

BHG01-02 Contraband

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Introduction

System and Setting

Written for 5th Edition Shadowrun, with Errata and Run and Gun. Set in Seattle 2075.

Supplements used:

- SEAT72: Seattle 2072
- SR5: Shadowrun 5th Edition Core
- R&G: Run & Gun

Tutorials

As this scenario was written partly as a training scenario for new players, it includes tutorial notes. Before each major section, the GM has the opportunity, if required, to train the players on aspects of the game.

Seasoned players can ignore these.

Plot Synopsis

Charlie, a drug dealer, and contact of the runners', has dealings with the Yakuza. He was asked to front a deal for them to the Cutters, some 25kg of Novacoke (¥500k street value), for ¥80k.

Charlie thought he'd be clever, and bagged up some fake product, bought an Invisibility potion, then tipped off the police about the meet. He stashed the real drugs at a lock-up, then escaped when the police showed up, using his potion.

He was hoping to rip off the gang, and then sell the drugs later. The gang would think that the police had got the drugs and the money.

However, Charlie wasn't as clever as he thought, and didn't manage to get the nuyen, so all he has is the drugs in a lock-up, and some angry Yakuza calling him.

The only part of the plan that worked, is that the gang think that the police got the drugs, and have no suspicion of Charlie. They actually suspect the Ancients tipped off the police, and a gang battle erupted in Downtown...

Charlie has gone underground. Literally. He's hiding out in the Ork Underground to avoid magical detection, but he has to come up

eventually, so he needs help to sell the drugs quick, without the knowledge of the Yakuza.

Worse still, the police seem to have figured out it was him at the deal, so he's wanted for questioning. Between a rock and a hard place, he calls the runners. With no ready cash for payment, he instead offers them a cut of the take...

The runners have a few days before the Yaks track down Charlie, and then the runners...

Adventure Background

Knight Errant have been quick on this deal, and have figured out that Charlie was present. They found the astral signature from the potion bottle, and leaned on the alchemist, Michael Taramous, who has fingered Charlie for them, whose description they recognized from previous dealings.

For now, Spirit Search has proved fruitless (for the Yaks and the police) due to Charlie's location.

Their next move is to raid his home to look for clues, then stake it out.

Charlie's next move is to have the runners go get the contraband, then clear out his home.

Things could get complicated after that...

The Yakuza

The clan involved here are the Kenran-Kai (p. 175, *SEAT72*) lead by oyabun Kosuke Tomizawa. The kobun charged with getting the money back from Charlie is Tomisaburo Wakasaki aka 'Tommy'. He is a physical adept, and has about a dozen men at his disposal, but can hire more if needed.

He has "Link's Tattoo Parlor" as his HQ, near 208th and 46th Puyallup.

Local Kenran-Kai Yakuza can often be found at Underworld 93 (p. 130, *SEAT72*), talking business, usually when it's shut to the public.

The Hook

What's Up Chummer?

Charlie's in trouble. He's in hiding, but he needs the runners to go get his contraband quick, before the police or the Yaks get hold of it.

Tell it to Them Straight

(To whoever the contact belongs to)

You get an early morning call on your 'comm from your contact Charlie, but the reception's not great.

"Hey man, I'm caught up downtown at the moment. Could you do me a favor and go pick up a bag for me?"

"It's in a lockup at Whitworth Ave South and 4th. It's No 15. There's an AR keypad on the door, the number's 6045.

"Could you give me a call when you got it?"

Behind the Scenes

If they ask questions about it, he'll just say that he's in a hurry right now, and just tell them he needs them to pick it up quick, ideally in the hour.

If they start to talk about payment, he'll just remind them of all the times that he picked up to answer their crazy questions, and say it's just a quick job.

After about a minute or two, the line will crackle out of existence.

Tutorial

At this stage the players should learn about:

Legwork: That throughout a Shadowrun scenario, when names, places and events come up, they should attempt to conduct some 'street research', known as legwork. The relevant section is at the end of the scenario.

Debugging

If they're quick, they can run a physical trace on Charlie – he is downtown, in a coffee shop in

the Ork Underground. But he's moving about, so this isn't reliable. Soon after the call he sets off, then switches his comm to 'wireless off'.

If the Yaks can't find him, neither can the runners.

The Lock Up

What's Up Chummer?

So, they need to go pick up a bag. Pretty easy huh? Except it contains 25kg of Novacoke and the cops are out in force at the moment.

It is assumed that the runners are travelling in a shared car or van. If not the case, then they may need to make rolls for each individual vehicle.

Tell it to Them Straight

Heading into Renton you can tell something's wrong straight away. There are way too many cops around. Tuning in to the local newscasts, you soon pick up that there's been a heavy drug bust and last night saw some 'gang warfare' in Downtown which spilled over into Renton, reportedly between the Ancients and the Cutters.

This is soon confirmed, when you drive near a street corner, where a number of heavily-armed officers of Knight Errant are shaking down a number of motorcyclists.

You start to wonder whether you should broadcast a SIN or not, and whether it will hold up to police scrutiny.

Tutorial

Now would be a good opportunity to explain to the players:

- What a SIN is, and why it's important to always be broadcasting one when near a police officer. Also, that if they flee, those SINs will be 'burnt'.
- They should also be aware of what illegal items they are carrying, and whether they have a licence which is linked to their current SIN.

- Also, are their vehicles licenced? If so, to whose SIN are they linked? If not, then they'll certainly cause suspicion. Also, if it is licenced, and they flee, then that linked SIN will also be burnt, along with the licence.
- If they want to conceal themselves completely, they should ensure that all devices are switched to 'wireless off', and that their persons are physically concealed, eg. In the trunk, or crouching behind the seats.

Behind the Scenes

A roll of Street Knowledge (Seattle Street Gangs) + Intuition [Mental] (1) will notice the colors of the Cutters amongst those being detained by Knight Errant.

It would be wise for the runners to give the police a wide berth on their way to and from the lock up, and woe betide anyone riding a motorbike and carrying a large bag...

The process to evade the law is the same going to the lock up and coming back. Follow this for going in, and coming back out.

A manual or jumped in driver must roll:
Sneaking + Intuition [Handling] (2*)

An autopiloted vehicle rolls:
Pilot + Stealth [Handling] (2*)

*4 on a motorbike.

If any Stealth rolls fail, they must start a chase to escape, or be pulled over and have the driver's SIN scanned by a Rating 3 Device (smart/security), ie. Roll 6 dice with a threshold of the SIN's rating (p. 368, SR5).

Of course, a competent decker could hack the scanner without too much trouble, by getting 2 Marks on the device and using Control Device for a simple action.

However, if a police scan roll exceeds the rating of the driver's SIN, then the cops will become suspicious (and the SIN is burned). If they try to flee, then start a chase immediately.

If suspicious, the police will examine all the occupants, their SINs and possessions, and any and all items in the car (including the trunk). Not

a good day for a runner. Their best chance is a chase, and buy a new SIN for the driver.

The Chase

The runners will be pursued by a single police car. The range starts at Short, and it is a Handling terrain (p. 204, SR5).

The police will simply attempt to keep up with the runners, and keep them in sight. They don't fire on the runners, but will call in back-up to create a road block further on. If they get in to close range, they will make cut-off actions (p. 204, SR5).

Even if they escape, the runners' may have been identified via their SINs, or their license plate, thence to their licence, to the driver's SIN.

Relevant stats for the police here are:

Initiative: 7 + 1D6
Pilot Ground Craft 6
Handl 5, Accel 3

On turn 5, the runners will encounter a red light. They can either choose to stop, and lose a range band, or try to run the light (Threshold 3). If they succeed, then the police will attempt to follow them through, but at Threshold 2 (due to sirens/ lights)

On turn 9, a car will unexpectedly stop in their lane – it is making a drop off. Another Threshold 3 roll is in order, this time to make an emergency maneuver into another lane. The police will also require Threshold 3 for this.

On turn 15, a second car will join the chase, but in front of them, attempting further cut-off actions. The second car starts at Short, and it requires two range bands to move to Medium, rather than the usual one, because the car is ahead. Failing to get the two bands, will mean that they can't get past them – they are blocking their progress.

Depending on how dangerous the runners are behaving, on turn 16, two roto-drones with shotguns controlled by a Police Rigger, will join the chase (from a high altitude initially, for observation).

The chase should culminate one way or the other now, else the runners will soon find themselves in prison.

Tutorial

The players should be educated in:

- Basic Matrix rules for all runners, eg. Turning wireless off, Full matrix defence.
- How a decker can hack devices, including SIN scanners and police cars, by getting Marks on a visible icon, then using Control Device to command a SIN scanner to 'Approve', or a car engine to switch off.
- The chase rules, as they apply to your runners, ie. p. 198-205, *SR5*.

Reaching The Lock Up

The lockup is in a discreet, off-road area, in a row of 20 lockups, 10 each side. The keycode works fine.

Inside, they find a beat up old electric scooter (a Scoot), various chemistry equipment in cardboard boxes, including a bagging device, and a large, brown sports bag, which clearly has the least amount of dust on it. It weighs about the same as a small child, or a medium dog (25kg).

The bag has a simple padlock attached to the zip:

Locksmith + Agility [Physical] (2, 1 Turn)
Extended (requiring lockpicks).

The zip is tight on the bag, so it's not possible to peer inside the bag without picking the lock, or damaging the bag.

If opened, it contains 25 sealed, clear plastic bags containing a white powder, each weighing exactly 1kg. A small sample and a discerning taste may identify it as Novacoke:

Street Knowledge (Street Drugs) + Intuition [Mental] (1) to identify.

Chemistry + Logic [Mental] (2) to chemically identify using Chemistry Kit, and determine purity (75%, not bad)

Pushing the Envelope

Well if smuggling 25kg of novacoke past a neighborhood jumping with police is just too

easy for the runners, then the police can be hanging around the lock up as well, or even turn up while the runners are inside and ask some awkward questions (Is this your place? Whose is it? What's in the bag?)

It's up to the runners how they manage to distract the cops enough to get in and out again. A gun fight might work, but would bring down a lot of reinforcements.

Debugging

So much can go wrong here...

If the runners get chased down by the cops and stopped and searched, then the drugs may be found, which could be the end of this adventure, and possibility their liberty.

Their main chance of beating the rap is to either get a very good lawyer, or to hand over Charlie to them – neither of which is a very positive outcome.

If the runners are just having plumb bad luck with the dice, then as the cops are pulling them over, a couple of Cutters ride past firing SMGs, which should provide enough of a distraction!

But don't let them off too lightly. If you have to use some stray bikers to save them, then have the bikers strafe their car too! (Damaging them and the car)

Also, the driver's SIN will still be burned, so there's that.

Charlie's Place

What's Up Chummer?

Charlie can't even move out of the Ork Underground without risking being found, so an hour later he finds a safe access point to call them, and levels with them about the drugs, if they haven't already figured out what they're carrying.

But he isn't too clean about how he got them.

He then asks them to go to his place, and clear out any stray evidence.

Tell it to Them Straight

A while later, you get another call from Charlie.

"Hey man, I hope you picked up the bag ok. It's real important. I gotta level with you, it's got a real big deal in it. Make sure you keep it away from the cops.

"Listen, I know this is a bit of an ask, but I need you to hang on to the bag for me, for a bit longer. I should be able to cut you in on the deal when I sell it. That's gotta be five grand for each of you at least.

"Problem is, I think the cops may know I have it, and they could be going to check out my place.

"I need you to get over there and get rid of any evidence I may have left behind. You can just trash anything that might be dodgy. If it's valuable, or you're not sure, then can you stash it for me?

"Send me a message when you want my apartment unlocking.

"Thanks Brother."

Behind the Scenes

Charlie's right – the police are onto him. They've been to his place but don't yet have the warrant they need – it'll take a couple of hours to go see the Judge.

A couple of plain clothes cops are sat in a car down the street drinking coffee and staking the place out until they can go in legally.

Perception + Intuition [Mental] (2) to spot them.

They will watch and record anything of interest, only acting if guns are drawn.

His place is a small upstairs apartment, in a 4-apartment building in Auburn near the 516 (bordering Renton). It's on a quiet back road.

If they want to go in without the cops seeing them, they must sneak around the back through some gardens, and come up from behind, requiring both these rolls:

Sneaking + Agility [Physical] (2)

Gymnastics + Agility [Physical] (1)

When they get up the steps to Charlie's front door, they can send a message to Charlie, who will unlock it remotely. However, with his signal, they need to roll one die a minute, with a success (5 or 6) indicating that the lock has opened.

Alternatively they can open the Rating 2 Maglock themselves:

To open the case: Locksmith + Agility [Physical] (4, 1 Combat Turn) Extended, requiring tools.

To defeat the maglock: Sequencer's Rating vs Maglock's Rating of 2. Requires a Sequencer. -2 Dice pool to try again.

A decker can hack the system rolling against Rating x2 as usual (ie. 4 dice).

In The Apartment

There are a number of interesting items in Charlie's apartment, especially to a member of the Seattle DEA. Most of the items are readily apparent, others are more well hidden.

- Various small quantities of drugs, including quantities of small plastic bags and a set of pocket scales.
- A receipt pinned up in the kitchen to a lock-up (the one the runners have been to) Perception + Intuition [Mental] (2)

- A draw full of cheap Meta Link commlinks, all with different matrix owners: Perception + Intuition [Mental] (3)

Unbeknownst even to Charlie, one of his buddies is crashed out in the kitchen. He's been there for about a day, and he's actually lying across the door, preventing it from opening inwards into the kitchen.

As the runners are searching the apartment, they will hear a low thump from the kitchen. If they try the kitchen door, they find it stuck. Perception + Intuition [Mental] (3) will hear low breathing close by the door. How they choose to interpret this is up to them.

The hapless soul will awaken if shoved hard enough, allowing the runners to enter the kitchen and see the guy, semi-comatose on the floor. He may awaken with a shout, as they are trying to get in, startling them.

If sufficiently spooked, he will jam the door shut, then climb out of the kitchen window, and drop to the sidewalk on the front (visible to the police, if they're paying attention).

He is an elf called Brian Drinkwater, an itinerant, and knows nothing of Charlie's current whereabouts or activities, other than they party together, and Charlie was here last night. Or was it the night before?

Brian knows nothing critical, and is no threat, other than he has seen the runners in Charlie's flat. If the police end up picking him up, then he will be able to give them descriptions.

Charlie's Squeeze

Unfortunately, the cops aren't the only ones interested in Charlie – the Yakuza are now hot on his tail, and if they can't have him, then they'll grab his girlfriend, a Japanese American elf called Koyami Wakatashino. They've turned up at her place, and she narrowly got away, now she's come to Charlie's to get help, but Charlie's not there.

She will arrive 1D6 minutes after the runners first get to the street.

She will spot the police, and stay away from the apartment, and tearfully call him on her comm in the street in Japanese, wanting to

know where he is, and that she's frightened. The runners may have already sneaked in by now, or they may still be outside nearby.

Sixty seconds later (time the reactions of your runners), a cherry red BMW 400 GT will arrive, with Tomisaburo Wakasaki aka 'Tommy', his driver and two Kobun, intent on kidnapping Koyami.

Unless the runners step in, she will be bundled into the back of the BMW and abducted, back to Tommy's tattoo parlor in Puyallup.

But all the time, the police are watching from just down the street. They will take down the registration and broadcasted SINS, but not intervene.

If shots are fired, then the police will call for backup (1D6 minutes, a second squad car) and become involved in the gun battle, declaring themselves as 'Armed Police – Throw down your weapons!'

This could end up as a messy three-way battle. Tommy should use edge to survive appropriately.

Pushing the Envelope

If the Yaks are just too weak, then add a second car, containing four kobun, and give them grenades as well (choose which type depending on your party).

The second car need not arrive at the same time, but could arrive just as trouble is starting, for added complications.

Also, a police drone could be in the area to provide support to the beleaguered cops.

Debugging

There aren't actually 'required outcomes' from this chapter, but how the scenario plays out after this, may depend on how the runners have conducted themselves here.

Also, whether the runners start shooting cops will certainly have a bearing on their future lifestyles...

Moving The Product

What's Up Chummer?

Both the police and the Yakuza are after Charlie and the contraband. It's only a matter of time before one group or the other catch up with them or Charlie. To bail out of this death spiral there is only one option – sell the product, and pay off the Yakuza.

If this doesn't happen, sooner or later they will all be dead.

Tell it to Them Straight

About half an hour after leaving Charlie's apartment, you get a call from the man himself.

"Hey, it's me. How did it go at the apartment?"

The runners can now fill Charlie in on the events. Whatever the details, Charlie will see the writing on the wall, and realize that he needs to get the Yakuza paid off quickly.

After listening to your tale, Charlie continues:

"Ok then, I think we need to move fast. I was hoping to conduct the biz myself, but we haven't got time. You're gonna have to front the deal for me.

"You've got hold of twenty-five kilos of high grade Nova. As a lot, it's worth anywhere up to a couple of hundred grand.

"I'll make some calls and get some buyers lined up and we can get the Yakuza paid off. If you know anyone who might be wanting to buy, then shout up!

"I owe the Yaks eighty grand, so anything after that is profit we can split equally.

"I'll call you back as soon as I have someone you can sell to."

Behind the Scenes

Timescales:

To stay hidden from the Yakuza and the police, one of the runners must make a roll each day at midnight, to represent how skillful they have been that day in their dealings (overall):

Etiquette + Charisma [Social] (**Day No***)

*Note that the threshold is the day no, so on Day 1, the threshold is 1, Day 2, it's 2, etc. As time goes on, they will get caught.

The Etiquette can use the 'Street' specialization if available. The runner making the roll, should be the one who makes the calls to the buyers. If more than one could take this roll, then pick a random 'face' runner.

If the runners have been particularly skillful or discrete in their dealings, they can be allowed 1-3 extra dice as a bonus on their roll.

If they get less than the threshold (don't let them know), then one group or another has located them: 1-4 Yakuza, 5-6 Police.

The group in question will intercept the runners at 1D6 + 5 pm, the next day, so they still have a chance to finish the deal, even with a failed roll.

The details of each group's 'encounter' is detailed below in their own section. They each have three encounters, escalating in danger. Encounter 3 in each case will likely end in the runners being killed or incarcerated.

Buyers:

The day after 'Charlie's Place', he will contact Razors Akashiro, and put the runners in touch with him. However, if his sister has been taken, then this will complicate matters (see Razors' section below...)

If the deal with Razors falls through, then he will spend another day calling round, then put them in touch with Camilla Lees, a wealthy corporate and socialite who is interested in buying the contraband.

Regardless of how well or badly these deals go, another party, the kobun Shakazi Koyabashu, will make himself known, with a better deal than the others, and he can also offer them safety with the Yakuza.

How the runners deal with these complications is up to them. The full details are given below in each respective section.

Given more time, the runners could try to fence it themselves, but even at 100k, the extended roll is for a week's time, and requires 10 successes. They would be digging their own grave, long before then...

As time goes on, Charlie will call them on a more and more frequent basis, sensing the noose that is slowly tightening around him...

Negotiating

All buyers can be negotiated with, but they must be bettered in an opposed Charisma + Negotiation test, with each net success which the runner gets over the buyer, gaining an additional ¥2000 (up to a maximum of ¥10k).

Cutting The Product

It may occur to the runners to cut the Novacoke themselves and then keep a little extra. This isn't a viable plan.

It currently has a purity of 75%, which is appropriate for a deal at the kilo level. If they reduce the purity, there will be a corresponding reduction in price, as buyers will certainly bring along a pocket analyzer to check. Cutting is usually something that is done at the post-kilo level. Not only will it net them no extra currency, it also runs the risk of contaminating the product.

Allow a passive Street Knowledge (Drugs) + Intuition [Mental] (2), to realise that cutting the product is fruitless.

If they go ahead with this exercise, then allow the same roll, or Academic Knowledge (Chemistry) + Logic, to successfully make the dilution without damaging the product.

“Razors” Akashiro

He is an elven, Japanese smuggler and hovercraft pilot. He is personally known to Charlie, and is his first port of call.

However, Razors is also friends with the Yaks, and his sister is Koyami Wakatashino, Charlie's girlfriend. Early on in the proceedings, Koyami is likely to be taken off the street by the Yaks, looking for Charlie. Razors will initially seek help from the runners in freeing her, but if this fails he will set the runners up in exchange for her safety.

Obviously, it is better for all concerned if Koyami is kept safe.

Encounter 1 – The Meet

For their first encounter, Razors will meet them in a coffee shop in the Aztechnology pyramid, Downtown.

He will firstly discuss the matter of his sister, Koyami.

If the runners rescued her in the previous encounter and prevented her kidnap, then he will bow to them and state clearly that he is in their debt, and will do what he can to help them.

Effectively, he is a contact with Connection 3 and Loyalty 5 towards whoever he perceives to be the person or persons who saved his sister, possibly towards the runners' group as a whole.

If she is currently held hostage by the Yakuza, then he will state this, and let them know that before he can make the deal with the runners, she must be freed. He will give them the address of Link's Tattoo Parlor, where he believes Koyami is currently being held.

This should be the runners' next task, and they can take care of this however they wish – see the next section.

Once Koyami is safe, he can take the contraband in 2 days, for ¥110k, however, he will discuss the next steps once he is certain she is out of Tommy's hands.

If the runners fail to free Koyami, then Razors will contact the Yakuza and sell them out. Jump to the next Yakuza encounter. Razors will call the runners for a meeting, then the Yaks will ambush them.

If they survive this, then Charlie will move to the next buyer – Camilla Lees, although there will be a delay before he gets in touch with them.

Encounter 2 – Link's Tattoo Parlor

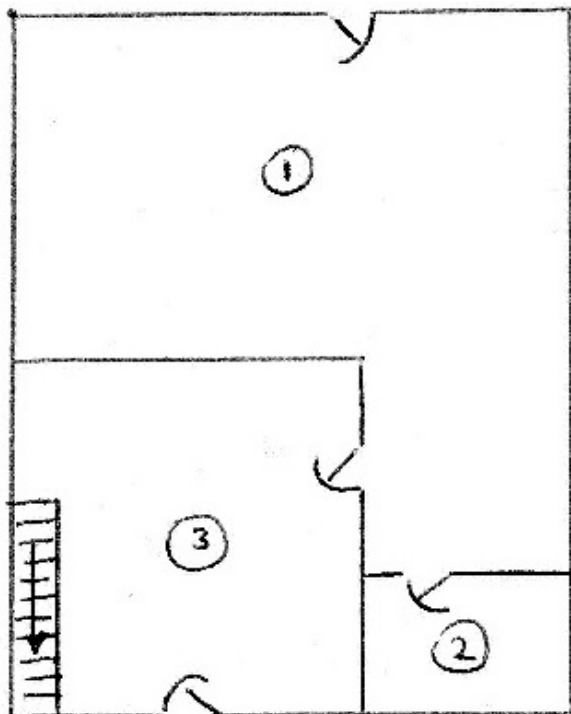
The runners may try to locate Koyami, possibly to appease Razors, or perhaps out of a sense of duty.

To do this, they may either tail Tommy or some of his kobuns back to Link's, or perhaps a decker can trace a link's physical location.

It is a small, dingy place, with a main studio at the front, where various Yakuza come to get their rank tattoos, and a main back room, where items can be stashed and business conducted.

Koyami is held in a small, dark storeroom at the back, tied to a chair, and blindfolded. Her link has been confiscated, but is still switched on, in a draw in Tommy's office, upstairs.

Ground



Wireless security cams, slaved to the tablet upstairs (Rating 3, 6 dice for defence), and

standard key locks throughout (Rating 2). The front (north) of the building looks out onto 208th St E, the main Loveland strip, to the East is a side street, the South is an alley, and West it is joined to the next building.

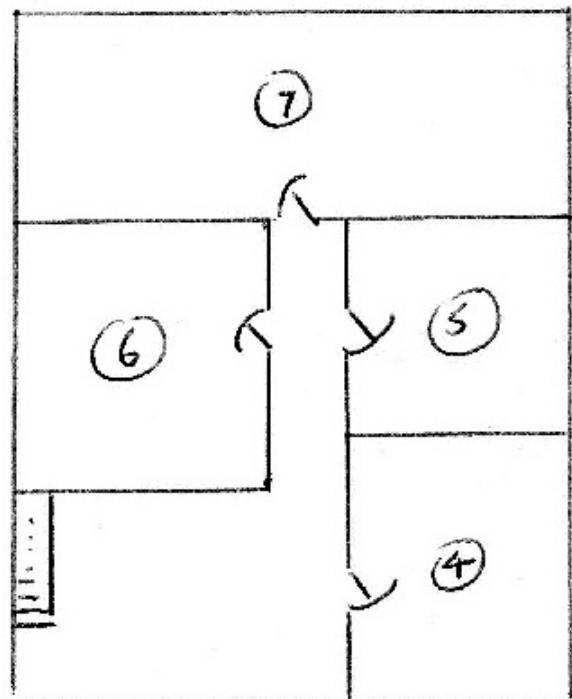
Half the time there are just 1D3 kobun around, but the rest of the time, there will be 1D6+6 (and a 50/50 chance of Tommy as well).

1/ Studio – smokey and dingy, porn mags and ashtrays.

2/ Toilet. Don't ask.

3/ Back room – tattoo equipment and supplies. In good weather the back door may be propped open onto the alley behind, let alone locked.

Upper



Landing has an old synthleather sofa, and a potted palm.

4/ Small lounge – sofas, and a Nova-X game console

5/ Small office – mostly empty. Has an old computer and some desks.

6/ Storeroom – locked, windowless box room. Has various stolen items in here, with some random items of interest such as a part-stocked electronics kit, a box of wigs, etc. In the center of the room, tied to a chair, blindfolded and gagged, is Koyami.

7/ Tommy's Office – spacious, it has a desk by the window on the front, with the blinds down. In the desk is Koyami's link (In a locked drawer, rating 2). If Tommy finds any evidence on Charlie or the runners, he will put it here.

A lightweight tablet on the desk is mainly used as Master for the security cams (Rating 3, which gives them all 6 dice to defend).

Encounter 3 – The Docks

What's Up Chummer?

Container ships coming to and from Seattle are a major smuggling route – for Razors as well as numerous other operators. The usual method is to buy a legitimate shipping container leaving for the desired destination, and place your contraband somewhere in the container surrounded by 'normal' goods. It is then briefly checked by customs officials, before being moved to the dock ready for loading.

However, this process will add an extra two days onto the timescales for the runners, increasing the risk (and cost) significantly.

To move the contraband quickly, Razors needs to get it into an existing container – one that is already checked and ready to go. To do this, he needs the runners to sneak into the loading bay, past security, hack the digital lock on the container, then get inside, and stash the contraband.

Only when this is complete, is he able to make payment.

Tell it to Them Straight

I have a buyer lined up, but in order to get the contraband out of the UCAS fast, I need you to put it in a cargo container for me, which has already passed customs. It's in a secure area down at the Tacoma container dock.

You'll need to sneak in there, and open up container MG4483. Inside, there's a car. You need to open up the trunk, put the contraband inside and weld it shut.

Then you just need to re-lock the container, and get out of there.

Once that's done, the money's yours.

Tutorial

The runners should be made aware of standard security devices in 2075:

- Specific devices, eg. Motion sensors, trip beams, sound detectors, etc. They'll probably want to make their own judgement about whether each device might be used at such a location, and possibly carry out legwork to get specific information.
- That a decker or standard AR can detect icons which are nearby and what they are, except that they may have 'wireless off' (wired security), or be 'running silent', which makes them harder to detect.
- Once a device is located nearby (via its icon), it can then be targeted by a decker to find out its specifics, but if it's slaved to a powerful master, it could be well protected, possibly posing a risk to a decker, and/ or alerting security to their presence.
- Physically connecting to a device which is slaved to a PAN or Host, allows the decker to get Marks on the device without facing the Master's protection, *and* gaining the same Marks on the Master at the same time, although there is a time limit here due to Overwatch.

Behind the Scenes

This is no small task. The container park is in a secure dockside area, and is a decent size. It is owned by Tacoma Container & Shipping, with private security run by Lone Star.

The tasks to complete this section are:

1. Enter Boundary of Dock.
2. Travel to the Container Park.

3. Find the container.
4. Open up the digital lock.
5. Work the car trunk inside.
6. Travel back to boundary.
7. Exit.

Task 1 - Enter Boundary of Dock

The options here are:

- Get through the fence
- Get through the gate
- Travel by boat (or hovercraft)
- Travel by air

The fence is miles and miles of chainlink, topped with concertina wire: roll Climbing + Agility [Physical] (3) or take 5P damage, alternatively cut through and trigger the Rating 2 sensors.

If the motion sensors are triggered, guards will arrive in 1D3 minutes.

Guards expect visitors at the gates during daylight hours, and check SINS with rating 2 scanners. They will also expect the relevant (digital) paperwork to be present and correct. This will cost Rating x 50¥ to get fake details, convincing enough to get in. To get in legitimately will cost anywhere up to 10,000¥, ie. to hire a shipping container. Some social rolls might suffice with the right story.

Task 2 – Travel to the Container Park

If the runners go through the fence, then they'll need to get to the container park. Roll just one of the runners to move undetected past a pair of guards:

Stealth + Agility [Physical] (2) Teamwork Test

A fail or worse will bring drones and guards, as per triggering the sensors, unless they can silently take down the guard spotting them first.

Task 3 – Find the Container

The containers are each identified by an RFID tag built into the container (p. 440, SR5, Rating 1 if required). To find the correct icon is a simple Matrix Perception action (p. 241, SR5), so if the

runners are within 100m, it is automatic, beyond this:

Computer + Intuition [Data Processing] (1)

To get the physical location uses Trace Icon (requiring 2 marks):

Computer + Intuition [Data Processing] v. 1 (Device's Rating)

At this stage, the runners can sneak to the container:

Stealth + Agility [Physical] (2) Teamwork Test

Task 4 – Open up the digital lock

The lock in question is a Rating 2 maglock, the same as Charlie's apartment door:

To open the case: Locksmith + Agility [Physical] (4, 1 Combat Turn) Extended, requiring tools.

To defeat the maglock: Sequencer's Rating vs Maglock's Rating of 2. Requires a Sequencer. -2 Dice pool to try again.

Alternatively, a decker can gain 2 marks on the lock, then use Control Device to command it to open.

Task 5 – Work the car trunk inside

The car inside is a Mercury Comet. The trunk is secured by a rating 2 RKE (Remote Keyless Entry), like most cars. They can be defeated with a sequencer, or a decker using Control Device, the same as a maglock.

Alternatively, they can pick the car door lock, and open the boot from inside.

They can then place the bag in the trunk, and weld it shut. This requires some sort of mechanic's toolkit (500¥) as a minimum (-2), ideally welding kit from an automotive workshop.

(Any) Mechanic + Logic [Mental] (2)

Task 6 – Travel back to boundary

See Task 2 – Travel to the Container Park. It's the same, just in reverse.

Task 7 - Exit

See Task 1. Same again, just leaving now instead of entering.

Responses

Hopefully, this shouldn't be needed, but if the team get careless or unlucky, they may panic and get noisy.

Initially, if an alarm is triggered, then two partnered guards will arrive to investigate on an electric buggy in 1D3 minutes. If they find anything untowards, such as a hole cut in the fence, then they will trigger an internal alarm. If it all looks normal, then they'll scout out the area (requiring an extra stealth check from the runners), then return to post.

If an internal alarm is triggered, then all of the 20 guards will descend on the area (in 1D6 x 20 seconds), with 4 drones (1D6 x 10 seconds). This is if an intruder is discovered, any guards go 'missing', etc. Stealth checks now require 5 successes, rather than 2, and it's likely that the drones will find them using infrared quite quickly, unless they're under cover.

If gunplay ensues, then they'll call out the HTR team, who are 'C' level, with a response time of 1D6 x 10 minutes. They'll also call the cops, who will attempt to contain the situation, by roadblocking neighboring streets, to prevent the runners' escape.

Pushing the Envelope

Stats for drones and guards are provided. There is purposefully no magical support, as these areas do not require much protection – it is a storage area only. A mage, and some paranormal animal protection, such as hellhounds, would make combats much tougher.

To make stealth tougher, the drones could make sweeps with infrared, requiring the runners defeat the drones quietly in some manner.

Debugging

If the runners are detected, they may be able to defeat the guards long enough to get in and complete the task.

Razors may be prepared to assist a weak group, by providing a distraction, especially since they've rescued his sister. This, also, may be enough to keep the guards off their backs. He will fire the hovercraft's minigun over the heads of the guards, merely to attract their attention.

Of course, this will also trigger the alarm, bring the response team in. Razors won't stay around for long. It also means that the hovercraft will no longer be a viable means of exit after the job.

Camilla Lees

If Razors falls through, this is who Charlie will send the runners to next.

She is a high society dilitante, and only knows what she's seen in trids. She is a Finance Consultant, who works mainly for Mitsuhama. She is personally known to Charlie (she bought a kilo from him once). She can take the drugs in 2 days, for 200k. But it will never get that far...

However, although Camilla is naïve and foolish, she has 'friends' who are anything but.

Encounter 1 – Cocktails with Camilla

What's Up Chummer?

There will be a day's delay, then Charlie will let the runners know that he's arranged a meet with Camilla Lees, who's interested in buying the full lot. She wants to meet the next night at Matchsticks (p. 54, SEAT72).

They will need to ask at the door for Camilla Lees, and then be shown in. They can find her from a grainy image attachment, sent by Charlie.

Tell it to Them Straight

You hear Camilla's laughter, before you see her. She snorts when she laughs.

As you make your way over to the table, she and her companion for the night, a slimy looking suit with designer good looks, both spot you. He whispers something in her ear without taking his eyes off you and she snorts so hard, she nearly falls off her seat, spilling most of her Martini.

As you get nearer the table, they both try to regain their composure, all the time giggling like schoolgirls. Then the suit calmly smiles at you saying, "Chin chin," and Camilla collapses forward onto the table, dry sobs of laughter echoing up off the glass surface.

Behind the Scenes

Marcus

Marcus Fenchurch (an alias and Rating 5 SIN) advertises himself as a marketing consultant. He is actually a consummate con man, but will appear to the runners as an annoyance, who appears to not care about the deal, and will look bored as they talk, checking out the women who walk past. This is a carefully cultivated act.

Runners who suspect him, may roll

Con + Charisma [Social]
or Charisma + Intuition (Judge Intentions)

This is an opposed test vs Marcus' Con + Charisma (He rolls 4 successes). Do not give away how many dice he rolls, preferably pre-rolling the result privately, then publicly rolling a lot fewer.

As GM, you can then just pass him off as some annoying drunk. Persistent legwork, however, will tell a different story...

The Deal

Camilla will be quite forthright, saying that she'd like to buy the full 25kg, provided it is of good quality. She will offer ¥200k

She may ask how they came by the drugs, but will seem quite naïve about the deal (she is).

During the conversation, Marcus will poke fun at them, eg. If there are orks amongst the runners, telling ork jokes, eg. "How do you get an ork off your porch?" "Pay him the ten yen for the pizza!" He'll laugh at his own jokes, and Camilla will be hard put not to join in.

"Two orks were walking along when they saw a dog licking his balls. One said I wish I could do that! The other said, you dumbass he would bite you!"

Finally, Camilla will ask to meet up the next night, wanting a sample. She'll ask for a commcode she can contact them on, and then send them a message with the address of a hotel room number, with a time of 9pm.

Encounter 2 – The Sample

What's Up Chummer?

The meet is set for 9pm the next night at the Seattle Hilton (p. 61, SEAT72), room 717. It has a balcony, and if it's the right time of the year, then the doors will be open, with the sounds of the city breezing in.

Knocking on the door will allow them entry.

Tell it to Them Straight

The door to the spacious hotel room is opened by Marcus, Martini in hand, as always.

"Welcome!" he proclaims, bowing deeply.

Camilla is there in a beautiful, deep blue dress, but sober now. Accompanying her are two new figures. These are people she knows from work.

The first is a burly man, muscle grafts bulging through his bomber jacket. He has short, unkempt blonde hair, and a thick moustache. Even his knuckles are hairy.

The second is a suit with expensive shoes and cufflinks. His shoulder-length black hair is precisely cut.

They quietly await your presence, while Marcus lurches towards the mini-bar.

Behind the Scenes

If it's fine weather (in Seattle?!) then the balcony doors will be open, which may give the runners a few more options, such as drone spying, etc.

This meeting has two purposes: firstly for the sample to be obtained from the runners, for analysis, and secondly for the opposing decker to tag all of the runners' commlinks, for future surveillance.

The two new figures are Ferien Hurst, a Norwegian merc and Damien Rothfair, a criminal lawyer. Also present, but in a virtual capacity, is Keres 'Norn', a freelance decker.

The meet will go quietly, with the sample being handed over to the lawyer, who then runs a short test with an auto-analyzer to confirm the purity of the nova.

Unseen by the runners, Hurst will tag all the runners' commlinks with AROs, and take down all their commlink numbers for future tracing by Norn.

Of course, the runners may want to conduct surveillance and tagging of their own, but that is up to them.

Once they're happy with the product, then the meeting will conclude, with Camilla thanking them and saying that she'll be in touch to arrange the deal.

Call from Marcus

A short while after the meet, while driving back, for example, they receive a call from Marcus, preferably to the runners' face. He sounds considerably more sober than at the meet, and a little out of breath.

He tells them that he heard Hurst talking, while Camilla was out of the room, and it sounds like they are going to double cross the runners. He's not sure what they're up to, but at the meet, it looks like they're planning to kill them.

He's mentioned it quietly to Camilla that he's not sure whether Hurst can be trusted, but wherever he's from she seems to think he's completely trustworthy, and that the runners are a bunch of murderous thugs.

If the runners start to discuss what to do next with Marcus included in the conversation, then he may suggest that he can help out and front the deal, as they won't kill him, as he's close to Camilla. But he's not willing to risk his life without some reward.

If they agree, he'll start by asking for ¥25k, and negotiate from there. He needs to sound convincing though. If they try to bargain him down, he'll remind them that he doesn't know them and that he's risking his life for them. He's actually not bothered about this payment, as he's planning on taking the drugs completely from the runners. You can actually make

Negotiation rolls, but use **half** (5) of Marcus' (10) dice pool for this, as they shouldn't realise what a skilled face he really is.

He also warns them that Hurst mentioned that he was going to keep the runners under surveillance (which is true), and that he's given all their commcodes to a decker for tracing.

He will even go so far as to risk himself by holding the contraband for the runners, before the deal in a secure location, but might have to be paid ¥5,000 up front to set this up. If the runners do fall for this ploy, then they will never see Marcus or the drugs ever again.

As in the previous scene, runners who suspect him, may roll

Con + Charisma [Social]
or Charisma + Intuition (Judge Intentions)

This is an opposed test vs Marcus' Con + Charisma (he rolls 5 successes).

Cat and Mouse

Just as Marcus warned, the following 24 hours will see Hurst trying to follow them.

Norn and Hurst will try and track down the runners, and discover as much about them as possible.

Norn will try to listen in to their phone calls, and try to trace their physical locations. Hurst, on the other hand, will try to physically tail them to see where they go.

They'll be interested in the location of the nova, who the runners are, and where the nova came from. They'll also want to know where the runners live, and who they associate with.

They want to be forewarned of whatever the runners may have in store for them. Of course, neither party is aware that the true enemy is Marcus.

Encounter 3 – The Deal

What's Up Chummer?

Hurst and Rothfair will broker the deal down in Seattle's subway system.

The runners will get a message from Hurst at 8.30pm the next night, telling them to be at China Town Subway station, southbound

platform, in half an hour, and to bring the contraband. Hurst will not reply to any message responses or calls, and Camilla will not be available for discussion, going to voicemail, possibly heightening suspicion that Hurst is running this for himself.

Tell it to Them Straight

You arrive at China Town subway station, and head down to the platform. There is a security booth near the entrance, and cameras everywhere, but there are no SIN scans, apart from the requirement to buy a ticket, and no scans for arms. It is essentially a public place. However, there are armed transit police officers in evidence, carrying automatics.

Down on the platform, all seems normal. The listless crowd of about twenty souls shuffles on and off the cars, as AR adverts cycle through their offers.

Behind the Scenes

Norn will keep an eye on the runners' communications and trace their locations as much as possible, until they head underground when noise (Rating 2) makes it more difficult (Rating 1 overground).

Marcus will only attend if the runners summon him to join them on the platform.

When they arrive, Hurst and Rothfair won't be there, but will be waiting at the next station north, Pioneer Square, for Norn's signal that the runners are there and all is well.

She has hacked a camera and is watching the runners through it.

The platform isn't crowded, but isn't deserted either – probably 20-30 people will be there at any time.

There are cameras on the platforms (Rating 2, not slaved), which are linked to security booths at the station entrance. Gunfire will immediately trigger an alert, summoning 1D6 transit police in 1D6 x10 seconds, and a further 1D6 police in another 1D6 x10 seconds after that. Beyond that, it's a coordinated police response and in a further 1D6 minutes. The whole subway will be locked down, and all trains stopped at their next station, pending a SWAT insertion.

The Deal

Providing Norn doesn't see the runners do anything truly stupendous, she will summon Hurst and Rothfair, a little after 9pm. They will arrive on the next southbound train, and step off. Rothfair has the certified credstick in his inside pocket.

Hurst will spot the runners, and approach them, stopping at about six feet away, a comfortable conversational distance, folding his arms, so that his right hand disappears under his bulging trenchcoat, where he has a silenced SMG.

Rothfair will stay a further six feet back.

If Hurst sees Marcus present, he will raise an eyebrow and, clearly annoyed, ask Marcus what he is doing here, and if he's friends with the runners, and if so, how long has he been friends with them – clearly suspicious.

Marcus will respond that he's merely helping to make sure that all negotiations end smoothly, and that Camilla gets exactly what she deserves, to which Hurst merely grunts.

If they are now ready to deal, Rothfair will step forward and open the negotiations by stating clearly that, in light of recent information received, they can only go to ¥175k for the contraband. They may then begin negotiations if they wish, making opposed rolls against Rothfair:

Negotiation + Charisma [Social]

With a movement of 5% per net hit on either side. Rothfair may even threaten to start reducing the price by ¥5k for every time another train arrives. He may also insinuate that Camilla is not in any hurry to buy, and if they come back tomorrow night, the price could be even less.

These harsh tactics should only be applied, if Rothfair rolls higher than the runner face, indicating that Rothfair and Hurst are in an even better position than anticipated.

Marcus will urge the runners to make the deal, and offer to do it for them. He will then place a discreet ARO over Hurst and Rothfair, indicating when to attack.

If he can get hold of the bag, he will wait until a train is about to leave the station, then change the ARO to "Attack NOW", then make a run for

the car doors, while the runners are caught up in combat.

If Hurst senses that there is any funny business, he will immediately back away and signal for Rothfair to do likewise, then either head for the exit, or onto a train.

In theory, the runners could come out of this with both the drugs and the money, but it would certainly require combat, and could potentially end with them being gunned down by SWAT.

If a chase ensues, Norn, who is sitting up top in a coffee shop, will try to aid Hurst by keeping track of the runners' physical location.

Note that Rothfair has the full ¥200k with him on the credstick, but it is in Mitsuhamma Corporate Scrip rather than nuyen (5% exchange to nuyen), but they will be reluctant to part with all of it, unless Negotiations go very badly for them. Hurst and Rothfair are hoping to pocket the extra ¥25k or more.

Of course, if Marcus doesn't get to make a break with the bag, he will still want to get paid as well.

If Marcus does get away with the drugs, Hurst will assume it was some plot by the runners, and that Marcus was working for them.

Pushing the Envelope

Tactical:

- Hurst has backup, with any number of hidden associates in the crowd, with hidden SMGs, etc.
- His stats and weaponry could be increased.
- A mage could even be present.

Virtual:

- Norn is present on the platform, and is called upon to attack the runners' equipment virtually.

Scare tactics:

- They see a number of other people hanging around on the platform with trenchcoats on.
- The police come down to the platform, and hang around. They might even get interested in who the runners are, their SINS, a large suspicious bag, etc.

Debugging

To assist a weak team, or if combat goes very badly, then security could be on hand, and could spot Hurst, and start to cover him, telling him to lay down his weapons, helping the runners make an escape.

In fact, this might make an interesting plot event in any case, if the runners may have killed Hurst, this way he gets to come after them.

Shakazi Koyabashu

Koyabashu is the runners' last resort. If both Razors and Camilla have been lost as buyers, then Charlie will send them to Koyabashu in desperation.

You see, he is a kobun with the Kenran-Kai Yakuza, who Charlie worked with personally. This is effectively Charlie throwing himself at the mercy of Koyabashu, and he will, of course, know this.

As this is not likely to take place, it is not fleshed out fully.

The encounters are:

1/ The runners have to make contact with Koyabashu by going to meet him in the notorious Yakuza night club, Underworld 93. This encounter should be fraught with danger, as the Yakuza are actively seeking the runners, and here they are walking into the Kenran-Kai headquarters!

Could be great if they're not entirely sure what Koyabashu looks like.

2/ The meet – he joins up with them, and offers them the miserly sum of ¥100k for the contraband. Really, he's not offering them money – he's offering them a way to get out of this alive. The money is fairly incidental by this stage.

The bad news is, that by this stage, it isn't possible to save Charlie. If they accept his offer, part of the agreement will be to hand over Charlie to him, so that he can curry favor with his oyabun, and gain rank. On the plus side, they will have gained a new Yakuza contact.

3/ The deal is almost a non-event: The runners can meet Koyabashu in a motel room, with about six other yakuza, where the trade is then made. However, they must bring Charlie with them. Whatever story they tell Charlie is up to them, but they must betray him to Koyabashu.

Charlie will then be taken prisoner by the yakuza, and taken away hooded. He is never seen again.

But true to his word, Koyabashu will straighten things out with the oyabun, and they can meet up with him (see 'Resolution and Restitution' below), without resorting to yubitsume – Koyabashu will have resolved this in advance.

The Yakuza

As time moves on, the Yaks will eventually come to hear about this independent group hurriedly trying to sell 25kg of Nova, and pay them a visit.

But Tommy has a competitor within the Kenran-Kai, who is trying to look good and outdo his opponent. This is Koyabashu, and he may queer the encounters a little, to allow the runners to escape. He hates Tommy.

Encounter 1 – A Quiet Chat

Wherever the face runner happens to be, even in public, a group of four kobun will arrive to talk to them. Even if it is in an expensive restaurant, they will walk up like they own the place, and start eating the runner's food.

They will then explain that the face is in a lot of trouble, and that they need to come and talk to their Oyabun and make amends.

Roll Judge Intentions:

Intuition + Cha vs Willpower + Cha

Successes will reveal that the kobun have less than peaceful intentions towards them, and may notice one of the kobun making a finger-snipping motion.

If the face still goes with the group, they will be taken outside to some waiting cars. Once inside, the two kobun in the back will cover them with SMGs, and produce a hood and binders. This will not only prevent the passenger knowing the route of their journey, but also prevent almost all spells.

If they still go along, they will be taken to the tattoo parlor, where they will be tortured by Tommy for the whereabouts of the contraband. This can take hours or days, and will involve scarring and amputations. When they talk,

Tommy will wait until he has the product in his hand, then kill the face.

Hopefully the face, and anyone with them, will seek to flee or fight. The Yakuza will immediately break out the SMGs and lay down the lead whilst pulling back. Make sure plenty of civilians get wasted in the battle.

If the fight ends up on the street, then the Yakuza arrived here in two cars.

Pushing the Envelope

If this is too light weight for your group, you can add in an extra car load of goons, and/ or a magician.

If your runners are not combat monsters, then only two kobun come to see the face, while the rest wait in cars nearby.

Debugging

This encounter should frighten the runners, rather than kill them off, although it could end up as a quite desperate battle, with plenty of collateral damage.

If the face ends up being taken into the car, then Koyabashu will arrange for one of his kobun to drive past on a motorbike and throw a high explosive grenade under the car the face is not in. This should serve as ample distraction for them to escape.

Encounter 2 – Car Chase

This can be run as a straight chase between the runners and two (or more) carloads of Yakuza hanging out the windows blazing away with SMGs.

All subtlety will be abandoned in favor of lethal violence. They attack with surprise, and fight to the death.

The encounter ends when the kobun are either killed or evaded. Depending on when and where this chase happens (the Yakuza simply do not care), it can make for some interesting stunts. This is a maneuvering chase.

On Turn 3, they will have to choose to lose a range band, or run a red light @Threshold 3

On Turn 5, they come across a truck unloading in their lane, and need to weave out

into traffic safely @Threshold 3, or lose a range band.

On Turn 10, an 18-wheeler drone truck is driving across the intersection. There is virtually no space to get past without stopping (losing or gaining 2 range bands), without a Threshold 5 (Possibly on two wheels).

Beyond this, the police and further carloads of kobun will probably get involved.

Pushing the Envelope

Aside from simply adding more kobun, it may be more entertaining to include some police in the chase as well, becoming an interested third party.

The police may use drones as well as patrol cars to follow and attack.

Debugging

If this encounter is simply too lethal for your runners, then you can make it more about the action and the crazy chances on the road.

Eg. if the runners run a red light, and the Yakuza follow, it may be that the runners make a piloting roll at a higher threshold, or get hit by an eighteen-wheeler (see 'stunts', above).

You may also want to mix up whether the Yakuza use handguns rather than SMGs some of the time.

Encounter 3 - Finale

Having had their nose bloodied twice, the Yakuza will now take no chances. They will bring in six car loads of Kobun, plus Tommy and his rigger.

In addition, the Kenran-Kai will lend a magician and a decker to assist, who will each ride in one of the cars.

This is not initially an all-out battle, but a surveillance exercise. A single ork kobun (non-Japanese) will start out tailing the runners, while the decker monitors calls, and the rigger tails them with aerial drones.

Their initial objective is not combat, but to locate the contraband, to find out where it is hidden. If they can maintain their surveillance then they will continue for up to 12 hours, with Tommy leading the operation. If there's no

interesting developments in that time, then they will go in for an attack with full surprise. Their main target will be the face, beyond that, the other runners.

This will likely be the end for the runners, with every available resource being thrown at them.

Spotting the tails will be the most important here. Remember the +3 dice pool for actively looking.

The ork tail

By eye:

Perception + Intuition [Mental]

Sensors:

Char: Perception + Intuition [Sensor]

Auto: Pilot + Clearsight [Sensor]

vs Kobun's Pilot Dice Pool [Handling]

Matrix: He's not running silent.

The surveillance drones

(use the Police Rigger stats)

By eye:

Perception + Intuition [Mental] (4)

Sensors:

Char: Perception + Intuition [Sensor]

Auto: Pilot + Clearsight -3 [Sensor]

vs the Fly-Spy's 5 dice pool (from Pilot + Stealth) [Handling 4]

Matrix:

Scan for silent icons: Computer + Intuition [Data Processing]

vs Fly-Spy's Logic (3, ie. Pilot) + Sleaze (0)

Resolution (and Restitution)

The only way to stop the Yaks is to pay them, or kill them all. Once the runners have the ¥80k, then they can make cautious contact with the Yaks. They could do this by delivering a note to Tommy, or leaving a message at Underworld 93.

Eventually, it will get back to oyabun Kosuke Tomizawa.

The runners may try to sidestep having a meet at all, but Charlie will push for one so that he can patch things up. If the runners flat-out refuse, then Charlie will make the meet alone, and have to perform yubitsume. He loses -1 from his Connection rating.

A meet will be arranged, and it is up to the runners how they handle this. Charlie may try to negotiate, but it will sound better coming from the runners.

Allow them up to three Charisma + Etiquette (2) rolls to try to 'explain' the situation, and how regrettable it is, etc. For every success over the threshold, add one to their 'influence' for this conversation, for every failure, deduct two. Also add one for every ¥2,500 over the ¥80k that the runners pay the oyabun as 'restoration'. Finally, deduct one for every kobun they have killed.

Compare their final 'influence' for this conversation to the list below:

0 or less: Charlie **and the runner face** both must perform yubitsume. Charlie loses -1 from his Connection rating to the oyabun.

1-2: Only Charlie must perform yubitsume. He can then continue to work with the Kenran-Kai Yakuza.

3-4: No yubitsume is necessary, they are all reconciled, and going forward they will be recognised as legitimate 'associates' of the Kenran-Kai.

5+: The oyabun is impressed enough that they can take Tommy as a contact (Loyalty 1, Connection 4), assuming he's still alive.

The Police

The lead detective here is Sergeant Emily Gorman of the Knight Errant Drug Enforcement Division. She has her and her partner, and two other officers. If they are expecting trouble, then they will bring a SWAT team along.

As previously mentioned, Gorman has already discovered the circumstances surrounding the fake drugs, but has not revealed

this to the Cutters, who think that the drugs have been confiscated by the police. She has also tracked down the culprit as Charlie. Although no actual crime has been committed here, Gorman is no fool and suspects that the real drugs are around somewhere, which will appear to be confirmed when Tommy takes Koyami, and also indicate that the Yakuza are involved in the deal.

As outlined in “Moving The Product – Timescales”, every time the runner face fails a daily roll, then they attract the attention of the police or Yakuza. The Yakuza encounters dealt with, the police encounters are outlined below, and are less lethal, but more problematic, as they could lead to incarceration, or at the very least, burnt SINS and their activities on the KE criminal database.

It begins as physical tailing, then comms surveillance, and leading to a bust. The cops are after the location of the contraband themselves and enough surveillance evidence to have the runners arrested. Bureaucracy within the police will hold this up until Encounter 3 has actually occurred, even if the runners are indiscreet enough to provide the watching police with the evidence.

The main defence the runners have against this type of intrusion is their decker.

Also remember that if the runners are under physical surveillance and they have an altercation with the Yakuza, then this will be recorded for evidence as well.

Encounter 1 – Physical Surveillance

The cops will follow the runners, staying at a discreet distance. This cannot be round the clock, as there are only four officers on the case, working as two pairs (including Sergeant Gorman).

They will follow in a plain car, but will keep a distance. If the group is split, then they will follow whoever presents themselves, likely the face.

They will use cameras with zoom to record the runners' activities.

Roll to spot the police tails, with the usual +3 dice pool for actively looking.

By eye:

Perception + Intuition [Mental]

Sensors:

Char: Perception + Intuition [Sensor]

Auto: Pilot + Clearsight [Sensor]

vs Policeman's Pilot Dice Pool of 6 [Handling of 5]

In addition to old fashioned tailing, the police will also use a Stealth RFID Tag (p. 440, *SR5*), which they will attach to the suspects' car. This will allow the police to break off if they appear to have been made.

Finding a Stealth tag is an active matrix perception test (p. 235, *SR5*):

Computer + Intuition [Data Processing]

vs Logic (3) + Sleaze (3)

(Prerolled for 0 successes)

To physically find the tag while searching is:

Perception + Intuition [Mental] (3)

Encounter 2 – Comms Surveillance

This is the most dangerous surveillance as it provides direct evidence. They will use a Surveillance Scanner (Rating 3, see 'Cast of Shadows' for full details) to conduct surveillance of the face's link. It will accumulate no overwatch score, as they have a warrant by this stage, and can add one new commcode each day to the surveillance list, typically one which has been called by the face.

If the scanner gets made at all by a link it is tapping, then it will cease surveillance on it indefinitely.

The cops will also place bugs in a runner's home (Omni-directional mic, micro version, running silent, (Rating 3), p. 445, *SR5*), or use a Laser mic (Rating 3, p. 445, *SR5*) to listen in to conversations.

Encounter 3 – The Bust

If the runners fail three of their daily Etiquette rolls, then the police judge that they have enough evidence to make a bust. At each location where the runners are, a dozen or so

officers armed with shotguns will raid and arrest them. If the police are concerned about safety, they'll use SWAT with tear gas and stun grenades.

If the runners have given away the location of the contraband or Charlie, then further raids will take place.

Unless they've been careful, this could signal the end of the runners' freedom, and will begin an endless round of prison and court appearances, which will only end in their conviction and a more permanent custodial sentence.

Any runners who manage to escape will be on the run, and will need a disguise and new SIDs, perhaps even needing to be smuggled out of the area. The only way to avoid the bust is not to get to this encounter in the first place.

Picking up the Pieces

Money

This is quite fluid within this scenario, and will depend on who pays who. In theory, ¥80k of the take should go to the yakuza as indicated, and then the rest should be split equally between Charlie and runners.

However, it's up to the runners how they deal with Charlie, and how much they tell him they've been paid, and how much of a cut they give him, considering the situation he's put them in.

Karma and Reputation rewards are standard.

Contacts

If the runners deal *favorably* with any of the NPCs within this scenario, and take their commcode, then they can take them as a contact.

This might include Razors, any of the yakuza, and possibly Camilla Lees. However, the runners must impress in some way, and show that they are a resource that the NPC may find useful to have around. Otherwise, they simply get the brush off when they make the call.

These contacts begin at Loyalty 1 (Just biz), and have the following Connections ratings: Razors (2), Yakuza kobuns (3), Camilla (5)

Legwork

The usual rules apply, using contacts (p. 389, *SR5*), or a matrix search (p. 241, *SR5*).

The Seattle Yakuza

Contacts to Ask: Fixer, underworld, ganger, cop

Th	Time	Information
0	-	Aren't they a Japanese gang?
1	1 min	They're a syndicate, the Japanese version of the Mafia
2	5 min	Their soldiers, the kobun, are incredibly loyal to their boss, the oyabun. If they screw up, they have to cut off part of their little finger.
3	30 min	There are three yakuza groups in Seattle: Shotozumi-gumi, Kanaga-gumi and Kenran-kai. The Kenran-Kai are the "poor man" of the Seattle Yakuza, based in Puyallup.
4	2 hr	At the highest levels, the yakuza deal with the corps (taking a subscription and bribes), but are also involved in gambling and prostitution. The Kenran-Kai are also becoming more heavily involved in drugs.

See p. 174, *SEAT72* for further details about the Seattle Yakuza.

Tomisaburo Wakasaki 'Tommy'

Contacts to Ask: Fixer, underworld, ganger, cop

Th	Time	Information
0	-	Japanese comedian from New York.
1	1 min	He's yakuza.
2	5 min	He's a big deal in the Kenran-Kai
3	30 min	He's never without his wheelman, a rigger called Yamatsu Suzuda. He drives a cherry red Hyundai Shin-Hyung with hidden SMGs. They're in trouble at the moment for losing half a mil of novacoke.
4	2 hr	Tommy and Suzuda came to Seattle from Japan, either to escape the law there, or maybe the other yakuza...

Shakazi Koyabashu

Contacts to Ask: Fixer, underworld, ganger, cop

Th	Time	Information
0	-	Sushi bar owner.
1	1 min	He's yakuza.
2	5 min	He's a big deal in the Kenran-Kai
3	30 min	Used to be favorite of the oyabun, Kosuke Tomizawa, but he's not so high up the pole any more.
4	2 hr	When Tommy and Suzuda came to Seattle, they knocked Koyabashu off the top spot in the Kenran-Kai. Now Koyabashu hates Tommy, and would do anything to embarrass him.

Tacoma Container Dock

Contacts to Ask: Security guard, Fixer

Th	Time	Information
0	-	A mooring place at the harbor
1	1 min	Main container dock for Seattle. It costs about ¥10k to legitimately hire a container.
2	5 min	A digital pass is issued to every container owner, which links to an RFID tag on the container and opens the maglock.
3	30 min	It's staffed by basic security. The fence is concertina wire with motion sensors.
4	2 hr	If you get too physical there's drones with SMGs.

Camilla Lees

Contacts to Ask: Mitsuhamas, corporates, socialites

Th	Time	Information
0	-	Who?
1	1 min	She's a rich accountant.
2	5 min	She's a Finance Consultant, who works mainly for Mitsuhamas.
3	30 min	She works the corporate social circles, drumming up contracts.
4	2 hr	She's also into drugs, and recently started moving large volume deals.

Marcus Fenchurch

Contacts to Ask: Corporates, socialites, con men

Th	Time	Information
0	-	Who?
1	1 min	He's in marketing.
2	5 min	He's a Marketing Consultant, who's worked on corporate advertising campaigns.
3	30 min	Or that's what he claims, he's actually a grifter. He's ripped off a few small time clients.
4	2 hr	He's been in Seattle for a while. Looks like he'll do one or two more jobs, then skip town.

Ferien Hurst

Contacts to Ask: Mercenaries, shadow runners, cops

Th	Time	Information
0	-	Who?
1	1 min	He's a hired gun.
2	5 min	He's a Norwegian mercenary.
3	30 min	Quite capable, he prefers to work alone, on one-off jobs, usually as security or bodyguard.
4	2 hr	The guy is wired to the max. If you're gonna take him out, do it real quick.

Cast of Shadows

Policeman

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

Initiative: 7 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: 10

Limits: Mental 4 Physical 5 Social 5

Armor: 12

Skills (Dice Pools): Clubs 6, Perception 6, Pilot Ground Craft 6, Pistols 7, Running 6, Unarmed Combat 7

Knowledge Skills (Dice Pools): Law Enforcement 6, Local Crime 6

Languages (Dice Pools): English N

Gear: Armor Jacket [12], Renraku Sensei commlink (Rating 3), Sunglasses (image link, smartlink), 2 doses jazz

Cyberware: None

Weapons:

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

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

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

Notes: (p. 383, *SR5*) KE police operate in pairs, usually in a car. They are in uniform, unless on plainclothes assignment.

If trouble starts, the first thing they will do is call for backup, and take cover. If the opposing force is superior, they will wait for backup before taking any action, but will hang back and observe. Backup will be at least one other car, but could be a half dozen more cars for dangerous opponents, to contain the threat until SWAT arrives.

Police Lieutenant

B 4 A 4 R 4(6) S 3 W 4
L 3 I 5 C 4 Ess 5.1

Initiative: 9 + 1D6 (11 + 1D6)

Movement: 8/ 16/ +2

Condition Monitor: 10

Limits: Mental 5 Physical 5(6) Social 6

Armor: 12

Skills (Dice Pools): Automatics 8, Blades 10, Clubs 10, Intimidation 8, Leadership 9, Perception 10, Pilot Ground 7, Pistols 10, Sneaking 7, Unarmed Combat 10

Knowledge Skills (Dice Pools): Law Enforcement 9

Languages (Dice Pools): English N

Gear: Armor Jacket [12], Erika Elite commlink (Rating 4), 2 doses jazz

Cyberware: Cybereyes [Rating 2, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision], Reaction Enhancers 2

Weapons:

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

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

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

Notes: (p. 383, *SR5*) It's unlikely that the runners will ever meet a police lieutenant in combat. They will be a long way back from the fight, coordinating the various forces involved. If she is ever present, it's likely she will be more interested in questioning important suspects, or supervising critical crime scenes.

Often very political and career-minded, these cops are shrewd and dangerous.

Police Car

GMC Commodore (p. 463, *SR5*)

Handl 5/4, Speed 6, Accel 3, Bod 10, Armor 6(12)*, Pilot 1, Sensor 2, Seats 4

*Ballistic armor

Police SWAT

See 'Elite Corporate Security' from p. 384, SR5

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

Initiative: 12 + 3D6

Movement: 14/ 28/ +8

Condition Monitor: 11S/ 11P

Limits: Mental 6 Physical 9 Social 4

Armor: 18

Skills (Dice Pools): Automatics 16, Blades 14, Clubs 14, Etiquette 9 (Corporate 11), Gymnastics 13, Longarms 16, Perception 11, Pistols 16, Running 12, Sneaking 13, Swimming 12, Unarmed Combat 14

Gear: Erika Elite (4), Full Body Armor and Helmet

Cyberware: Cybereyes (Rating 2, Flare Compensation, Image Link, Low Light, Smartlink, Thermographic), Muscle Augmentation (2),

Muscle Toner (2), Wired Reflexes (2)

Weapons:

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

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

Notes: Tough and capable. Don't get in their way. Typically a five man squad. The equipment given here is the basic – flash-bang and tear gas grenades are common, as well as other equipment, such as motion sensors.

Police Rigger

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

Initiative: 10 + 4D6 (Hot sim)

Movement: 8/ 16/ +2

Condition Monitor: 10/9

Limits: Mental 5 Physical 5 Social 5

Armor: 12

Skills (Dice Pools): Automotive Mechanic 5, Clubs 6, Computer 5, Perception 7, Pilot Aircraft 12, Pilot Ground 12, Pistols 6, Sneaking 5

Knowledge Skills (Dice Pools): Law Enforcement 8, Seattle Street Gangs 8, Street Drugs 8

Languages (Dice Pools): English N

Gear: Armor Jacket [12], Erika Elite commlink (Rating 4), 2 doses jazz

Cyberware: Control Rig (1)

Weapons:

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

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

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

RCC: (Maersk Spider)

Rating 4 (Noise Reduction 0, Sharing 4)

Data Processing 4

Firewall 5

Autosoftware:

Firewall

Maneuvering (MCT-Nissan Roto-Drone) 5

Targeting (Remington 990) 5

Maneuvering (MCT Fly-Spy) 5

Drones:

GMC Commodore [Handl 5/4, Speed 6, Accel 3, Bod 10, Armor 6(12)*, Pilot 1, Sensor 2, Seats 4]

Autosoftware: Virtual Machine, Maneuvering (GMC Commodore) 5, Targeting (Ares Antioch-2) 5

Weapons:

Ares Antioch-2 [**Grenade Launcher**, Acc 4(6), DV -, AP -, SA, RC -, 8(m)] **8 Flash-bang** grenades (DV 10S, AP -4, 10m Radius)

MCT-Nissan Roto-Drone x2 [Handl 4, Speed 4, Accel 2, Bod 4, Armor 4, Pilot 3, Sensor 3, Seats -]

Weapons:

Remington 990 [Shotgun, Acc 4, DV 11P, AP -1, SA, RC -, 8(c)] 2 clips (p. 42, *R&G*)
 MCT Fly-Spy x2 [Handl 4, Speed 3, Accel 2, Bod 1, Armor 0, Pilot 3, Sensor 3, Seats -]
 Weapons: None

Notes: The police rigger typically is based in a rigged-out Commodore, with grenade launcher mod, and usually commands either the Fly-Spys for surveillance, or the Roto-Drones for combat support (as well as the Commodore), depending on the brief, however it is possible for them to command all drones at once if necessary. Autosofts will be swapped in and out as required.

Brian Drinkwater

B 2 A 4 R 3 S 2 W 2
 L 3 I 3 C 8 Ess 6

Metatype: Elf
 Initiative: 6 + 1D6
 Movement: 8/ 16/ +2
 Condition Monitor: P9/S9
 Limits: Mental 4 Physical 3 Social 8
 Armor: 0
 Skills (Dice Pools): Con 12, Forgery 4, Palming 7, Pilot Ground 4, Pistols 6, Running 4, Sneaking 5, Unarmed Combat 6
 Knowledge Skills (Dice Pools): Black Market Pipelines (Drugs) 6, Seattle Area 7, Street Drugs 6
 Languages (Dice Pools): English N, Sperethiel 5
 Gear: Sony Emperor Commlink (2), SIN(1 – Russian Dwarf Woman)
 Weapons:
 Defiance EX Shocker [Taser, Acc 4, DV 9S(e), AP -5, SS, RC -, 4(m)] No spare.

Notes: Brian is a random elven party guy in his early twenties with ripped jeans and a band t-shirt, who happened to be in Charlie's kitchen when the runners came in. He'll imagine they are gangsters looking for Charlie, and high-tail it.

Koyami Wakatashino

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

Metatype: Elf
 Initiative: 4 + 1D6
 Movement: 6/ 12/ +2
 Condition Monitor: P9/S9
 Limits: Mental 6 Physical 2 Social 8
 Armor: 0
 Skills (Dice Pools): Computer 8, Disguise 5, Etiquette 13, Leadership 9, Negotiation 12, Perception 6, Performance 10, Pilot Ground 7, Unarmed Combat 5
 Knowledge Skills (Dice Pools): Beautician 11, Marketing 9
 Languages (Dice Pools): Japanese N, English 6
 Gear: Transys Avalon Commlink (5), Mitsuhaman Laptop, designer clothes and jewelry. Drives a Hyundai Shin-Hyung.
 Weapons: None

Notes: Koyami is an attractive, female, Japanese elf, dressed in fashionable clothes, and speaks only broken English.

Yakuza Kobun

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

Initiative: 6 + 1D6
 Movement: 8/ 16/ +2
 Condition Monitor: P10/S10
 Limits: Mental 3 Physical 5 Social 4
 Armor: 9
 Skills (Dice Pools): Automatics 8, Blades 8, Clubs 7, Etiquette (Street) 6 (+2), Intimidation 7, Pilot Ground Craft 7, Pistols 8, Unarmed Combat 8
 Languages (Dice Pools): Korean N, English 6
 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.

Tomisaburo Wakasaki 'Tommy'

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

Initiative: 9 + 3D6

Movement: 12/ 24/ +6

Condition Monitor: P11/S10

Limits: Mental 4 Physical 7(8) Social 6

Armor: 12

Skills (Dice Pools): Automatics 11, Blades 12(Swords 14), Computer 4, Etiquette 6(Street 8), Gymnastics 8, Negotiation 6(Bargaining 8), Perception 6, Pilot Aerospace 8, Pilot Ground Craft 10, Pistols 10, Running 7, Swimming 7, Unarmed Combat 9

Knowledge Skills (Dice Pools): Area Knowledge (Seattle) 6, Syndicates 5, Yakuza 5

Languages (Dice Pools): English 8, Japanese N

Gear: Armor Jacket, Glasses (Rating 4, Smartlink, Flare Compensation, Image Link, Low Light), Fake SIN (Rating 4, Harry Kajanogo), Hermes Ikon commlink (5)

Cyberware: None

Weapons:

RC: 3 + Weapon (5)

Unarmed [DV 5S]

Katana [Blade, Acc 7(8), DV 8(9)P, AP -3]

Combat Knife [Blade, Acc 6(7), DV 7(8)P, AP -3]

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8(9)P, AP -1(-2), SA, RC -, 15(c)] 2 clips Explosive.

Ares Sigma 3 [SMG, Acc 4(6), DV 9(10)P, AP -1(-2), SA/ BF/ FA, RC 5, 50(d), +3 conceal] 2 clips Explosive.

Adept Powers:

Adrenaline Boost (3) **Free Action, +6**

Initiative, Resist 3 Drain

Combat Sense (3) **+3 DP Defense**

Critical Strike (Blades)

Enhanced Accuracy (skill) (Blades)

Improved Potential (limit) (Physical)

Improved Reflexes (2) +2 Reaction, etc

Resist Drain: 8 (vs Stun)

Notes: Tommy and Yamatsu are Japanese natives. He is currently in charge of getting the nova back.

Yumatsu Suzuda

B 2 A 4 R 6(10) S 2 W 4
L 3 I 4 C 3 Ess 0.1

Initiative: Rig Hot: 14 + 3D6/ Phys: 14 + 2D6

Movement: 8/ 16/ +4

Condition Monitor: P9/ S10

Limits: Mental 5 Physical 6 Social 4

Armor: 12

Skills (Dice Pools): Aeronautics Mechanic 4, Armorer 5, Automatics 6, Automotive Mechanic 5, Computer 4, Etiquette 4 (Street 6), First Aid 4, Gunnery 9, Hardware 4, Intimidation 4, Longarms 6, Navigation 6, Perception 7, Pilot Aircraft 14(18), Pilot Ground Craft 16(20), Pistols 6, Sneaking 6, Software 5, Unarmed Combat 5
Knowledge Skills (Dice Pools): Area Knowledge (Seattle) 6, Security Tactics 4 (Rapid Response 6), Yakuza 8

Languages (Dice Pools): English 9, Japanese N, Korean 5

Gear: Armor Jacket, Glasses (Rating 4, Smartlink, Flare Compensation, Image Link, Low Light), Fake SIN (Rating 6, Masaharu Kuwata), Hermes Ikon commlink (5)

Cyberware: Control Rig (3), Reaction Enhancers (3), Wired Reflexes (1)

Weapons:

RC: 2 + Weapon (3)

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8(9)P, AP -1(-2), SA, RC -, 15(c)] 2 clips Explosive.

HK Urban Combat [SMG, Acc 7(9), DV 8(9)P, AP -(-1), SA/ BF/ FA, RC 3, 36(c), +2 conceal] 2 clips Explosive.

RCC: (Vulcan Liegelord)

Rating 5 (Noise Reduction 5, Sharing 0)

Data Processing 5(6)

Firewall 6(7)

Autosoftware:

Firewall, Toolbox

Drones:

Hyundai Shin-Hyung [Handl 5(10)/4(9), Speed 6(11), Accel 3(8), Bod 10, Armor 6, Pilot 1, Sensor 2(5), Seats 4]

Autosoftware: Maneuvering (Hyundai Shin-Hyung) 6, Targeting (HK227) 6

Weapons:

2x HK227 [SMG, Acc 7(10), DV 7P, AP -, SA/ BF/ FA, RC 2, 28(c)] 2 clips standard.

Shakazi Koyabashu

B 8 A 6 R 5 S 7 W 3
L 2 I 4 C 2 Ess 5.7

Metatype: Ork

Initiative: 9 + 1D6

Movement: 12/ 24/ +6

Condition Monitor: P12/ S10

Limits: Mental 4 Physical 9 Social 5

Armor: 12

Skills (Dice Pools): Automatics 11, Blades 10, Clubs 9, Computer 3, Con 4, Etiquette 5 (Street 7), Gymnastics 8, Intimidation 4, Leadership 4, Longarms 11, Negotiation 4, Perception 7, Pilot Ground Craft 8, Pistols 11, Running 8, Sneaking 8, Throwing Weapons 8, Unarmed Combat 12
Knowledge Skills (Dice Pools): Yakuza 7, Area Knowledge (Seattle) 7

Languages (Dice Pools): Japanese N, Korean 8, English 6

Gear: Armor Jacket, Renraku Sensei commlink (3), Fake SIN (1, Maureen Collette), Glasses (4, Smartlink)

Cyberware: Spurs

Weapons:

Spurs [Unarmed, DV 10P, AP -2]

Cavalier Arms Gladius (Smart) [SMG, Acc 5(7), DV 7(8)P, AP -(-1), BF/ FA, RC 5, 32(c)] 2 clips explosive.

Notes: Shakazi is a fellow yakuza kobun, but hates Tomisaburo with a burning rage. Shakazi was progressing well within the yakuza until Tommy and Yamatsu turned up. Now he is forced to take a back seat to Tommy. Bound by giri, he will nonetheless look for any opportunity to cause problems for Tommy, and will conspire with the runners to have the contraband returned wholly by his efforts, and to make Tommy look inept. Of course the runners are not cognizant of this.

“Razors” Akashiro

B 2 A 3 R 5(7) S 2 W 2
L 3 I 4 C 3 Ess 3.1

Initiative: 11 + 1D6

Movement: 6/ 12/ +3

Condition Monitor: P9/ S9

Limits: Mental 4 Physical 5 Social 4

Armor: 8

Skills (Dice Pools): Aeronautics Mechanic 8, Automotive Mechanic 8, Blades 6, Computer 4, Demolitions 6, Electronic Warfare 6, Etiquette 6, Gunnery 9, Hardware 5, Industrial Mechanic 8, Nautical Mechanic 8, Navigation 5, Negotiation 6, Performance 4, Pilot Aircraft 9(13), Pilot Ground Craft 13(17), Pilot Watercraft 13(17), Pistols 6, Sneaking 4, Software 4

Knowledge Skills (Dice Pools): Area Knowledge (Seattle) 7, Underworld 8 (Smuggling 10), Yakuza 6

Languages (Dice Pools): Japanese N, English 8

Gear: Armor Clothes, Renraku Sensei commlink (3)

Cyberware: Control Rig (2), Cybereyes (2): Image Link, Thermographic, Smartlink, Vision

Enhancement

Weapons:

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

RCC: (Lone Star Remote Commander)

Rating 6 (Noise Reduction 6, Sharing 0)

Data Processing 6(7)

Firewall 5(6)

Autosoftware:

Firewall, Toolbox

Vehicles:

Ares Interceptor [Handl 1(5)/3(7), Speed 6/8, Accel 3(8), Bod 15, Armor 20, Pilot 3, Sensor 4, Seats 1]

Autosoftware: Maneuvering (Ares Interceptor) 6, Targeting (Panther XXL) 6, Targeting (Ultramax HMG-2) 6

Weapons:

Panther XXL [Assault Canon, Acc 7(11), DV 17P, AP -6, SS, RC 1, 15(c)] 1 clip standard.

Ultramax HMG-2 [Heavy Machinegun, Acc 5(9), DV 11P, AP -4, FA, RC13, 100(belt)] 2 belts standard.

Notes (Razors Akashiro): Razors is a hovercraft smuggler – he drives a highly illegal armored

hovercraft, which can make border runs on land or sea at scorching speeds, and stay under the radar. He has a close working relationship with the Seattle Yakuza, one which may be tested severely when they kidnap his sister...

Dockside Guard

See 'Corporate Security' from p. 382, SR5

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

Initiative: 7 + 1D6

Movement: 8/ 16/ +4

Condition Monitor: 10S/ 10P

Limits: Mental 4 Physical 5 Social 5

Armor: 12

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

Gear: Armor Jacket, Renraku Sensei commlink (3)

Cyberware: None

Weapons:

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

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

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

Notes: They will investigate, and probably engage initially with drone support. As soon as they are up against a more powerful force, they will immediately retire to a safe distance, and call in HTR.

Dockside Rigger

B 2 A 4 R 6 S 1 W 2
L 4 I 5 C 3 Ess 4.75

Metatype: Elf

Initiative: 11 + 1D6

Movement: 8/ 16/ +4

Condition Monitor: P9/ S9

Limits: Mental 5 Physical 4 Social 5

Armor: 0

Skills (Dice Pools): Aeronautics Mechanic 7, Armorer 5, Automotive Mechanic 7, Computer 7, Cybercombat 9, Electronic Warfare 9, Etiquette 4, Gunnery 10(2), Hacking 9, Hardware 5, Navigation 8, Performance 10, Pilot Aircraft 11(13), Pilot Ground Craft 11(13), Pistols 6, Software 5

Gear: Metalink (1)

Cyberware: Control Rig (1)

Weapons: None

RCC: (Radio Shack Remote Controller)

Rating 2 (Noise Reduction 0, Sharing 2)

Data Processing 3

Firewall 3

Autosoftware:

Maneuvering (MCT-Nissan Roto-Drone) 5

Targeting (HK 227) 5

Vehicles:

MCT-Nissan Roto-Drone x4 [Handl 4(7), Speed 4(7), Accel 2(5), Bod 4, Armor 4, Pilot 3, Sensor 3(6), Seats -]

Weapons:

HK227 [SMG, Acc 7(10), DV 7P, AP -, SA/ BF/ FA, RC 2, 28(c)] 2 clips standard.

Notes: The rigger is in comms with the security guards and at least one drone will accompany a guard who is going to investigate a possible alarm. He has four drones with SMGs, and he jacks in from a guard hut.

Camilla Lees

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

Metatype: Human

Initiative: 8 + 1D6

Movement: 8/ 16/ +4

Condition Monitor: P9/ S10

Limits: Mental 5 Physical 3 Social 7

Armor: 0

Skills (Dice Pools): Disguise 7, Etiquette 12, Impersonation 9, Intimidation 8, Leadership 8, Locksmith 5, Negotiation 12, Palming 6, Perception 10, Performance 7, Pilot Ground Craft 5, Pistols 5, Running 4, Sneaking 6

Knowledge Skills (Dice Pools): Area Knowledge (Seattle) 9, Business 7 (Project Management 9), Economics 5, Politics 5 (Seattle 7), Street Drugs 7
Gear: Fairlight Caliban (7), 5 doses Novacoke.

Notes: A wealthy corporate socialite, she is starting to rub shoulders with the wrong crowd due to her coke habit and her money. Only her canny perception and negotiation skills are likely to keep her alive.

Marcus Fenchurch

B 3 A 4 R 4 S 3 W 4
L 3 I 5 C 6 Ess 5.9

Metatype: Human

Initiative: 9 + 1D6

Movement: 8/ 16/ +4

Condition Monitor: P10/ S10

Limits: Mental 5 Physical 5 Social 8

Armor: 8

Skills (Dice Pools): Con 12 (Fast Talk 14), Impersonation 11, Intimidation 7, Negotiation 10, Palming 9, Perception 11, Performance 11, Pilot Ground Craft 8, Pistols 5, Running 9, Sneaking 9, Unarmed Combat 7

Gear: Hermes Ikon (5), Actioneer Business Clothes.

Cyberware: Skin Pocket.

Weapons:

Colt Agent Special [Light Pistol, Acc 5, DV 8P, AP -, SA, RC 1, 8(c)] 1 clip standard.

Notes: A Marketing Consultant and consummate con man, he plies his trade amongst the corporate dilettante, shmoozing clients, especially ladies with his charm. But turn your back he'll be gone, along with your jewelry...

Ferien Hurst

B 3(+3) A 6(8) R 5(7) S 3(5) W 4
L 2 I 3 C 2 Ess 0.7

Metatype: Human

Initiative: 10 + 3D6

Movement: 16/ 32/ +8

Condition Monitor: 10S/ 10P **(No penalties)**

Limits: Mental 4 Physical 7 Social 3

Armor: 15

Skills (Dice Pools): Armorer 3, Automatics 14(16), Blades 10, Clubs 10, Heavy Weapons 10, Intimidation 3, Leadership 4, Longarms 13, Perception 5, Pilot Ground Craft 9, Pistols 13, Running 7, Sneaking 9, Throwing Weapons 10, Unarmed Combat 10

Languages (Dice Pools): Norwegian N, English 8

Gear: Armor Jacket, Transys Avalon commlink (6)

Cyberware: Titanium Bone Lacing (Delta),

Muscle Replacement (2, Beta), Spurs (Delta),

Wired Reflexes (2, Alpha), Pain Editor, Cybereyes

(Rating 2, Image Link, Smartlink, Low-Light

Vision, Thermographic Vision)

Weapons:

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

Spurs [Blade, Acc 7, DV 8P, AP -2]

Ingram Smartgun X [SMG, Acc 6(8) DV 8(9)P, AP -(-1), BF/ FA, RC 4, 32(c)] 2 clips explosive.

5 Flash-bang Grenades (Grenade, Acc 7 (3 hits), DV 10S, AP -4, Blast 10m radius)

5 Smoke Grenades (Grenade, Acc 7 (3 hits), DV -, AP -, Blast 10m radius: Heavy Smoke -6, -3 with Thermographic)

Notes: Ferien is a Norwegian mercenary working for Camilla Lees. He is equipped here, ready for combat in public – he has plenty of other, more dangerous weapons.

Damien Rothfair

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

Metatype: Human

Initiative: 10 + 1D6

Movement: 8/ 16/ +4

Condition Monitor: 10S/ 9P

Limits: Mental 4 Physical 7 Social 7

Armor: 8

Skills (Dice Pools): Chemistry 7, Computer 9, Con 11, Electronic Warfare 7, Etiquette 10, Forgery 9, Hardware 8, Impersonation 7, Leadership 10, Locksmith 7, Negotiation 10, Palming 6, Perception 10, Pilot Ground Craft 6, Sneaking 6
Knowledge Skills (Dice Pools): Area Knowledge (Seattle) 9, Law 11 (Criminal 13), Street Drugs 10, Syndicates 8 (Seattle 10), Underworld 10 (Money Laundering 12)

Gear: Actioneer Business Clothes, Fairlight Caliban comm (7), Directional Jammer (5),

Chemistry kit

Weapons: None

Notes: Damien is a young Criminal Lawyer, who is moonlighting to earn the extra funds his junior position refuses to afford him. He is independent of the others and his only loyalty is money.

Keres 'Norn'

B 2 A 4 R 4 S 2 W 5
L 6 I 5 C 4 Ess 5.9

Metatype: Human

Initiative: 10 + 4D6 (9 + 1D6)

Movement: 8/ 16/ +4

Condition Monitor: 11S/ 9P

Limits: Mental 8 Physical 4 Social 7

Armor: 0

Skills (Dice Pools): Computer 12, Cybercombat 10, Electronic Warfare 10, Hacking 10, Hardware 8, Perception 9, Software 10

Cyberware: Datajack

Cyberdeck:

Novatech Navigator (Rating 2, Array 6 5 4 3, Programs 3)

Software:

Virtual Machine

Agent 4

Sneak: +2 vs Trace User

Stealth: +1 Sleaze

Track: +2 Using Trace User

Configuration:

Attack 3

Sleaze 6(7)

Firewall 4

Data Processing 5

+2 DP from hot sim, -2 DP from running silent

Notes: The decker 'Norn' is Keres, a teenage girl, who will stay on the periphery, not making herself obvious. In the hotel scene, for example, she will be in the room next door. In the subway scene, she will be a passenger sitting on another platform. Her job is to provide surveillance for Hurst – to observe and trace the runners, and communicate this to Hurst at all times. When/ if Fenchurch runs with the contraband, Norn will be called upon to trace his comm.

New Gear – Surveillance Scanner

This is a scanner capable of tapping comms. It is a commlink with a number of partial deck mods.

Cost: Rating x ¥5k Avail: Rating x2 R (Max rating 6)

This includes:

- A commlink
- A Sleaze attribute
- An agent (not a slot, the agent is hard-wired) with Electronic Warfare at its rating, as well as Computer, Hacking and Cybercombat.

It has additional Matrix actions of:

- Hack on the Fly (upper max of 1 mark per target)
- Snoop

All its stats, skills and deck ratings are at the rating of the scanner. It's rumored that there are scanners with ratings higher than 6, but these are very rare (F). This is a commlink, more than it is a deck, and cannot be converted into a deck.

An operator can substitute their own skills and attributes if they wish to run the scanner manually, although it is intended to run autonomously. The Agent should be given a list of commcodes to scan, or a physical range. Its first action, after logging on, will be to place marks on all those comms in its list/ range, then start snooping.

It can be instructed to reboot periodically, eg. every 10 minutes, or to periodically Check Overwatch Score, and reboot at a certain threshold. Obviously, leaving one of these devices running indefinitely is going to attract GOD attention eventually and get it traced and/ or bricked (unless it's police with a warrant)

Optional extras:

@Rating 3+ Add the matrix action, Check
Overwatch Score (+¥2k)

@Rating 5+ Cascade: for every successful Snoop,
it will use Matrix Perception to locate the
sender/ receiver of the message, then add the
new commcode to its range, which could be very
dangerous. (+¥3.5k)