, bustling around and shouting in peoples' faces "YOU WANT CAWFFEE?" If they dally with their response, she will give them a good ticking off, "I'M WORKING HERE!" This should be an amusing roleplaying moment, be as loud and annoying as you like :)

Tauren will get along with her just fine, and bid the runners to sit.

He'll be guarded at first, not knowing the runners, but will explain that he's been contacted by a mutual friend who he trusts, saying that they need an intro to the Sons of Sauron for reasons unknown. This won't be good enough for Tauren, and he'll want to know exactly what their business is with the Sons. This is where Yashnarz can step in, explaining that he's in the market for some explosives, and would like to trade guns for bombs.

Tauren will merely grunt at this, but it should be a good enough explanation. At this point, Tauren will explain that JDog is a personal hero of his in the underground, and he needs to be careful.

If pressed about Mr Johnson, Tauren won't expand on what they already know, unless the runners can trick him in a clever intrigue (requiring a good Con roll).

The runners should, under no circumstances, let Tauren know that they are planning the downfall of the Sons. Doing so, means that he will tip off JDog, and go cold on them.

Tauren will conclude the meeting by offering to contact the Sons on their behalf, and that he'll be in touch.

If the runners ask for other ways to contact JDog, and he is amenable, he'll suggest the Skraacha or the Crimson Crush.

Contacting the Crimson Crush

Initial Contact

As already noted, the Crush run protection and BTL's on the east side of Touristville in Redmond, as well as gun dealing, and as enforcers for Mafioso illegal housing projects in the Barrens.

They can be contacted on the streets in one of these areas, if approached carefully with:

Cha + Etiquette [Social] (3)

This is street etiquette, naturally. They are suspicious of outsiders. As before, they gain +2 if they are an ork or troll, +2 if they speak Or'zet. It will take a gang knowledge roll to spot their gang signs or tattoos without Yashnarz' help.

It may take a while to spot them on the streets, whereas they are easier and more relaxed if contacted at the Aces (threshold of 2, rather than 3).

A successful roll means their comm number is taken, and a lieutenant called Vulgash will call to invite them over to a hangout deeper in the Barrens.

Barrens Hospitality

A small gang of humans, called the Nomads, specialise in picking off small groups who pass through the Barrens with shotguns and assault rifles.

Their MO is to lay a trap in the road, usually a ditch that looks like a puddle, or is covered with some weak corrugated iron, so that the target vehicle's front wheels get stuck. Then they start laying in from nearby buildings with shotguns and cheap assault rifles. There is typically one for each PC, plus one. An abandoned hotel is their favourite spot, then they fire from the fifth or sixth floor, at a range of about 150m.

Depending on the vehicle in question, it will require a Strength x2 check with a threshold of anywhere from 1 for a bike, to 4 or 5 for a heavy van. This can be teamworked. Of course, while this is going on, the Nomads will be laying down some lead to make sure their payday doesn't escape.

If the runners decide to go in the building, they'll need to run across the car park in front of the hotel, which has limited cover (mainly burnt out cars), then work their way up.

They should have to make at least on Acrobatics check (2), to leap across a gap that suddenly appears across their path, or fall a couple of stories.

The Nomads are after anything of value.

Vulgash

In the company of about a dozen gang members, Vulgash, a lieutenant of the Crush, will see the runners in a fortified squat building, slightly south in the wilder parts of the Barrens.

It is a converted bar, and the gang make and serve very crude alcohol, although it's not the best of brews. They will hand the runners a pint when they arrive, which they are expected to at least try. This will require a Body + Willpower (2) check, failing which they will need to make a composure check to avoid spitting it across the room.

Succeeding with this crude test earns them +1 on any Social checks, alongside the usual +2 if they are an ork or troll, +2 if they speak Or'zet. If they spit it out, or choke, they earn -1 on their checks.

Vulgash will discuss business on the rooftop, sat in deck chairs and ripped armchairs. He needs an Etiquette (3) roll to be able to trust them.

Once the runners have convinced him of their sincerity, he'll explain that JDog has gone

underground, literally. The Sons have plenty of juice, so they can't be easily contacted either, although one or two probably carry burner comms. Even if he gives them one of the numbers, it's unlikely that JDog will speak to them, more likely another member of the Sons, although Vulgash is willing to try to get in touch with JDog for a cut of the deal (1000¥ to 2000¥). He'll probably want a decent portion of that up front.

A possible line of enquiry he will hand them is that a close friend of JDog's, Skaggrol, is currently inside Hollywood Correctional on an armed robbery rap, which JDog escaped from. Skaggrol may know how to get in contact with JDog directly, but it's not a sure thing.

If the runners haven't paid him anything yet to Vulgash, he'll drop some heavy hints, and expect at least 500¥ to be given before they leave. Otherwise it's unlikely they'll get much help from Vulgash.

Contacting the Skraacha

Although the Skraacha have less to do with the Sons of Sauron, the Sons do operate out of the OU. Similar to the Crimson Crush, they can try to get word to JDog, although nothing will come of this. They will make it clear that it's a long shot, but will still want a few hundred nuyen for trying ;)

Skaggrol Inside

Getting In

The runners can visit Skaggrol, who is currently inside Hollywood Correctional. Firstly, this is a prison, so anyone going in will need to be carrying nothing illegal, and have a decent rating SIN. Scanners are rating 3, so it would be a good idea to use at least rating 4, maybe 5 if they can afford it.

They will also be checked astrally, so if they're magically active, they may need a licence to go with that SIN, eg. Magician's licence, etc.

If any rolls fail, they'll need to come up with a decent excuse, just to get out as free people, eg.

Charisma + Con (4). This won't be sufficient to get them in without a valid SIN, however, they could be allowed back out. The guards are reasonably corrupt, so figure at least 400¥ as a bribe to go with this Con roll.

Even if they are allowed out, their SINs will still be burned on a failed roll.

If things go south, they might be joining Skaggrol as a prisoner...

Of course, Mr Johnson should be able to allow one or two runners in without SIN checks, provided they are carrying nothing, have little or no cyberware and are not magically active.

This will take 24 hours to arrange.

Tell It To Them Straight

Hollywood Correctional is like any other large prison – six metre concrete walls, rounded on top, with guard towers at intervals. The entrance is a solid steel set of doors, with a pedestrian door to one side.

Drones fly around the perimeter checking for breaches at all times.

(Shifting to the astral reveals several strong spirits are also on patrol.)

Visiting times are 1400 to 1600 daily.

Behind The Scenes

Once they get to speak to Skaggrol, he will be amenable to them. He hasn't got a problem seeing them, as he's got nothing to lose, however, he'll be suspicious of strangers.

If they do want information about contacting JDog, they'll need to offer him something to get anything in return. He'll be upfront about this, and be specific about wanting privileges, transfer to a better prison or even shortening his sentence.

Although the runners won't know this at the time, if necessary Mr Johnson can get him privileges, and shorten his stay through his connections with the DA.

Skaggrol will wait until these privileges are ready and contracted (which takes about 24 hours)

When these bargaining chips are ready he'll tell them about Mazoga, JDog's ex-girlfriend. Mazoga is in hiding in the Barrens, at a small squatters' apartment at 12811 NE 128th St. He

makes the runners promise not to tell JDog where she is, as JDog beat her pretty bad. Skaggrol actually helped her get out. Although she got out of the gang, Mazoga will almost certainly know how to get hold of him.

Debugging

The main issue here, is that the runners go in to the prison without thinking, and get scanned and arrested. Although Mr Johnson can, and will, get them out, he'll make sure this gets held over them, and will use it for a later time, especially if they get cold feet. He'll let them keep their SINS and ensure they don't get burned, so he can easily track them down, should the need ever arise.

Visiting Mazoga

Scan This

Mazoga lives in a small apartment block, and is not expecting any visitors. She will immediately suspect trouble, and when they knock, she will shoot them through the door. It'll take a lot to talk her down.

Tell It To Them Straight

The address given by Skaggrol is a small apartment only a couple of stories tall, Mazoga's on the upper floor. Small gangs run motorbikes up and down the street, and the buildings seem to be badly over-populated.

Inside, there are people sleeping on the stairs, and Mazoga's apartment is in a far corner.

The stench of urine and chemicals hangs heavily in the air.

Behind The Scenes

Have them roll Intuition + Perception (3) to spot a hidden camera above the door (wireless off). Mazoga will see them through it.

As soon as they knock on the door, she'll immediately open up on them through it. Although she is blind-firing (-6), she will only be at -3, as she can see them in the camera. Also, for the first shot at least, there will be no defence test as they are unaware.

If the runners start shooting, it's likely they'll kill her. Their best bet is to talk to her through the door, and name drop Skaggrol, who she trusts. Despite this, they'll need:

Cha + Negotiation (4)
+2 for mentioning Skaggrol

When they've managed to talk her down, she'll allow them in. She'll be able to talk to them for a short while, however, she'll be furious that Skaggrol told them where she is, and won't help them at all. Her 12 year old daughter stands nearby in silence.

After a couple of minutes, they'll hear voices outside asking Mazoga if she's ok. They then mention that they're going to get the Hellhounds. Mazoga will tell them they need to get gone, as some of the 405 Hellhounds now live along this street, and she shows them the fire escape. If they go out the front door, they'll encounter half a dozen Hellhounds, armed with handguns and SMGs.

As they're escaping, one of them gets a text from Gulfima, Mazoga and JDog's daughter, saying that she'll help them find JDog, if they'll help her meet him. She will text them an hour later asking to meet.

Meeting Gulfima

Even though she's only 12, Gulfima is already an adult by ork standards. She'll meet them at a coffee shop in Touristville in Redmond, and explain that she wants to meet her dad, JDog. She has some friends in the Crush, so she can ask around. In the mean time, she can give them a comm number which they can use to call the Sons of Sauron. If they mention Gulfima's name, this would be likely to get JDog's attention, but they must promise to help her meet JDog.

Meeting JDog

It is up to the GM which source eventually arranges a meet with JDog. If they've paid the Crush well, then they may come up with something.

After about 24 hours, they get a call from a burner comm (Hermes Ikon, rating 5, running silent, stealth dongle 2 (p.62, DT)), belonging to the Sons. JDog is calling from a bar in the OU. The runners can try to use hacking to get marks, and trace the physical location, however, if there are any signs of trouble, JDog will hang up.

They will need to make a Negotiation roll (3), with the usual bonuses listed above. They gain an additional +2 if they mention his daughter's name.

He will agree to meet them at location he sends them, which happens to be at the back of an abandoned hardware store, in Tacoma. He asks them not to bring Gulfima for their first meet (if they are in league with her).

If they contact Mr Johnson, he will be pleased, but not want to interfere at this stage – he wants the 'gun deal' to go down at the Sons' headquarters, and the explosives to be present. They will need to ask to see the explosives.

When they arrive, they find it is in a disused part of Tacoma amongst warehouses and an abandoned factory. Two Ford Americars are parked in the car park, with an ork standing near one, smoking.

The car park is decent sized, and can hold about 30 cars. It is boundaried by the hardware store (abandoned and shuttered), a 2m brick wall, and a warehouse. The only way in or out is the car park entrance that the runners come in through.

When the runners are actually parked in the car park nearby, orks will get out of the cars, making eight in total, including JDog, all carrying shotguns. JDog will be apparent from his dress – he wears a long gold chain.

He will then talk to them, and ask for details of the deal, and ask what they want the explosives for. He will also drop in, that he has a big explosion planned in three days' time.

"That should wipe the smirk off Brackhaven's face!"

He won't reveal the target, only that it will be a big demonstration of what the Sons are capable of.

There will then be a lull in conversation, when JDog will look at his watch, and his guards shift around. At that moment, two police cars will pull up at the entrance of the car park, and park across the entrance, an armed rotodrone

close behind. They look like they're expecting trouble, because they immediately get out brandishing pistols and shotguns.

"Heads up!" shouts JDog, and battle commences.

By the nature of arriving second, the runners will be closest to the entrance to the car park, and will be targeted first by the police.

Only some of JDog's men will join the combat, others getting in cars. JDog will watch the runners closely to see if they shoot the cops. He doesn't trust them, and by killing the cops this will earn his trust.

The runners should be able to take out these 4 cops without too much trouble, but they will already have taken Jazz, expecting a fight.

Gulfima

This is one possible place where Gulfima will try to meet her Dad, if the runners have indulged her. She will firstly try to persuade or threaten them (I'll tell my Dad) to get them to bring her, else she may follow in a taxi.

An ideal time for her to join the party would be just before the cops arrive, so she can surprise her Dad, and maybe the runners!

Then the police show up and start shooting.

Matrix Surveillance

What the runners don't know is that before JDog gets out of his car, he'll snag their comm numbers, and send them to a decker friend of his – Jukha. It seems that the Ork Underground have built up their own small matrix militia!

Jukha will keep an eye on the runners' matrix activities from this moment on. JDog is mainly interested in the most vocal members of the group, a spokesman if such exists. He won't be aggressive in his activities (unless attacked), however he will get a mark on their comm(s) and just see what calls are made, or searches, etc.

If he sees anyone contacting JDog, and getting a mark on the comm, then he will attack them immediately, and try to end the call.

Following JDog

It might seem natural for the runners to follow JDog when he leaves the meet. However, the two cars will drive to a back street location Downtown, before driving into a small docking area, the doors being shut behind them.

After a minute, the doors open and the two cars drive out again. In truth, this is another entrance to the OU. JDog and his fellows go down into the OU, down a network of tunnels, before ending up back at their safehouse. Drones will be shut out, or lose connection due to noise, spirits will be slowed or stopped by being underground, not being able to move through earth, and matrix activity will die off as comms are switched off, or noise intervenes. Certainly no matrix icons go back to the safehouse.

Pulled over

At some point after the meet, police pull the runners over. They can either flee, fight, slink out of it (unlikely), or accept their fate and hope that Mr Johnson is good to his word.

As they are moving through Tacoma traffic, they become aware that a police car is moving close behind them. The sirens will come on, and they will flash their headlights to pull over.

They will immediately check the SIN and licence of the driver with a rating 3 scanner, as well as the ownership of the vehicle.

If these check out, then they may have a chance of legitimately leaving.

One of the cops will get out and ask the runners to step out of the car, the other cop will stay by the patrol car, in reach of the shotgun.

The cop will have a good snoop around, so runners will need to have any firearms hidden (have palming checks rolled). If there is anything suspicious found, then he will check it out, and may check other SINs, licences too if appropriate.

The runners can try a few things.

Flee

This will be a straight up car chase between the runners and the police. Although the police will call for backup, the chase will be long over before even a drone can arrive.

Fight

Probably the most likely to happen and this time the runners have the drop on the cops. However, they have been pulled over on a main drag, so this stands a good chance of increasing their Public Awareness or Notoriety.

What's the problem officer?

Cha + Con (3) is probably the best option they have, with +1 die per 100¥ offered as a bribe. If their details check out, ie. The driver has a legitimate SIN, licence and ownership, and nothing obviously illegal is on display, then they will gain +4 to the roll.

Phone call!

If all else fails, and the runners go in quietly, initially things will look bad for them. They are taken to a holding cell, and **everything** illegal or dangerous is removed from their person. However, within an hour of being charged with a variety of offences, the charges are all dropped and all items, even those obviously illegal, will be returned.

The cops will give them all dirty looks, but let them go.

Mr Johnson now has them in his pocket. He can easily now reinstate the charges, or even let it be known on the street that they are stoolies for Knight Errant, and offer this incident as proof, and either way their lives won't be worth living.

Underworld 93

Scan This

Now he knows he can trust them, JDog will set up a meet at Underworld 93 that night. At the meet, it will be discussed about the runners going to the Sons of Sauron HQ, to deal the arms and explosives.

One of those present, however, begins to pay very close attention to Yashnarz. Has his cover been blown?

On the way out, the Ancients decide to blow the party, and make a drive-by of the runners, now that they are associated with the orks.

Underworld 93

Later the same day as the meet, the runners will be contacted on a burner comm by one of JDog's henchmen. He'll tell them to meet at Underworld 93 tonight in Puyallup, and sends them an ARO to look out for.

A popular ork rock band is playing, Torga, so the gig promises to be loud. Newt the troll bouncer does a good job, so getting in with obvious weaponry won't be possible. Make a Palming roll to avoid discovery.

Inside, JDog and his retinue will be around to meet the runners. Unless anything goes badly awry, JDog agrees to Yashnarz' deal. Although this may seem like another ideal opportunity to track JDog, he will use the same obfuscation as previously, this time, stopping the two cars in a warehouse in Tacoma, where he will switch cars, and two more will drive out.

The runners are to bring the weapons tomorrow evening at 2300 to a warehouse Downtown, from where they'll be taken to the Sons of Sauron's 'crib', and the deal can go down. Again, JDog provides an ARO to signal the meeting place.

During the meeting, however, one of the orks will start to recognise Yashnarz, who is actually Kutthag, a notorious thief and gangster who double-crossed a gang in LA, and is now wanted by them, hence working for Tosh of Knight Errant.

The runners who are paying close attention to the conversation, can make a Judge Intentions roll, with the result that they notice one of the orks, Urgan, is paying very close attention to Yashnarz. However, nothing further will occur this evening.

As the runners are leaving the club, a small group of six Ancients will drive-by the club, gunning for the runners as they have been tagged as ork ringleaders now. They will simply blast past, trying for surprise, and take shots with machine pistols.

Tip-off

Scan This

After the runners have turned in for the night, Gulfima contacts them to say that one of the Sons of Sauron, Urgan, is suspicious about Yashnarz, and is going to confront him. Yashnarz is not answering his phone, so the runners will need to hightail it over to the Puyallup Lodge.

Tell It To Them Straight

Later that night, you get a call from Gulfima, who says she's just heard from one of the Sons of Sauron (*not actually, it's Jukha, but she doesn't know the difference*) that one of their guys, Urgan is suspicious about Yashnarz and is going over to his place on the QT to get some answers out of him.

Behind The Scenes

Initially calling Yashnarz will be fruitless, as his comm just goes to answerphone.

If the runners don't know where Yashnarz is staying, then they will either have to trace him through the matrix or a spirit search, or perhaps call Mr Johnson, who will call back in about 30 mins to say where he is staying:

The Puyallup Lodge (p. 130, *SEAT72*), a coffin hotel in Puyallup.

Depending on how quickly the runners get there, they will either see Urgan heading in or find him roughing up Yashnarz. If they take their sweet time about it, then he's found dead with a bullet in his brainpan.

If Urgan gets the chance, he will attempt to get a call out to JDog, and leave him a message saying that it's a setup, don't go for the deal. Only a matrix jockey will be able to hack this comm, find out where it called, hack that comm, and erase the message.

Urgan's comm is a cheap gang model, but JDog's is the previously mentioned Hermes Ikon, rating 5, running silent, stealth dongle 2 (p.62, *DT*). Obviously, Urgan will also look to escape through Puyallup, which could lead to a chase, maybe over rooftops and fire escapes.

If Urgan gets the message to JDog, then the whole deal is off. Game over.

If you're interested, Urgan recognised Yashnarz from some previous dealings, months ago, then got Jukha to trace his comm link, he took his comm's matrix id at the meet. He didn't tell Jukha why.

Bomb Factory

The Weapons

Before the meet, Mr Johnson with his bodyguards will meet with Yashnarz and the runners. It's up to the runners how and when they signal Mr Johnson to come in like gangbusters, but he wants the signal to be very clear, eg. a text to a comm number, with a grid reference and 'GO-GO'.

Mr Johnson will supply Yashnarz and the runners with the weapons they are to trade. They are:

- 20 Ares Alpha assault rifles
- 2 cases of 12 frag grenades
- 2 Aztechnology Strikers, each with a high explosive missile

These are all in crates, in the back of a boosted van. Mr Johnson will go through the goods mainly with Yashnarz, but the runners will be able to see and hear the conversation.

Behind the scenes, both of the explosive missiles have been disabled, and it will take a careful Armourer to re-enable them. Once the runners have established what the signal will be, Mr Johnson will leave.

JDog has agreed to supply 800 sticks of dynamite.

The Meet

At 2100, two vans will arrive with 8 orks in, all armed with shotguns. They will check if the group have the weapons for the deal. When it's clear that everything's here, they'll tell the group to get in the back of one of their large delivery vans. They have identical licence plates.

Two ork guards will climb in the back with them and the crates, and ask them for their

comms, turn them off, then put them in a plastic bag.

"Just a precaution," they assure them.

After a random drive for about 15 minutes, they'll arrive. When the doors open, they are in a large darkened room, with only a small amount of light, probably a large garage of some sort.

They are then lead through a battered door, and down some tunnels which are very narrow for a troll, and are taken up with large, rusted pipes at random intervals. All eight orks are with them, 4 in front, 4 behind.

The runners can broadcast their position with other wireless gear, but there is 4 noise down here. No-one is checking to see what they broadcast. One of the orks in front carries the bag with the comms.

Ultimately, after 5 or 10 minutes of walking, they will reach a large basement, much of it filled with old bath tubs and chemistry equipment.

One of the orks turns to them grinning, "No smoking boys!"

They are told to wait, and while they are stood with 2 ork guards, Tauren arrives. They will have a chance to chat to him for a minute before JDog arrives with several other orks, who are all carrying cases of dynamite with shotguns slung.

Tauren will explain that he's here just to make sure the deal goes smoothly, as he's helped make it happen.

Anyone making a Logic + Demolitions (2) roll will realise that the bath tubs are filled with highly volatile chemicals, and that any gunshots are likely to cause an enormous explosion.

A further roll will reveal that the Dynamite is all home made.

This is the moment of truth. The runners should now quickly make the deal and leave, but should also signal to Mr Johnson by whatever arrangement they have where the headquarters is, and that JDog is present, but also that Tauren is present, and that the place is a bomb factory.

However, while the deal is being conducted, under everyone's watchful eyes, JDog will gloat about how he has a special delivery for the Renton District Courthouse tomorrow morning, "Gonna wipe that place off the map, the racist

bastards. Might even get Brackhaven if we're lucky."

At this, Tauren will suddenly balk and turn on JDog, "You can't do that, you'll massacre dozens of innocents!"

JDog will retort, "Racists aren't innocents boy. What's the matter? No stomach for revolution?"

The argument will then get heated, and everyone around will exchange looks, the deal temporarily on hold. It is up to the runners whether they say anything or intervene, otherwise, Tauren will pull out his Ruger Super Warhawk and threaten JDog. JDog's men all point their shotguns at Tauren, but JDog doesn't flinch, instead goading Tauren on, and gesturing to the chemicals all around, "Go ahead! Let's all go out right now!"

At this stage the runners can try and talk Tauren down from blowing the place up, using Negotiation, Con or Leadership (4), or they can try to take him out in a non-lethal manner (or lethal if they wish), but this will require everyone to roll surprise, to see if they get an attack off first. If it is with surprise, then Tauren won't get a defense test.

If he's not taken out immediately (and JDog's men will try to use their shotguns as clubs to take him out, on their passes as well), then he will try to shoot JDog.

Every time a shot is fired, roll a D6 – on a 1, there is an explosion, and everyone will get hit with 20P, AP -2.

Tauren won't give up easily, and if he's defeated, the orks will beat him some more, then take him off into the facility.

If the runners wish, they can try to talk JDog into letting them take Tauren with them, but this will also require Negotiation or Con (4) to have him agree.

Once the runners are out, without being blown to pieces, then the raid can take place, and JDog will get taken down. In fact the whole place will likely get blown to pieces causing this part of the underground to collapse. Some cops might get taken out in the chaos, but it will mainly be the orks and the bomb factory.

If Tauren got left behind, then Bull the ork decker will be minus his son. Hopefully, he never finds out that the runners were present.

Of course, this is ideal material for Tosh to hold over their heads, should he ever require their services again.

Picking up the Pieces

Pay

Mr Johnson will pay the agreed upon fee provided that the raid takes place and JDog is killed (which most certainly will happen, he'd never get taken alive.)

They will each also get a 1,000¥ bonus apiece for averting the Renton bombing, and a further bonus of 2,000¥ apiece if they save Tauren's life.

Karma

Situation	Karma
Character survived	1
The raid successfully took place, killing JDog with good coverage	3
Saving Tauren	2
Avoiding a confrontation with the police in 'Pulled over'	1
Overall adventure challenge	3

Pickup Skills

Each runner will pick up a free skill point in either Area Knowledge (Seattle), Street Gangs or Gang Identification (Seattle), or Or'zet the orkish language. This is free, and costs no karma.

Legwork

Sons of Sauron

Contacts to Ask: Police, gangers
p. 152, SEAT72

Th	Time	Information
0	-	Who?
1	1 min	All ork and troll, anti-human race hate terrorist group. Seattle leader is JDog, an ork rapper.
2	5 min	Arms and explosives dealers for the better part.
3	-	Sons are on good terms with the Crimson Crush ork gang in Redmond, and are known to do business together.
4	-	No-one knows who they buy their explosives from. Some say that they have smuggling connections to the Cascade orks, some that they make their own.

JDog

Contacts to Ask: Police, gangers

Th	Time	Information
0	-	Who?
1	1 min	Notorious charismatic leader of the Seattle Sons of Sauron. He was quite a rapper back in the day.
2	5 min	A violent drug addict, his brutal ways have driven his own family into hiding.
3	30 min	A recent armed robbery, in which JDog escaped, saw his close friend Skaggrol imprisoned for life.
4	-	The most recent sightings of him, have him hiding out down in the Ork Underground.

Tauren

Contacts to Ask: Deckers, ork political groups
p. 59, SS

Th	Time	Information
0	-	Who?
1	1 min	Son of Bull the ork decker, he has followed in the family footsteps.
2	5 min	He's heavily involved in Project Freedom, Orc Rights Commission, etc.
3	30 min	Although he isn't racist against humans, he's strongly aligned with the objectives of the Sons of Sauron.

Ork Politics

Contacts to Ask: The politically aware.

An applicable Knowledge roll (1) is required to get the following information about each group

Ork Underground: A network of underground tunnels and basements, it was used as a hideout for many metahumans following the Night of Rage. Greatly expanded from its humble beginnings, it has power, sewage, even shops and businesses. The Skraacha ork gang serve as a vigilante-minded police force.

Prop 23, aka Project Freedom: The 'Underground was originally a den of illegals, however, this proposal meant that it was now recognised as a legal part of the city. It passed in November 2074.

Crimson Crush

Contacts to Ask: Gang members, orks, police.

Th	Time	Information
0	-	Who?
1	1 min	Ork gang in Redmond, east of Touristville, strongly pro-ork.
2	5 min	Run a protection racket, but they actually do provide some form of protection. They hang out at Aces (p. 118, SEAT72)
3	-	They run guns and chips, and also act as landlords for some mafia owned squatter apartment blocks in Redmond.

Skraacha

Contacts to Ask: Gang members, orks, police.

Th	Time	Information
0	-	Who?
1	1 min	Ork gang in the Ork Underground, they will hassle and mug anyone they feel is not pro-ork.
2	5 min	They trade in arms and smuggle and trade in various black market goods, using the tunnels as cover.

Cast of Shadows

Mr Johnson

B 10 A 4 R 4(5) S 10 W 3
L 3 I 5 C 4 Edg 3 Ess 3.3

Metatype: Male troll.

Initiative: 9 + 1D6 (10 + 2D6)

Movement: 8/ 16/ +1

Condition Monitor: P13/ S11

Limits: Mental 5 Physical 12 Social 5

Armor: 13

Skills: Armorer 3, Athletics group 4, Close Combat group 5, Cracking group 1, Electronics group 3, Etiquette (Police) 5(7), Firearms group 6, Heavy Weapons (Launchers) 2(4), Interrogation 8, Intimidation (Physical) 7(9), Perception 6(8), Pilot Ground Craft 4, Sneaking 4, Throwing Weapons 2

Qualities: Guts, Code of Honour (No Women, No Children)

Augmentations: Cybereyes (Rating 3, image link, smartlink, flare comp, low-light, thermographic, enhancement 2), Reaction enhancers 1, Wired reflexes 1

Gear: Armour jacket (Chem resistance 2, Nonconductivity 2, shock frills), Erika Elite, Four flash-bangs, Gas mask, Med kit (6), 2 Stim patches (5), Trauma patch

Weapons:

Ares Alpha [Assault Rifle, Acc 5(7), DV 9S(e), AP -5, SA/ BF/ FA, RC 2, 42(c)] stick n shock
Grenade Launcher [Acc 4(6), SS] CS Grenades
Ares Pred V [Heavy Pistol, Acc 5(7), DV 9P, AP -2, SA, RC -, 15(c)] explosive ammo
Unarmed [Unarmed, Acc 12, DV 10S, AP -]

Description: A 3m troll, in a smart suit, with white cybereyes.

Yashnarz

B 7(8) A 4 R 3(4*) S 6 W 3
L 2 I 3 C 4 Ess 6 Edg 2

Metatype: Male ork.

Initiative: 6 + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: P12/ S10

Limits: Mental 4 Physical 8(9*) Social 5

Armor: 9

Skills: Close Combat Group 4, Etiquette (Street) 4(6), Firearms Group 4, Intimidation 4, Palming 4, Negotiation 4, Con 4, Throwing 2

Languages: English N, Or'zet 5

Qualities: Toughness

Gear: Armour Vest, Erika Elite (4), 6 doses of Jazz* (10 x 1D6 minutes)

Weapons:

Browning Ultra-Power [Heavy Pistols, Acc 5(6), DV 8P, AP -1, SA, RC -, 10(c)]
Flash-bang grenades [Grenade, Acc 8, DV 10S, AP -4, 10m Radius] 6 grenades
Knife [Blades, Acc 5, DV 7P, AP -1]
Unarmed [Unarmed, Acc 8(9), DV 6S, AP -]

Description: Yashnarz is working for Tosh in Seattle. He owes Tosh some favours for help in LA. He is cool and tight-lipped, but will get out if he knows he's outclassed.

He's currently sleeping at the Puyallup Lodge (p.130, SEAT72)

Tauren

B 5 A 3(4) R 4(5) S 5(6) W 3
L 4(6) I 4 C 2 Edg 3 Ess 2.3

Metatype: Male ork.

Initiative: 8 + 1D6 (11 + 2D6)

Movement: 6/ 12/ +2

Condition Monitor: P11/ S10

Limits: Mental 5(7) Physical 7 Social 4

Armor: 12

Skills: Artisan 2, Blades (Cyber) 3(5), Cracking group 6, Electronics group 4, Sneaking 3, Influence group 3, Exotic (Super Squirt) 5, Perception 4, Pistols 2, Pilot Ground Craft 1, Throwing Weapons 2

Knowledge: Bug Spirits 3, Combat Biking 3, English N, Famous Runners 4, Japanese 1, Matrix Games 4, Or'zet 2, Seattle Corps 4, Seattle Shadows 4, Sperethiel 2, Virtual Hangouts 4

Qualities: Addiction (Moderate) Matrix, Allergy (Moderate, Gold), Code of Conduct (Kills only in self defense), Codeslinger (Hack on the fly)

Augmentations: Cyberarm [right, obvious, full, Agility 4, Strength 6, Agility Enhancement 1, spurs, Strength Enhancement 3], cybereyes [Rating 2, smartlink, low-light, flare comp], cyberears [Rating 2, balance augmentor, damper, spatial recogniser], datajack, cerebral booster 2, reaction enhancers 1 (alphaware), wired reflexes 1

Cyberdeck: Novatech Navigator (Rating 3, Attack 6, Sleaze 5, Firewall 4, Data Processing 3) Satellite link

Programs loaded: Exploit, Hammer, Toolbox

Gear: Antidote patch (Neuro Stun), area jammer (Rating 4), armour jacket, 4 disposable commlinks (1), electronics toolkit, Fairlight Caliban (6, sub-vocal mic, sim module, trodes), holo projector, medkit (6), 20 doses Neuro Stun VIII, 20 doses pepper punch, white noise generator (4)

Weapons:

Ares S-III Super Squirt [Exotic, Acc 3, DV Chem, SA, 20(c)] Neuro Stun VIII
4 flash-bang grenades [Grenade, DV 10S, AP -4, 10m Radius]
Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 10P, AP -3, SS, RC -, 6(cy)] explosive ammo

Ork ganger

NB. This will do for Crimson Crush, Skraacha, muggers, Skaggrol and Mazoga.

Professional Rating 1

B 7(8) A 4 R 3(4*) S 6 W 3
L 2 I 3 C 2 Ess 6

Metatype: Male ork.

Initiative: 6(7*) + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: P12/ S10

Limits: Mental 4 Physical 8(9*) Social 5

Armor: 9

Skills: Close Combat Group 4, Etiquette (Street) 3(5), Firearms Group 4, Intimidation 4, Palming 4
Named gangers also have: Negotiation 2, Con 2

Languages: English N, Or'zet 5

Qualities: Toughness

Gear: Armour Vest, Metalink, 1 dose of Jazz* (10 x 1D6 minutes)

Weapons:

Defiance T-250 [Shotgun, Acc 4, DV 10P, AP -1, SA, RC -, 5(m)]

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

Yamaha Pulsar [Taser, Acc 5, DV 7S(e), AP -5, SA, 4(m)]

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

Knife [Blades, Acc 5, DV 7P, AP -1]

Club [Club, Acc 4, Reach 1, DV 9P, AP -]

Unarmed [Unarmed, Acc 8(9), DV 6S, AP -]

Description: Nameless hordes of ork gangers who live fast and die with blood in their mouths. Most have just a pistol and a knife.

Human gangers

Professional Rating 1

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

Metatype: Male human.

Initiative: 6(7*) + 1(3*)D6

Movement: 8/ 16/ +2

Condition Monitor: P10/ S10

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

Armor: 9

Skills: Close Combat Group 4, Etiquette (Street) 3(5), Firearms Group 4, Intimidation 4

Languages: English N

Qualities: Toughness

Gear: Armour Vest, Metalink, 1 dose of Jazz* (10 x 1D6 minutes)

Weapons:

AK-97 [Assault Rifle, Acc 5, DV 10P, AP -2, SA/ BF/ FA, RC -, 38(c)]

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

Knife [Blades, Acc 5, DV 7P, AP -1]

Unarmed [Unarmed, Acc 5, DV 6S, AP -]

Description: A small group of human gangers out in the Barrens, who will look to trap a group in their vehicle, shoot them up, and take everything they own.

Cops

Professional Rating 3

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

Metatype: Male human.

Initiative: 7(8*) + 1(3*)D6

Movement: 6/ 12/ +2

Condition Monitor: P10/ S10

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

Armor: 12

Skills: Clubs 3, Perception 3, Pistols 4, Longarms 4, Running 3, Unarmed Combat 4

Gear: Armour Jacket, Renraku Sensei (3), 2 doses of Jazz* (10 x 1D6 minutes), Glasses w/ smartlink

Weapons:

Defiance T-250 [Shotgun, Acc 4, DV 10P, AP -1, SA, RC -, 5(m)]

Ares Predator V [Heavy Pistols, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)]

Defiance EX Shocker [Taser, Acc 4, DV 11S(e), AP -5, SS, RC -, 4(m)]

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

Description: Beat cops, already jazzed up when they arrive.

MCT-Nissan Roto-Drone

Handl 4 Spd 4 Accel 2 Bod 4 Armour 4
Pilot 3 Sens 3

Autosoftware: [Ares Alpha] Targeting 3, Maneuver 3

Weapons:

Ares Alpha [Assault Rifle, Acc 5, DV 11P, AP - 2, SA/ BF/ FA, RC (4), 42(c)]

Description: A small rotodrone which will fire 3RBs. Its orders are to engage anyone who fires at it or the police.

Jukha

Professional Rating 1

B 7 A 3 R 5 S 6 W 3

L 5(6) I 4 C 3 Ess 5.7

Metatype: Male ork.

Initiative (Hot Sim): DP + 4 + 4D6

Movement: 6/ 12/ +2

Condition Monitor: P12/ S10

Limits: Mental 6 Physical 8 Social 5

Skills: Computer group 5, Cracking group 4, Perception 3

Languages: English N, Or'zet 4

Cyberdeck: Microdeck Summit (Rating 1, Attack 1, Sleaze 4(6), Firewall 4, Data Processing 3)

Programs loaded: Baby Monitor

Augmentations: Cerebral booster 1, datajacks x3

Description: Icon is a combat biker in leather, with a spiked club.

Notes: Jukha's job is to keep an eye on the runners' communications and matrix activities, so he will run silent, then use Matrix Perception, Hack on the Fly and Snoop. This will go unnoticed unless he messes up his Hack on the Fly roll (Edge anyone?) If attacked, he will quickly switch attributes, and possibly just jack out.

Ancients Biker

Professional Rating 1

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

Metatype: Male elf.

Initiative: 6(7*) + 1(3*)D6

Movement: 10/ 20/ +2

Condition Monitor: 10

Limits: Mental 4 Physical 5(6*) Social 7

Armor: 11 (With helmet)

Skills: Automatics 2, Blades 4, Clubs 3, Etiquette (Street) 3(5), Intimidation 4, Pilot Ground Craft (Bikes) 4(6), Pistols 4, Throwing Weapons 2, Unarmed Combat 3

Qualities: Toughness

Gear: Armor Vest, Motorbike Helmet, Metalink (1), Jazz*

Weapons:

Browning Ultra Power [Heavy Pistol, Acc 6, DV 8P, AP -1, SA, RC 3, 15(c)] 2 clips regular.

Knife [Blade, Acc 5, Reach 0, DV 5P, AP -1]

Unarmed [Unarmed, Acc 5, Reach 0, DV 4S, AP -]

Ceska Black Scorpion [Machine Pistol, Acc 5, DV 6P, AP -, SA/BF, RC 4, 35(c)] 2 clips regular.

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

Frag Grenades [Thrown, Acc 5, DV 18P(f) (-1/m), AP +5] 1D6 carried

Ride: Suzuki Mirage

Handl 5/3 Speed 6 Accel 3

Bod 5 Armor 6 Pilot 1

Sensor 2 Seats 1

Description: Dressed in black leathers, tattooed elf with the green anarchy on the back of his jacket.

All the Ancients have the Browning and Knife. 1 in 6 have a Ceska. 1 in 6 have a Sword. 1 in 6 have 1D6 grenades.