

BHG01-01 Negotiable Ethics

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System

Written for 5th Edition Shadowrun, with Errata.

Extraction for Dummies

This handout is for players new to Shadowrun, or extractions, who may need a clue to as to what to look out for. It can be given out during the briefing.

Possible Extraction Countermeasures

- Tracking tags (RFID)
- Tracking Wireless devices
- Cortex bombs
- Wireless bugs
- Surveillance drones
- Watcher spirits
- Active foci
- Magical tracing with tissue sample

Handout #1

Plot Synopsis

The runners are hired by NeoNET to make contact with a potential extraction target, Harold Pegworth – a software developer from Mitsuhama. He is offering to bring himself, along with an amount of stolen data on his current project: Project Wayfarer.

Once NeoNET have decided that there is enough value to warrant an extraction, the runners will carry out the task, with minimum fuss.

However, the target's mistress has also been talking to Aztechnology. Depending on how well the runners handle their covert ops, they may come into contact with an Aztechnology team ready to poach him from the runners, as soon as he's clear from the Mitsuhama security.

The punchline here, though, is that NeoNET didn't actually want the target, they wanted the data. To complete the mission and

get paid, the runners must finally execute the target and dispose of the body.

Adventure Background

The adventure takes place in Seattle. Pegworth and his family (wife and daughter) live in Crow Meadows. It is a secure housing development exclusively for Mitsuhama employees in Renton, ran by Petrovski, a Mitsuhama subsidiary. It is one of their Haven Homes developments. It is walled in, with various security measures (detailed below). It is here that the runners will need to make contact with Pegworth.

Once the extraction is in progress, they will be ordered to secure Pegworth at a safehouse in the docks of Tacoma. It is nothing more than a disused warehouse, owned through cut-outs by NeoNET. If the runners have not spotted the surveillance by Aztechnology, previously in the adventure, it is here that their team will strike, while some of the runners' team are away.

The Hook

What's Up Chummer?

One of the runners' fixers will put them in contact with a Mr Johnson from NeoNET. The meet is set for 10pm at Bragalos Engineering, in Kahari Tower.

Tell it to Them Straight

Work seems to be moving pretty quietly at the moment in the dark, rain-sodden streets of Seattle. So it's a welcome call when your fixer calls you with a job – corporate, no less.

Apparently NeoNET have a covert job which needs a little subtlety.

The meet is set at 10 tonight at Kahari Tower, a block of assorted office space and businesses on the southern edge of Downtown Seattle. Bragalos Engineering, where you're instructed to meet, is the fourteenth floor.

Behind the Scenes

It's up to the runners if they'd like to check up. Bragalos is a small subsidiary of NeoNET, so small it may even just be a stub.

Kahari Tower, in downtown Seattle, is regularly patrolled by Knight Errant.

Debugging

Check what gear the runners are taking with them to the meet. They may bump into security or police, and the offices are serviced and protected by Knight Errant security guards.

The Briefing

What's Up Chummer?

The runners meet up with Mr Johnson at Bragalos, and are given the task of discretely contacting Harold Pegworth.

Tell it to Them Straight

At 10pm, the offices of Kahari Tower are quiet, but well lit. Only the hum of the lights and the elevators are audible.

Upon reaching Bragalos Engineering, the door buzzes open, and you enter. You notice that the office space here is expansive, and largely empty, even of furniture. A few lonely boxes and pieces of packing foam litter the corners of the room.

Sat forlornly in the middle of the room at the only desk, is a bespectacled, corporate suit in his forties. Nervously, he stands to greet you.

Behind the Scenes

McGarvey Reading is a mid-level exec in NeoNET. His boss, Kyle Cripps, is on holiday, and when they got a cold drop from a potential extraction target, he was forced to take the helm and manage his first extraction.

He is nervous, but not stupid. Allow hidden Judge Intentions opposed rolls (Int + Cha vs Will + Cha) to allow them to sense whether

they think he has malicious intent towards them.

Although he hasn't lead on an op such as this before, he knows the likely parameters. However, his hand movements may be exaggerated, and his speech somewhat verbose. It may make the runners feel uncomfortable with whether they can trust him, or if he's competent. He'll assure them on both counts with a forced smile.

Feel free to give him some nervous tic, such as compulsive hand washing, or drumming his fingers on the table.

He will have his Jammer (6) and White Noise Generator (6) running, which will affect all devices in the room.

He opens the conversation by asking the runners a little about themselves and for their 'handles'. Appearing satisfied, he will outline the situation:

"Yesterday, we got a cold drop. We keep various virtual comm addresses for those who wish to contact us anonymously, much like the police. And yesterday, we received a message from a mid-level tech in Mitsuhamma, offering to defect. We don't know if it's something we wish to pursue at this stage, but we'd like to know more. This is where you come in.

"The target's name is Harold Pegworth, and this is the information we have."

[He passes them handout #2]

Classification: SECRET / EYES ONLY

Name: Harold Pegworth
DOB: 3/6/2039

Corp: Mitsuhama
Job Title: Senior Software Architect
Current Salary: ¥43K

Commcode: 404-4648-3949
Address:
407 Faraday View
Crow Meadows
Renton
Seattle

Dependents:
Wife: Marie Pegworth
Daughter: Shelley Pegworth

Handout #2

“We’d like you to make contact however you like, and find out exactly what he has to offer, then report back.

“This needs to be done discreetly, as we obviously don’t want to alert the opposition, and we’re currently unaware of his security arrangements.

“Assuming he’s worth the trouble, we’ll need you to extract him, and take him to a safehouse.

“When the mission is complete, we’ll pay you ¥3200 each in NeoNET corporate scrip.”

If the runners manage to Negotiate, they can add ¥400 for each point, and/ or use a point to convert to certified, rather than scrip.

He will give them a comm code where they can contact him, which is another anonymous number, and ask for one back to use to contact them. He will make it clear that progress or a report is expected at least every 24 hours.

Pushing the Envelope

If you’re in the mood for some trouble, then have the runners attract the attention of the city police (KE) either on the way in or out.

They might ask for ID, or to check the trunk, or stop and search. It depends on how far you’d like to go.

Debugging

Any threats to Reading would be unwise. The security in the building is KE, so they would obey him without question.

Mind Probing is ill-advised, and may cause Mr Johnson to drop the reward, or cancel the mission. As it happens, he has no secrets regarding this mission, but several regarding his company.

Making Contact

What’s Up Chummer?

The runners need to make discreet contact with Pegworth. His home is physically located in secure Mitsuhama corporate housing, policed by Petrovski. He can be reached on his comm, and although Mitsuhama do not have his comm tapped, Aztechnology do.

Anything out of the ordinary, will attract the attention of Petrovski, who will report back to Mitsuhama HQ, who will in turn activate their own ops team.

Tell it to Them Straight

So this is the job; getting in contact with a tech with a view to extraction.

His home address appears to be located on a walled community in white collar Renton called Crow Meadows – secure corporate housing.

Although corporate housing isn’t exactly your bag, it’s a reasonable bet that they’ll check your ID, then ask you your business.

Pegworth’s comm address looks like a standard public address, not corporate.

Other than that, there’s not much to go on.

Behind the Scenes

Pegworth will be expecting a call, rather than a visit. He’ll answer the call, and speak to them quite bluntly and openly, although he

will at least lock himself in the bathroom away from his family.

Ideally, he wants to meet the runners in person, at a local bar somewhere. He can easily tell his wife it's a business meeting.

If necessary, he'll talk over the comm, but Pegworth will be worried about who's listening. And rightfully so.

Ironically, the safest method of contact is probably via courier. They could even send a commlink (running silent) and then call him.

Whipsaw, the Azzie runner has Pegworth's home under cyber-surveillance. He is physically located in the back of a van, parked outside Crow Meadows on an old service road, a few hundred meters away (Noise Level 1). His Agent will run the deck, and observe any comms to and from Pegworth's home, especially his commlink. If there are any comms calls, then the Agent will alert Whipsaw, who will jack in, get a Mark on the comm, and record the call (in or out).

He is also running silently (for a total of -3 to dice pool).

If the surveillance goes undetected (roll in advance, not while the runners are making the call), then the Azzie team will act on the surveillance, and follow up on any meetings arranged, etc.

Note that the Azzie team has a Group Edge of 3 for the whole mission, so use it wisely.

If the runners want to try to physically go up to the house, either to meet, or to check out security in advance of lifting him, then they will meet with the following countermeasures:

Entrances:

A light, metal vehicle barrier is connected to a SINrecognition system. Residents in any vehicle are allowed through without question. This is part of the tenancy agreement. Visitors need to identify themselves and a comm call is then made to the household in question.

The SIN recognition system is a device (Rating 2) slaved to the Host, so use the Host's stats,

rather than its own (see below). To open the barrier, the runners must be carrying a valid SIN which is also on the Host's tenant database.

A decker can hack the SIN recognition system, but as it's slaved, it will defend with Rating 2 + Firewall 7 (CM 9)

In addition to a comm call, the guards use Rating 2 SIN Scanners to check visitors.

Guards:

There are 2D3 guards on duty at each entrance. Use Prof Rating 2 Corporate Security (p. 382, SR5, but reproduced for convenience), armed with handguns, and SMGs.

Typically, two guards will stand out at the entrance to receive visitors, while the others sit inside, monitoring the perimeter by CCTV.

At the same time, an alarm will trigger: 1D6 x5 minutes after an alert is triggered, an HTR team arrives. This team will include a further eight guards, with the same stats but with additional assault rifles, and accompanied by a Mage and Rigger, in vehicles.

Perimeter:

Protected by 3m wall topped with monowire. Perception + Intuition (2) to spot, remember lighting (p. 135, p 175, SR5).

There are cameras, with motion sensors hooked up to lighting. Sneaking + Agility (3) is required to evade these, else it triggers.

Climbing over is Gymnastics + Strength -3 [Physical]. A total of 4 hits are needed to get up the remaining 2m (assume to start at 1m)

An additional Gymnastics + Agility (3) is needed to get over the monowire, else they take 8P.

A jump to the top of the wall, is Gymnastics + Agility (1), but still requires the climb over the monowire.

The aerial approach is not protected, and there is no magical protection. Small drones can fly over without detection. If a flying device is spotted, then an HTR team is scrambled.

Host:

The development has a modest host, for managing the facilities and security.

Rating: 4

Attack 6 Sleaze 4 Data Processing 5 Firewall 7
IC: Patrol (Tar Baby, Track, Killer)

If the runners wait til the next morning, they can follow Pegworth in to work at the Mitsuhamas offices in downtown Seattle. As long as they have no obviously illegal items on display, they will be able to travel unmolested.

Roll for the tail:

Pilot + Stealth [Handling] (2) or

Sneaking + Intuition [Handling] (2) if jumped in.

A failure means that they may have lost him in the traffic. However, a glitch means they've been spotted by Pegworth. A critical glitch means they have drawn attention to themselves, which may involve the authorities.

The runners, however, aren't the only ones tailing Pegworth this morning. The Azzie team have an MCT Fly-Spy, following him as well.

To spot a Fly-Spy high above, in the rain:

By eye:

Perception + Intuition [Mental] (4)

Moderate Rain: -3 (-1 with Thermo)

Sensors:

Char: Perception + Intuition -3 [Sensor]

Auto: Pilot + Clearsight -3 [Sensor]

vs the Fly-Spy's 9 dice pool (from Pilot + Stealth) [Handling]

Matrix:

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

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

If the runners notice the surveillance, then they may want to take actions of their own. If attacked (physical or matrix), the team will back off, then sneak back when they think they're safe again.

Pushing the Envelope

The Aztechnology rigger is also keeping an eye on the Pegworth residence, whenever the runners try to make first contact.

Even if they manage to counter the comm surveillance, he will respond with physical surveillance, sending in a spy drone.

If surveillance of Pegworth's phone has still gone undetected, their decker will now start to try to trace the runners (as they make calls to Pegworth), and hack *their* phones, and start to trace *their* calls. If the runners aren't careful, the Azzies will truly pwn them.

If the runners have good defences, this may be an opportunity for them to notice the Azzies, and engage in some counter-espionage.

Debugging

Ideally, the runners shouldn't make too much noise here, but it's their party.

The first risk, of course, is the Azzie team. At the minimum, Pegworth's comm is tapped. As GM, you should take very careful note of what is said over the comm. Pegworth himself will be quite indiscreet – he's never done this before, he's just a member of the public. A sufficient leak here, will allow the Azzie team to start following Pegworth (see next section).

The Meet

What's Up Chummer?

Somehow, the runners have to meet with Pegworth and have a talk about what he has to offer NeoNET, and what he wants out of the extraction, so that they can go back and relay it to their Johnson.

Tell it to Them Straight

Hopefully, you have everything covered. As you head over to the meet, it starts to rain the familiar Seattle drizzle.

It's hard to know how the target will react, and how straight he'll play it. It's in his best interests to be honest, but you can never tell with these amateurs.

Behind the Scenes

The first thing the runners need to worry about is the Aztechnology team, who are currently just investigating. They only have what Pegworth's mistress told them, so they think he's worth quite a lot...

So for now, they're just following. Of course, this will depend on how successfully and discreetly they contacted Pegworth in the first place.

The Azzie team will either get to the meet ahead of time (if they know where it's going to be), or put up a Fly-Spy (running silent) to follow Pegworth, then come behind in their van. (See above for spotting rolls.)

The actual meet itself can take place anywhere – the open air is actually best, like a park. But it is raining.

If they ask Pegworth, then he will suggest The Pink Door (he enjoys the pastries).

If the Azzie team are still with Pegworth, then they will send Verk in (unequipped) to sit nearby and listen in to the conversation to find out what's going on (Lo-Five and Whipsaw will be in the van nearby). Roll Per + Int vs Verk's Sneaking + Wil.

Pegworth will begin the conversation by making demands. He will want a salary increase to ¥60k, and to be in charge of the project when it starts at NeoNET.

He will neglect to mention what the 'project' is (Project Wayfarer), that he has the full data for the project, and is willing to bring it with him (the main factor which makes him attractive as an extraction target), or that he wants to bring his wife and daughter with him.

It is up to the runners to get this information out of him. If they don't dig for any info, he will volunteer about the project data later in the conversation, smirking.

If they let him, he will bang on about how under-appreciated he is, how the management never listen to his ideas, and how if they just listened to him, the project would be worth a fortune, but "it's their loss".

What Pegworth has to offer, and what his demands are, are the only things that their

Johnson actually wants to hear. The rest is just noise.

The same goes for the Azzie firm listening at the next table.

Countermeasures is a good conversation to have at this stage, ie. how he can be tracked. Pegworth is not aware of any 'special measures' such as an implanted RFID, and a scan should show him as clean (but feel free to ask the runners the rating of their scanner and roll some dice behind your screen...).

The main ways that he can be tracked are his commlink, and any other devices he and his family bring along. They are all quite naïve about what can be traced, so it will be up to the runners to set (and enforce) boundaries.

Pushing the Envelope

This going to entirely depend on where the meet is held but, hey, anything can go wrong. If they're out in public, then a loud-mouthed Mitsuhaman work colleague 'Josh' could come in, half-cut with a young girlfriend, and start engaging Pegworth and the runners in conversation, asking who they are, and what they're up to. If it's somewhere discreet, like a motel, a cleaner could barge in, who speaks hardly any English, wanting to change the bed.

In addition to the Azzie team poaching, Mitsuhaman themselves are also interested in keeping their staff!

If the runners have raised suspicions at all, eg. A high speed chase when Pegworth mistook the runners following him for security, then Mitsuhaman will assign a bodyguard to the family (Use 'Corp Security' from 'Cast of Shadows' below). This bodyguard will have to be defeated before the pickup can take place, later on.

If they become very suspicious, then they may also assign a decker (Use the Security Spider) to tap his phone (forcing the Azzie decker to back off) and surgically implant him with a stealth RFID.

Debugging

Only if the runners actually start fighting or attacking the target in public will real problems begin. Beyond this, they can be as ham-fisted as they like; the less info they get, the more chaotic the later scenes will be.

Reporting Back

What's Up Chummer?

Now the runners have got some info from Pegworth about what he has to offer, they need to relay this to Johnson, who'll be interested in the whole package.

Tell it to Them Straight

So you've got the skinny on Pegworth? It's time to report back to Bragalos Engineering to see what the plan is next.

Behind the Scenes

The runners need to call Johnson up. He'll want to meet with them to hear the full story. The best case scenario is that they've shaken off the Azzie team, and pried all the relevant info from Pegworth.

Worst case, is that the Azzie's are listening in to their call to Johnson, and follow them to the meet. However, they won't be able to listen in to the conversation, thanks to Johnson's Jammer and White Noise Generator. However, the runners might still want to try to notice any tails.

Once he's heard everything, then he'll instruct the runners to set up the extraction, to the target's agreed salary and terms. He'll get a contract drawn up and send it to the runners in the next 4D6 hours. He'll also send them details of a safehouse they can use – a warehouse in Tacoma.

It's now down to the runners to re-establish contact with Pegworth, and set a time and place for the extraction. His preference will be for them to pick him up at home, then drive out with him and his family.

Obviously this is a very poor choice of strategy. He will settle for driving a short distance outside Crow Meadows, where he can meet up with them and switch vehicles.

The Pickup

What's Up Chummer?

The runners are now in a position to pick up Pegworth and his family. This is where the fun begins.

Firstly, Johnson's boss, Mr Hudson, comes back off his holiday and discovers what's been going on. Although Johnson hasn't done anything explicitly wrong, Hudson's very concerned about the political fallout this may cause with Mitsuhama. What was progressing as a simple extraction now becomes quite messy.

Tell it to Them Straight

Whilst planning the run, the commlink buzzes. It's a call from Mr Johnson. But when you pick up, it's a new voice.

"Who am I speaking to?" asks the strange voice.

After a cautious exchange, it becomes clear that this new voice is 'Mr Hudson', Mr Johnson's manager, who's just got back off holiday. Hudson seems very keen to take charge of the extraction right away.

Behind the Scenes

Mr Hudson seems a lot less nervous than his subordinate, and will ask a lot of searching questions, to find out exactly what's happened so far. He is also a lot more brusque and impatient. If they are waffling, he'll tell them to 'Shut up! Just answer the question!'

Once he's got all the facts, he will instruct them to:

1. Take Pegworth to the safehouse
2. His family (if known at this stage) will then be picked up from the safehouse by a separate team (Corporate security in a black van)

3. The runners are then to bring the data to Mr Hudson for evaluation. He'll be waiting for them in room 46 at the Foundation Motel.

What he doesn't tell them, is that Pegworth is nothing special, and it's the data he's really after.

It's now up to the runners to carry out the pick up, and to take Pegworth and family to the safehouse, which is a large, empty warehouse, which smells of fish. They step in a used condom as they first open it up.

At this stage, it is hoped that Mitsuhama are none the wiser. If a bodyguard, decker or implanted RFID are now present, then things could become tricky.

Assuming the runners manage to pick up Pegworth and family, then they can now check for any countermeasures, such as wireless bugs, etc. As before, ask for the rating of their scanners (if any), and make discreet rolls. They should be notified of all the family's wireless devices (commlinks and a GamePod).

If the runners neglect to remove any wireless devices from the family, including the little girl's GamePod, and Mitsuhama have cause to be suspicious (eg. Their car is found abandoned...), then a Mitsuhama Counter-Extraction team will track them down in 1D6 x5 minutes.

A Mitsuhama Counter-Extraction team will consist of 4 Corp Security, and a decker in a van. The security will be carrying assault rifles and stun grenades.

Pegworth's wife will be terrified, and their daughter will be crying and holding tight to Mr Rabbit and constantly saying, 'I want to go home.' She will wail when they take her GamePod off her.

Pushing the Envelope

If you want to mess with your runners, then Pegworth does have an RFID stealth tag surgically inserted, which they'll need to detect (as silent running, with Matrix Perception vs Sleaze/ Rating of 3) and remove surgically: extended Medicine + Logic [Mental] (10, 1 minute).

Debugging

The main issue here, is if the runners don't have transport, or only have motorbikes, etc. Although it is down to the runners to sort this problem out themselves, Mr Johnson will be able to provide a deniable asset if asked.

Knock Knock

What's Up Chummer?

Several things happen next:

1. NeoNET come to pick up the mother and daughter.
2. The runners are called to bring in the data, while keeping Pegworth at the safehouse (splitting the party)
3. The Azzie team strike and try to extract Pegworth.

Tell it to Them Straight

(If they're keeping watch physically or in the matrix, give them the opportunity to spot a van approaching the warehouse)

A sudden, loud banging on a metal door makes everyone jump. When you answer the door, it is a group of serious looking suits in identical black macs, and grafted muscle.

They've come in a black van to pick up Pegworth's wife and daughter.

Behind the Scenes

The four men are straight NeoNET corp security, with SMGs (Assault rifles in the van).

They've been ordered to take Marie and Shelley to another secure location by a Mr Hudson. A phonecall will confirm that this is the case.

What will ensue is animal panic as Pegworth is separated from his wife and daughter. Although all three will be distraught, Harold will sense that it is an essential step on their road to extraction and 'a better life', but his wife and daughter will be terrified.

A Leadership + Cha (2), or similar, along with some appropriately roleplayed assurances, is required to make the pair go quietly, otherwise the security detail will simply restrain them and take them anyway.

As they're leaving, a further call from Mr Hudson will ask them to secure the paydata from Pegworth and bring it to the Foundation Motel in Downtown near the Sea-Tac Airport, room 46, but not to bring Pegworth.

Obviously, the runners must decide how to split the group. Some must stay with Pegworth, others go to the motel meet with Hudson. Suspecting an ambush, they may wish to stash Pegworth somewhere else, like a van, or an alternative location of their own choosing.

The Azzies now strike. Of course, this assumes that they've managed to track down Pegworth and the runners. If the runners have been skillful in their counter-surveillance duties they should be rewarded, not overruled for the sake of a plot point.

Watching the tags on the matrix, Whipsaw signals for the team to attack, leading with Lo-Five's drones.

Verk the Azzie street sam may be able to assist the drones, by getting the main warehouse doors open, bringing the two sets of twin assault rifles to bear.

The main catch here is that the Azzies need Pegworth alive, for their masters, so they cannot be too free and easy with the lead. Stun grenades may be the order of the day, with full auto to take out the trouble-makers.

The Azzies are not without mercy, and will call upon the runners to step aside and send out Pegworth.

If they do, they'll be spared, but won't be paid a penny.

Pushing the Envelope

If the runners can make short work of their opposition, then feel free to add on additional drones, or even add a mage to the Azzie team. But having split the team already, this should be causing at least a little trouble for the group.

Debugging

If the runners are outclassed by Azzies, then the wind gets up, causing the the rotodrones to get blown about outside, giving the runners a chance to organise themselves and possibly outflank the Azzies. A decker may be able to help spike the drones before they can get in through the main doors.

Coup de Grace

What's Up Chummer?

When they go to see Hudson and take the data, he will have them wait while it is examined. Once he's verified it, he'll give them the unwelcome news that their final task is to kill and dispose of Pegworth.

Of course, they may not have him any more...

Tell it to Them Straight

You meet Mr Hudson at the motel, and find a slightly older man than your Mr Johnson, with a harrowed look, but still enjoying a full head of hair, but his serious eyes betray no youth or enjoyment.

Flanked by two corporate security suits, who watch the windows, he waits patiently for the data.

Behind the Scenes

Although somewhat brusque, he will be appreciative if the runners have done their job. Once he has the data, he will have them wait, while he has it checked out. He inserts the chip into his datacomm and sends it out to a NeoNET decker working the job.

After 2D6 minutes, a chime on Hudson's comm indicates a message, with a positive response.

At this point, he will reveal his true plans for Pegworth. Here, you can 'tell it to them straight':

Thank you working through this mission for us. However, I'm afraid my colleague was somewhat hasty in offering a position to Mr Pegworth. Unfortunately, due to the delicate relationship which exists between ourselves and Mitsuhamas, we are unable to accept a transfer at this time.

Instead, since he can't go back to his employers, you'll need to kill him and dispose of the body, however you see fit.

Once this is complete, then please return here for payment and debrief.

It is up to the runners how they react to this. If they ask after his wife and daughter, then they are reassured that they'll be taken in by NeoNET and looked after as part of the arrangement.

Although Hudson is under no obligation to share the details of the deal, he has been in contact with Mitsuhamas, and together they've agreed to a mutual working relationship on Project Wayfarer, with a substantial consideration to NeoNET.

This will become apparent in a few days as a press release.

The runners do have every right to renegotiate the fee, as this is now wetwork. Hudson will offer to add an extra ¥3k onto their fee (+¥500 for every net hit on a Negotiation test, although Hudson is no stranger to negotiation...)

Of course, Hudson won't encourage them to ask for more money...

If they balk entirely at the task, or become 'difficult' then Hudson will begin to impune

their professionalism, and ask if they are really up to the job. He'll ask them if a security guard was in their way, if they'd hesitate to kill. This can become a lively ethical debate if the GM so wishes, hence the title of the scenario.

In short, he'll take no nonsense from them. As far as he's concerned, they are hired operatives and killing is part of the job description.

As an afterthought he'll add, "Please don't leave a mess in my safehouse."

Back at the warehouse, when it comes to do the deed, Pegworth will beg for his life. He will alternate between outrage at how he's being treated, calling the runners 'lackeys', and fear, falling to his knees, crying and praying for them to be merciful (This is a good one to live roleplay). He'll even offer to leave Seattle and never return, and they can just say he's dead, that way their consciences will be clear.

This may seem like a good idea at the time, but it is a terrible mistake. He won't leave Seattle, but will take to the streets. He'll then make a half-assed plan to avenge himself and, before he gets himself killed (he's way out of his depth), he will come to the attention of NeoNET and Mr Hudson, who will be very displeased, and demand the return of all of his payment (not just any extra he paid for wetwork).

Shortly after the end of the job, another press release will become apparent, outlining how 'a senior technician' was kidnapped from Mitsuhamas, and is suspected murdered. This is the story which is told by Hudson to Pegworth's family – he'll blame it on an unnamed third party.

Debugging

If the runners lose Pegworth to the Azzies, Mr Hudson will be privately delighted, but to the runners he will be furious (Cha + Int -2 vs Cha + Wil to notice his subterfuge).

He is delighted because it means he no longer has to pay the runners, so their wage

can go back into his budget, and also because he can blame Pegworth's disappearance on a third party – there is no blood on his hands.

Picking up the Pieces

Money

All paid as promised.

Karma

2 for successfully getting Pegworth out.
1 for evading Aztechnology completely, ie. They never attack the warehouse.
1-3 for good roleplaying.
Minus 2 for the person who pulls the trigger on Pegworth after he begs for his life.

Reputation

Failure in any way, earns a point of Notoriety.

Faction

Success gains them a point of Faction with NeoNET.

Neither of the other factions (Mitsuhama and Aztechnology) should be aware of who they are, but if their firm becomes identified, then they will lose a point of Faction with them, only if they are excessively brutal or sadistic.

Contacts

If they do a good job, and don't complain about the network, then Kyle Cripps aka Mr Hudson will become a direct contact (strictly business). However, it should be noted that Cripps is a ruthless and calculating individual, so any further work he contacts them for, will have a similar disregard for the runners.

Legwork

A simple Matrix Search: Computer + Int [Data Processing]

Kahari Tower

- 1 Kahari Tower is a twenty-storey business tower with various floors and rooms rented out by different small businesses.
- 2 Security is by Knight Errant. They have caused some subtle problems for competing security firms renting floors in this office.

Bagalos Engineering

- 1 A junior consulting firm for light industrial engineering, such as lifts and machinery. It is a young company only a couple of years old.
- 2 A little searching reveals that this company is quite hollow. It doesn't appear to have any employees or customers.
- 3 The company doesn't exist much more than a website and an address. A little tracing through some cut-outs reveals it as a front for NeoNET.

Cast of Shadows

Mr Johnson (McGarvey Reading, NeoNET Handler)

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

Initiative: 9 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P10/ S10

Limits: Mental 6 Physical 5 Social 7

Armor: 8

Skills (Dice Pools): Computer 10, Con 12, Hacking 9, Influence Group 11 (Etiquette, Leadership, Negotiation), Locksmith 4, Palming 5, Perception 11, Pilot Ground Craft 7, Pistols 8, Unarmed Combat 7

Gear: Actioneer Business Clothes, Fairlight Caliban Commlink (7), Fake SIN (6, 'Tariq Greenwood'), Jammer (6), White Noise Generator (6), Bug Scanner (6). He may requisition additional counter-surveillance gear as required.

Weapons:

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

Contacts: Fixer for runners (C5, L3), Ware dealer (C4, L2), Corp (C3, L2)

Mr Hudson (Kyle Cripps, NeoNET Handler)

B 2 A 3 R 4 S 2 W 5
L 5 I 5 C 6 Ess 5.1

Initiative: 9 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P9/ S11

Limits: Mental 7 Physical 4 Social 8

Armor: 8

Skills (Dice Pools): Computer 8, Con 11, Etiquette 11, Gymnastics 5, Impersonation 8, Leadership 11, Locksmith 5, Longarms 6, Negotiation 12, Percepton 11, Pilot Ground Craft 7, Pistols 6(8), Running 4, Throwing Weapons 7

Languages: English N, Japanese 9, Or'zet 7

Knowledges: Corporations 9, Intelligence 10, Politics 7, Criminal Organizations 8

Gear: Fairlight Caliban (7), Actioneer Business Clothes, 3 Fake SINs (6), DocWagon Contract Gold.

Surveillance Briefcase [Bug Scanner (6), Jammer (6), White Noise Generator (6), Directional mic, Laser mic, Mage Sight Goggles, Selection of RFIDs, Hand-held Cyberware Scanner, Autopicker (6), Keycard copier (6), Maglock passkey (4), Sequencer (6)]

Cyberware: Datajack, Datalock (2), Cybereyes (1, Low-light, Retinal dup (6), Smartlink, Thermographic)

Weapons:

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

5 Flashbangs [10S, AP -4, BL 10m radius]

5 High Explosive Grenades [16P, AP -2, BL -2/m]

Description: Narrow-faced, he has a haunted look, but there is no sense of premature aging, he still seems to have plenty of energy.

Harold Pegworth (Mitsuhama Tech)

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

Initiative: 5 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P9/ S10

Limits: Mental 6 Physical 3 Social 5

Armor: 0

Skills (Dice Pools): Automotive Mechanic 6, Computer 9, Software 10, Hardware 6, Pilot Ground Craft 5, Running 4, Sneaking 5

Gear: Sony Emperor (2)

Description: Forty-year old, short hair and beard, glasses. He talks animatedly, and with some vitriol about his current employer.

Whipsaw (Aztechnology Decker)

B 2 A 2 R 4 S 1 W 2
L 5 I 5 C 1 Ess 5.9

Initiative: 9 + 1D6

Matrix Initiative: 8 + 4D6

Movement: 6/ 12/ +2

Condition Monitor: P9/ S9

Limits: Mental 6 Physical 9 Social 3

Armor: 12

Skills (Dice Pools): Con 4, Cracking Group 10 (Cybercombat, Electronic Warfare, Hacking), Computer 11, Hardware 5, Software 11, Pistols 5, Sneaking 4, Locksmith 5, Blades 7, Throwing Weapons 6

Languages: Cantonese N, English 11

Gear: Cyberdeck, Armor Jacket, Fairlight

Caliban, Hardware Toolkit

Cyberware: Datajack

Weapons:

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

Combat Knife [Acc 6, 3P, AP -3]

5 Flashbangs [10S, AP -4, BL 10m radius]

5 High Explosive Grenades [16P, AP -2, BL -2/m]

Cyberdeck: Microtronica Azteca (Rating 2, Array 5 4 3 2, Programs 2)

Software: Agent 4, Armor, Biofeedback, Exploit, Stealth.

Surveillance Mode:

Attack 2, Sleaze 5(6/8), Firewall 4, Data Processing 3

Running: Stealth (+1 Sleaze), Exploit (+2 Sleaze for Hack on the Fly)

Combat Mode:

Attack 5, Sleaze 2, Firewall 4(6 vs Matrix Damage), Data Processing 3

Running: Armor, Biofeedback (Causes S/P damage alongside Matrix)

Takes 3 free (Reconfigure Deck) actions to switch modes to Combat (1 attribute swaps, 2 program swaps):

1. Load Armor
2. Load Biofeedback
3. Swap Attack and Sleaze

Description: Whipsaw's icon is a squat demon, which tends to fade in and out. His attacks appear as barbed chains.

Lo-Five (Aztechnology Rigger)

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

Initiative: 9 + 1D6 (8 + 4D6 rigged)

Movement: 8/ 16/ +2

Condition Monitor: 9P/ 10S

Limits: Mental 4 Physical 4 Social 5

Armor: 12

Skills (Dice Pools): Aeronautics Mechanic 8, Automatics 6(7), Automotive Mechanic 7, Computer 7, Gunnery 7, Pilot Aircraft 9, Hardware 6, Pilot Aircraft 9, Pilot Ground Craft 10, Sneaking 6

Gear: RCC, Armor Jacket, Fairlight Caliban (7), Contacts (Lowlight, Thermographic, Smartlink)

Gear In Van: Toolkits and spares for Automotive Repair and Hardware, Handheld sensor (Laser mic, Directional mic).

Cyberware: Control Rig (1)

Weapons:

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

RCC: Maersk Spider (Rating 4, Data Processing 4, Firewall 5)

Typically: Noise Reduction 2, Sharing 2

Progs: FN HAR Targeting (6), Signal Scrub (+2 Noise Reduction), MCT-Nissan Roto-Drone Stealth (6)

Vehicles: (All have Rigger Interface)

MCT Fly-Spy x2 (Handl 4, Speed 3, Accel 2, Bod 1, Armor 0, Pilot 3, Sensor 3)

Progs:

MCT Fly-Spy Stealth (6)

GMC Bulldog (Handl 3/3, Speed 3, Accel 1, Bod 16, Armor 12, Pilot 1, Sensor 2, Seats 6)

Progs:

GMC Bulldog Maneuvering (6)

MCT-Nissan Roto-Drone x2 (Handl 4, Speed 4, Accel 2, Bod 4, Armor 4, Pilot 3, Sensor 3)

Weapons:

Twin FN HAR's with 250 rounds per rifle [Assault Rifle, Acc 5(6), DV 10P, AP -2, SA/ BF/ FA, RC 2, 250(m)]

Description: Afro-American with close-cut, shaved and styled hair, and narrow mirrorshades. He is intense and committed, thin and wiry.

Verk (Aztechnology, Ork Street Ninja)

B 6(8)* A 5(6) R 2(4) S 3(4) W 2
L 2 I 5 C 1 Ess 0.2

Initiative: 9 + 3D6

Movement: 10/ 20/ +2

Condition Monitor: 12P/9S*

Limits: Mental 4 Physical 7 Social 2

Armor: 12

Skills (Dice Pools inc Augmentation):

Automatics 12, Blades 7, Intimidation 2, Heavy Weapons 7, Pilot Ground Craft 5, Perception 6, Pistols 8(9), Running 5, Throwing Weapons 10

Gear: Black armor jacket, Fairlight Caliban (7), Smartlink contact lenses. All wireless gear is slaved to his Caliban.

Cyberware: Wired Reflexes 2, Muscle Replacement 1, Aluminium Bone Lacing, Platelet Factories, Damage Compensators (6P)

Weapons:

Ares Alpha [Assault Rifle, Acc 5(7), DV 11P, AP -2, SA/ BF/ FA, RC 2(6), Ammo 42(c)] 2 clips explosive, Gas vent III, Shockpad.

Under-barrel grenade launcher [SS, Ammo 6(c)] 2 clips of flash-bang.

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

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC -, 15(c)] 2 clips APDS. 5 Flashbangs [10S, AP -4, BL 10m radius]

Edge Pool: 3

Description: A Japanese ork, he goes for the ninja look. Quite small for an ork, he is humorless and efficient.

*Remember Platelet Factories and Damage Compensators (6P)

Corp Security (Mitsuhamama)

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

Initiative: 7 + 1D6

Movement: 8/ 16/ +2

Condition Monitor: P10/ S10

Limits: Mental 4 Physical 5 Social 5

Armor: 12

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

Gear: Armour Jacket, Renraku Sensei commlink (3)

Weapons:

Gate Guards:

Colt Cobra TZ-120 [SMG, Acc 4(5), DV 7P, AP -, SA/ BF/ FA, RC 2 (3), 32(c)] 2 clips
Fichetti Security 600 [Light Pistol, Acc 6 (7), DV 7P, SA, RC (1), 30 (c)]
Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5, 10 charges]

HTR:

Colt M23 [Assault Rifle, Acc 4, DV 9P, AP -2, SA/ BF/ FA, RC -, 40(c)]

Counter-Extraction:

2 Teams of 6. No 6 of each team has:

Heavy Weapons 8
ArmTech MGL-12 [Grenade Launcher, Acc 4, DV Nausea Gas, AP -, SA, RC -, 12(c)]

Edge Pool: 3

Description: Bland uniforms, these guys are polite and courteous, and will try for a laugh. The HTR and Counter-Extraction teams will fight ruthlessly.

Charon (Elven Mitsuhamama Security Spider)

B 2 A 2 R 5 S 1 W 2
L 6(7) I 5 C 3 Ess 5.7

Initiative: 10 + 1D6

Matrix Initiative: 9 + 4D6

Movement: 4/ 8/ +2

Condition Monitor: P9/ S9

Limits: Mental 7 Physical 2 Social 5

Armor: 12

Skills (Dice Pools): Computer 10, Cybercombat9, Electronic Warfare9, Hacking9, Software 9, Pistols 3(4), Sneaking 3

Languages: Spirethrial N, English 4

Gear: Cyberdeck, Armor Jacket, Fairlight Caliban (7), Contacts (Smartlink, Image Link)

Cyberware: Datajack, Cerebral Booster 1

Weapons:

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

Cyberdeck: Novatech Navigator (Rating 3, Array 6543, Programs 3)

Attack 6, Firewall 5 (7 vs Matrix Damage), Data Processing 4, Sleaze 3

Software: Agent 6, Armor, Biofeedback (Causes S/P damage alongside Matrix)

Description: Charon's icon is that of the skeletal boatman. His attack is either the scythe or purple lightning. He speaks in a rasping whisper. His Agent is another skeleton, armed with a sword and shield.

Malos Caruso (Mitsuhama HTR Hermetic Magician)

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

Resist Drain: 11 (Average 4)

Initiative: 5 + 1D6

Movement: 6/ 12/ +2

Condition Monitor: P9/ S11

Limits: Mental 7 Physical 2 Social 5

Armor: 12

Skills (Dice Pools): Assensing 7, Banishing 5, Counterspelling 6*, Perception 7, Pilot Ground Craft 4, Pistols 6, Sneaking 7, Spellcasting 10, Languages (Dice Pools): Spanish N, English 6
Gear: Armor Jacket, Erika Elite comm (4), Mirrorshades (Thermographic, Low-light, Image link), 20 drams reagent (increase limit of cast spell)

Cyberware: None

Weapons:

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

Spells: Control Thoughts (pg 293), Levitate (pg 293), Improved Invisibility (pg 291), Heal (pg 288), Mind Probe (pg 287), Powerball (pg 284), Armor (pg 292)

Hardy Zimmerman (Ork Mitsuhama HTR Rigger)

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

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

Movement: 8/ 16/ +2

Condition Monitor: 10P/ 9S

Limits: Mental 4 Physical 6 Social 3

Armor: 12

Skills (Dice Pools): Automatics 6, Computer 4, Gunnery 8, Pilot Aircraft 10, Pilot Ground Craft 12, Sneaking 5

Gear: RCC, Armor Jacket, Fairlight Caliban (7), Shades (Smartgun link)

Gear In Vans: 200 rounds sniper rifle ammo, 32 Flash-bang grenades (for Antioch-2), Vehicle parts

Cyberware: Control Rig (1)

Weapons:

Ares Crusader II [Machine Pistol, Acc 5(7), DV 7P, AP -, SA/ BF, RC 2, 40(c)] 2 clips explosive.

RCC: Vulcan Liegelord (Rating 5, Data Processing 5, Firewall 6)

Typically: Noise Reduction 1, Sharing 4

Progs: GMC Bulldog Maneuvering (6)

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

GMC Bulldog x2 (Handl 3/3, Speed 3, Accel 1, Bod 16, Armor 12, Pilot 1, Sensor 2, Seats 6)
Progs: None

MCT-Nissan Roto-Drone x2 (Handl 4, Speed 4, Accel 2, Bod 4, Armor 4, Pilot 3, Sensor 3)

Weapons:

[A] Ares Desert Strike [Sniper Rifle, Acc 7(9), DV 13P, AP -4, SA, RC (1), 14(c)] 100 rounds

[B] Ares Antioch-2 [Grenade Launcher, Acc 4(6), 10S (Area), AP -4, SS, RC -, 8(m)] 16 Flash-bang Grenades (10m radius)

Progs:

[A]

Ares Desert Strike Targeting (6)

MCT-Nissan Roto-Drone Maneuvering (6)

[B]

Ares Antioch-2 Targeting (6)

MCT-Nissan Roto-Drone Maneuvering (6)