

Run #1: Big Trouble in Little Chinatown

Posted: 07-20-2011

by GM Nick

((Hey guys. Out of character stuff should be contained within parentheses at the top of your post, as such.

From time to time, I may private message you observations or events that only involve your character. Likewise, you can private message me if you want to take an action without the group knowing.

The run is now live! Good luck!))

The Golden Dragon. You groaned when your fixer said that's where you'd be meeting the Johnson. It's a notorious Triad front in a bad part of Chinatown. There's only one thing stronger than your sense of mortality and that's the cold, hard fact that you're in dire need of some nuyen.

You dragged your ass through the crowded, steamy streets where the only thing that overpowers the smell is the glaring neon glow. You pretended not to notice the ubiquitous Triad enforcers watching you from alleyways and balconies. You can imagine what they're thinking: *What's this laowai doing in Chinatown?*

That same question bounces around inside of your head as you push the doors open to *The Dragon's* lacquer and gold lobby. Heavily 'wared out Triads watch with frozen expressions as you walk across the faded carpet. You know that one wrong move would instigate a hail of bullets worthy of a UCAS military armory.

The receptionist takes one look at you and beckons you to follow her. You're expected. The restaurant looks to have been cleared out for your meeting. Even the Triads have false appearances to keep up; ironic that a family restaurant facilitates this sort of underhanded business.

You're led into a back room where a table is set with tea and appetizers. The hostess beckons you to sit and leaves, seemingly glad to have unburdened herself of your presence.

Before you have time to sit, an unremarkable Chinese man emerges from a doorway. The black suit and mirror-shades are a dead giveaway: This guy is your Johnson.

"Gentlemen. Please, sit. We have much to discuss."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-22-2011

by John

Max stands and looks with an almost-concealed distrust at Mr. Johnson. He is an elf of unassuming physical stature and features, with dark brown hair hanging down over his forehead that issues a stark contrast against his somewhat ashen pallor. His skin-- while not pock-marked or ruddy-- does not often see the natural light of day and indicates wear. The lined overcoat he is wearing has seen some action, and his boots have slogged more than their fair share of miles through the Seattle streets. Continuing to scan the room with narrowed eyes, Max takes a long, slow breath before whispering faintly to himself.

Keeping his arms at his sides, Max looks blankly at the other runners that have been assembled for this meeting.

Conceding to the moment, Max pulls out a chair and takes his place near the center of the table, sneering at the troll in the room as he sits. Putting his arms on the tabletop, Max reaches for an empty cup and pours himself some tea from one of the pots. He motions to the Johnson a small nod of appreciation and situational deference.

"Thank you for the tea-- very gracious of you."

Sitting naturally but with an alert anticipation in his chair, Max waits.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-22-2011**

by **Elliott**

Tyros stalks into the room, giving it a wide, sweeping scan (astral perception as well) and stands with his back to the wall, facing the table. He glances with distrust at the chair in front of him - his thoughts transparent: equal parts uncertainty about whether it can hold his weight and dislike of being confined to a chair.

The first thought is readily understandable. Standing a couple inches short of eight feet tall, and coming in at well over 500 pounds, most chairs are not built for his bulk. Beyond his size, as a Fomori, Tyros has relatively few physical similarities to typical trolls. His features appear human, without the dermal plating and other growths usually seen on standard fair trolls, except for the two smallish horns protruding from his forehead that sweep back over his skull.

A massive greatcoat engulfs him -- finely tailored, although clearly it has seen better days (for those that make the requisite perception test, the hilt of a giant sword can be seen protruding from the back of his coat between his neck and turned up collar). Both hands hang free of his pockets, and his eyes never seem to settle on one place, as if he is waiting for someone or something to make a move -- giving off not so much a sense of nervousness as expectation.

Staring at the Johnson for a moment, Tyros cuts to the chase like a buzz saw through steel, "So, what's the job, mate?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-22-2011**

by **Drew Buddy**

The Doc walks into the room, and after a short pause sits down, folding his hands on the table. He gives the Johnson a look over, making note of any identifying tattoos; It pays to be certain of whom you're working for.

Satisfied, he keeps the nearest exits in mind, and the tally of armed men outside. He needs the job - any job - badly. But past experience has made him wary those who offer them.

His ritual completed, he stares ahead at the man before them, only shifting slightly to adjust the armored vest under his jacket. Saying nothing, he waits for the Johnson to speak.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-23-2011**

by **Nate**

Hoping his fellow runners - and, more importantly, the Johnson - don't notice how thoroughly hung over he is, Dash hurriedly strides into the room with forced, practiced confidence. After taking a seat and assuming a cavalier pose, he begins to curse himself under his breath.

It was bad enough that he'd gotten loaded last night; having blown nearly all of his previous job's substantial earnings buying round after celebratory round for his teammates (following the spectacular completion of said job) was making him seriously wonder whether he'd suddenly gained a extra few chromosomes. He'd gone from top of the world to rock bottom in the span of less than 24 hours, and now, in the cold light of day, he realizes just how badly he needs this job to go well.

Surveying the grim scene, and finding himself more than a little terrified of the gigantic troll in the overcoat who seems to be shooting him a look that can charitably be described as "violently murderous," Dash - despite the screaming pain in his skull - redoubles his efforts to exude his characteristic swagger, knowing that any show of weakness in the midst of this crowd will surely end with him meeting an unconscionably horrible fate.

He leans back in his chair and smirks, "Yeah, Wang, let's hear it. Some of us have places to be after this, y'know."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-23-2011**

by **GM Nick**

The Johnson inclines his head at the group, pausing for the briefest moment to glower at Dash.

"I'll get right to the point. For our purposes here, you may refer to me as Mr. Lo. As you no doubt suspect, I have an offer of employment for you. You all come highly recommended for your particular *skill sets*. This team was pieced together by my superiors and I will be acting as liason to their interests."

Mr. Lo takes a seat at the table. In closer proximity, you can make out tell-tale signs of a long career in enforcing--faint scars and heavy worry lines. You catch a faint glimpse of cybernetic eyes behind the sunglasses.

He leans forward and arches his fingertips.

"Before we begin: a history lesson. It's no secret that our organization has been at odds with the Japanese for many years. The story is long and bloody. Hence, we've found it necessary, at times, to respect a truce--a ceasefire, if you will. As it happens, we're currently involved in such an agreement. We don't bother them; they don't bother us."

Mr. Lo makes the slightest of glances over his shoulder, no doubt an instinctive gesture.

"Your contract is an acquisition. The target is a Japanese corporation. If it was discovered who was behind the job, the Japanese may feel that we have not held up our end of the truce. This is not an option. Therefore, we have decided on this rarest of occasions to outsource."

With a flick of his hand, Mr. Lo activates a holo-projector in the center of the table.

A ghostly image of a steel canister materializes a few feet off the table. It rotates lazily, and you can make out several locks and security devices affixed to its surface.

"This is your objective. It's a containment cylinder. It weighs 6.8 kilograms and measures 30 centimeters high with a diameter of 20 centimeters. It is fragile. It is not combustible. The contents of the cylinder are none of your concern."

Mr. Lo twitches his fingers and the image changes, morphing into the wireframe of a large building.

"The objective is being held in a Shiawase bio-research facility. It is located in downtown Seattle, in the commercial district. From our limited intel, we've managed to determine that there are, at a minimum, five security personnel on rotation at any given time. I'm sending the address to your commlinks now."

His expression wavers, ever so slightly. "It's an unfortunate fact that the facility is located a mere 3 kilometers from the nearest Lone Star station. I can only assume that they have a response contract."

"You will need to handle any additional recon on your own. We can't risk one of our members being identified by the facility staff. Shiawase is on high alert as is, due to a number of break-ins in similar facilities."

The hologram vanishes and Mr. Lo folds his arms.

"I'll leave it to your discretion how to proceed. It doesn't matter how you choose to obtain the objective--only that you do. Once it is in your possession, you will return it to me. You have 48 hours to accomplish this task. You will be paid ¥40,000 each when the job is complete. Any questions?"

((For the uninitiated, Shiawase is a Japanese Mega-Corp, specializing in Biotech, among other things. Lone Star is a private security corporation that has replaced the police force of most of the former US.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **John**

Max sits as Mr. Lo speaks, slightly swimming and enjoying the tea. The information presented to him is not overwhelming, but somehow seems a little less immediate than it perhaps should.

While he makes note of the information, the proximity of the facility to Lone Star does not strike him with its fully gravity.

(I roll perception to try to deduce if Mr. Lo is withholding any information)

Max thinks for a brief moment after the Johnson stops speaking, and says,

"Respectfully, Mr. Lo-- before anybody goes running into anything, you owe us all of the information you have that'll be relevant to us getting this done for you. Is this Japanese biotech firm actively associated with the Yakuza, or is it simply held by Japanese interests? Does your intel give us any indication whether or not we can expect a Yakuza presence on site, or just a security presence? Do we know who provides their security? And the contents of the container do concern us; we need to know if we're carrying dangerous biological agents here. Your intentions with the package are no business of ours (and they make no difference to me), but the nature of it should help to indicate to us what kind of resistance we'll be up against."

Max pauses for a moment and considers the holo-projection of the canister that had been spinning somehow ambivalently as well as ominously moments prior.

"Also, do you have access to any kind of plan or schematic of the building? Since the building is in an area zoned commercial rather than industrial or military, I would suggest that we can expect the facility to be on the smaller side and that therefore security may be more lax. Perhaps we could pull the permit plans from public record for things like exits, ventilation, and drainage from the facility."

Max rubs his stubble with his right hand and checks the address of the facility on his comlink.

(I roll my knowledge of Seattle to see if Max knows anything about the area where the facility is located.)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **GM Nick**

(([Max, Perception + Intuition = 2 successes](#)))

(([Max, Area Knowledge \(Seattle\) = 4 successes](#)))

Mr. Lo nods slightly.

"I understand your concern, Mr. Overstreet. We know only that Shiawase has a history of hiring Yakuza to protect their interests. Our limited reconnaissance doesn't suggest that they're involved with this particular facility. The contents of the canister pose no threat to your team. It is not a weapon of any kind. That is all I am able to reveal to you."

Your collective commlinks alert you to an incoming message.

"I have forwarded you the contact information for a decker that I can recommend. She has proven quite useful to our organization. I have no doubt that she will be able to obtain the information you seek, though what she may ask in return for her services I cannot say."

Mr. Lo shoots a cursory glance at the other runners.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **John**

Max looks at his comlink with dawning recognition.

"Yeah, I know this place well. I did a couple of surveillance jobs right nearby not too far back. Shiawase owns the whole damned neighborhood and have peppered it with various labs and admin buildings. There's not gonna be much blending in for us-- pretty much the only people you ever see on the streets down there are Shiawase corpses and Lone Star goons. It's gonna take crackerjack planning not to get noticed by LS patrols in the area; Mr. Lo wasn't kidding-- I know right where their facility is and it wouldn't take more than a couple of minutes for them to come down hard on us. And the roto-drones-- I remember seeing a few of those scanning around the area. "

Max pauses and closes his eyes. Keeping his eyes closed, Max says,

"Yeah, the building is on the street corner there. On the right side we've got a warehouse sort of building, the street to the left, but behind it there's a large drainage gutter that leads into a waste-

water channel. I can't say for certain whether or not we'd be able to use the gutter to get in and out of the facility, but it's definitely worth a look. There's also a small side-street/alley that wraps around the building and through the parking lot."

Max takes a dirty napkin and a pen out of his pocket.

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Posted: **07-24-2011**

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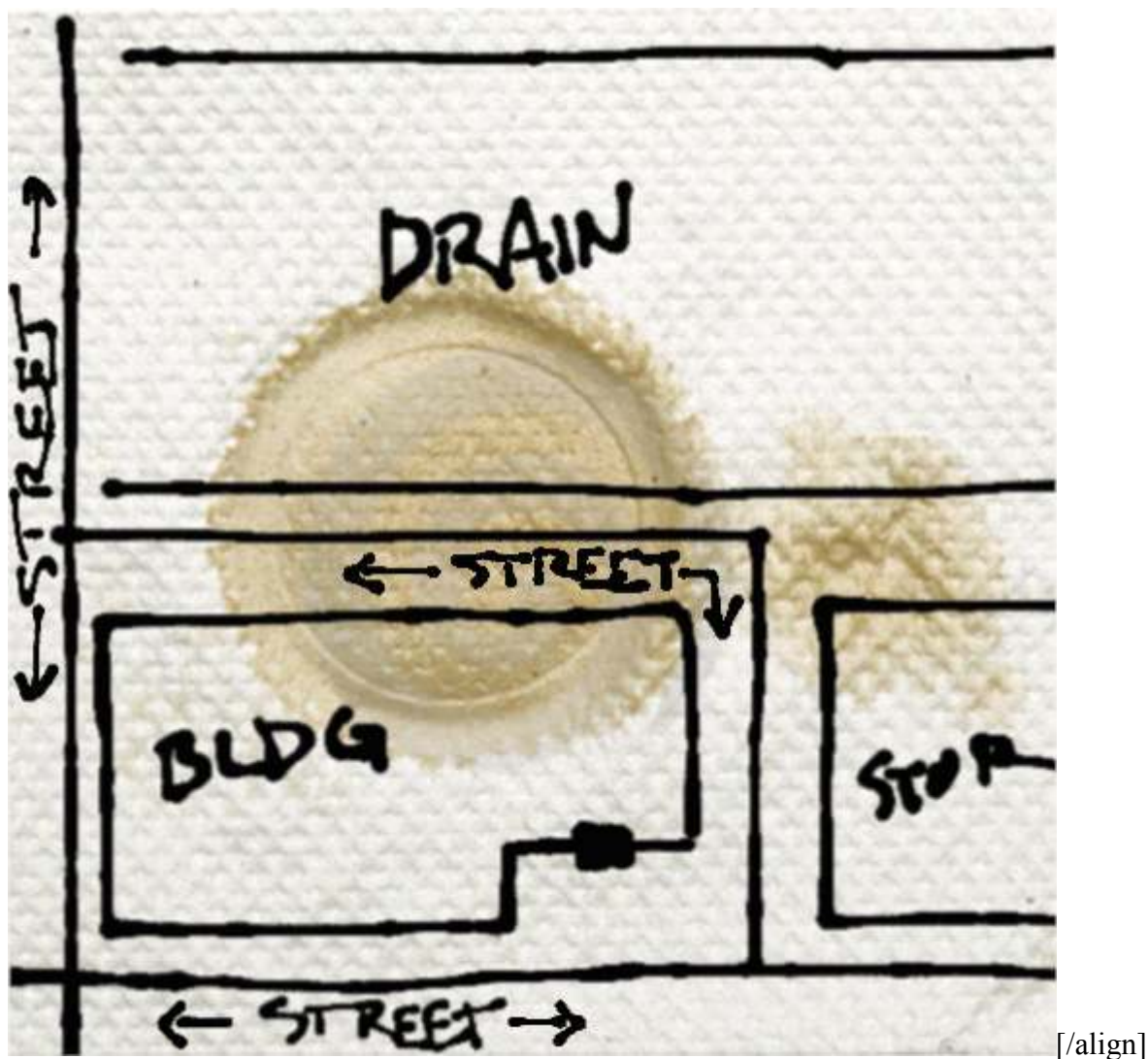
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Max takes a dirty napkin and a pen out of his pocket and draws.

[align=center]



"This is what I remember the area looking like."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-24-2011

by Drew Buddy

The Doc mulls over the information given to him, mind churning with numbers and figures. He realizes the density of the container isn't very high; Less than water at least. He thinks back to his training, trying to remember if he'd ever seen anything similar, and what it might have been used for.

((I'd like to roll Biology and/or Medicine, at the GM's discretion, to further determine the nature of the container))

Clearing his throat, and finally breaking his silence, he says,

"Mr. Lo, I fully appreciate the need for discretion in this matter, but I'm sure that your employers are not just interested in obtaining this item, but obtaining it *intact*. Now you mentioned that it is fragile, how fragile? Are we talking about 'faberge egg' levels of delicacy, or 'try not to drop-kick it' delicate? Any environmental concerns such as heat or cold that we should be mindful of? The better prepared we are for this job, the sooner your employer will have their item delivered, the sooner we will be paid, and of course, the sooner you will receive any commission owed for handling this job."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **GM Nick**

(([Doc Adams, Biology = 1 success](#)))

"These are valid concerns. The containment unit should protect the contents from extreme heat and cold. It is important that the cylinder not be subject to severe shock, such as an explosion or great kinetic force. Under no circumstances should the cylinder be exposed to radiation or a direct current of electricity."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **Nate**

(I roll architecture to see where I might be able to acquire schematics to the building/similar buildings)

Dash grabs a handful of egg rolls from the spread of appetizers on the table and shoves all of them into his mouth. Chewing and smacking loudly, he says,

"Gotta hand it to ya Genghis, you cook a mean cat. Too bad you're so terrible at cookin' up bullshit, though."

Rocketing chunks of fried dough and cabbage everywhere, he continues.

"I mean, come on. You're tellin' us these Shiawase dudes are at Defcon 5 'cause a bunch of near-identical places of theirs got hit one right after the other, and you expect us to just gloss over the fact that it was obviously you guys who did it? That's just insulting, man. And since you don't feel like bein' straight with us, you know what I'm gonna do? I'm gonna walk right out of this gaudy-ass office, head over to your precious little bio-dome or whatever, and get some info I can actually use instead of all this riddle-me-this doublespeak."

Dash snags two more gigantic fistfuls of egg rolls and stuffs them into his pockets, then makes for the exit. Before he leaves, he looks over his shoulder, grinning at the rest of the team.

"The rest of you dongs meet me there whenever you feel like taking this thing seriously."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **John**

Max is more than faintly perplexed.

(I roll Max's leadership.)

Max turns to Dash with narrowed eyes and says,

"Look, pal. I don't know how you got shortlisted to be here acting like this, but you're uesless to us if this is how you're gonna behave. Maybe you're just glitched out of your skull, but we need to approach this thing with a plan. Running down there half-cocked and shooting your mouth off is a surefire way to get spotted by Lone Star and blanked in a hurry."

Turning back to the man across the table from him, Max says,

"He does raise an interesting question, Mr. Lo. Did your people have anything to do with the break-ins at the other Shiawase facilities?"

(I again roll my perception on the Johnson's response.)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **Nate**

Dash, going into full-on dignity damage control, turns and leans lazily against the door frame.

"Blow it out your ass, Overstreet. These guys knew what they were getting when they hired **Dash Danstar**, and that is a dude who A. always gets the job done, and B. hates wasting time. But yeah, ok, deepest apologies, Mr. Lo Pan and everyone else. Let's get back to these endless questions. I've actually just thought of a couple more myself, but you ladies feel free to go first."

Secretly, Dash breathes a massive sigh of relief; Max's question seems to have more or less shifted the attention of the room away from Dash's ridiculous overblown show of bravado, sparing him from almost certainly getting kicked off the job and/or getting stabbed in the dick. [That pointy-eared asshole is a perceptive cat](#), Dash thinks to himself, furrowing his aching brow in wary contemplation. [I gotta stay on my toes around him.](#)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-24-2011**

by **GM Nick**

(([Dash, Architecture = 1 success](#)))

Mr. Lo exercises a near endless amount of restraint as he sits unflinchingly through Dash's tirade. He jerks his head ever so subtly towards the door and an enforcer steps out of the darkness.

"We've obviously over estimated your ability for strategy, Mr. Danstar. If my offer does not interest you, then my colleague here will provide with you with ¥500 for your time and you can be on your way."

Mr. Lo turns to Max and his composure eases a bit.

"I appreciate your attention to detail. As much as it pains me to say, Mr. Danstar's question is not without merit. The break-ins have nothing to do with us. Shiawase has recently started development on a new generation of commlinks and I'd imagine the competition is interested in having an edge. Corporate espionage is usually of no interest to us. We tend to invest our resources in *other* activities."

The conversation is halted as an additional shadowrunner steps into the back room. He's grizzled--a man in his early fifties with a graying buzz-cut and a lined coat.

"It seems Mr. Trade has joined us at last. I'll trust you to fill him on the requisite details. Now, if there wasn't anything else, gentlemen, I must be going."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **Elliott**

(Sorry for the delay and short post, I'm in Hawaii and only have my phone for Internet the next few days)

(Roll knowledge underworld to see if I know anything relevant about the triad-yakuza war or the corp's research at this location)

Tyros clears his throat, which sounds not unlike a lions roar.

"While I appreciate the urgency, Boss, this level of detail just ain't gonna cut it. First, you tell us we need to find a canister in a corp office of not insignificant size. Where the fuck in the office are we supposed to find this canister, or do you expect us to just walk in and ask directions? Are there other canisters that look similar? I don't want to get mixed up and bring you a sandwich in a look alike metal box. Because I got news for you bud, if I bring you a canister like that and you don't like what's in it, you know what I'm going to tell you to do with it since you don't seem to feel its important to tell us what's inside so we can verify on site. How do we know we have what we came for once we get in?"

Tyros looks out at the rest of the runners, giving a hard look at Dash. "I bet some of you chaps have local area and building info you can access. I suggest we all gather some place near the location, but private enough we can meet without suspicion to discuss the attack plan before we move in. Any recommendations?"

Before anyone can answer, Tyros turns back to the Johnson, "And since access to this fortress isn't provided, and security is tight, I expect you have no problem reimbursing our outfit for any procurement expenses required to retrieve your fancy tube." As he finishes, Tyros gives the rest of the runners a surripitous look demanding support.

(roll negotiation as necessary, but hopefully I get some assists from the more charismatic party members)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **John**

Max shifts uncomfortably in his chair, grimacing slightly but noticeably as Tyros speaks. Clenching his teeth, he cocks his head to the right and produces several meaty pops that hang in the brief moment of silence after the behemoth finishes. Breathing in weightily through his nostrils, he says at first with a mild growl in his voice,

"I.. *hesitate..* to agree with the troll, Mr. Lo..." Regaining some of his composure, Max continues, "But I'm familiar with this facility-- it's going to take some significant equipment to get in. I feel like asking for reimbursement for any needed ordinance is well within reason."

((I roll my Negotiation for this line of conversation.))

To the rest of the runners,

"Regarding the area itself, since I'm familiar with it and have worked surveillance there before, I can take care getting out there and taking some photos for us. Hell-- if we get any trouble from Lone Star, they might even recognize me and give me the benefit of the doubt from my time as a PI. Maybe one or two others could come with, but we'd be stupid to head down there full in numbers-- with a troll, no less. Anybody who knows security measures or is good at B&E should come with me as long as you can *be discreet*." Max shoots Dash a disapproving and disdainful look and then continues to scan the other members of the party. "First and foremost, I think we need to check out that drainage gutter. We ought to get out there sooner than later, so let's work out who's coming for recon real quick."

Pausing for a moment, Max goes on

"We need to get in touch with that Decker that Mr. Lo referred us to. Can you give us any insight as to what we can expect from her, Mr. Lo?"

(I would like to refer to my previous roll of area knowledge to see if I can suggest a nearby meeting-place where the group can base its recon, or re-roll for said knowledge at GM's discretion.)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **Drew Buddy**

Doc Adams gestures to Tyros while addressing Mr. Lo,

"The big fellow has a point, Lo. Your bosses aren't the sort of people who take a shit without a plan. The best infiltration will still fail if it turns out that we're breaking into the wrong part of the building, and have to cover a thousand meters of employee-filled hallways to find the damn thing. Besides, there's no point in withholding that kind of information if we're going to find out anyway during the course of this assignment."

He turns to Max,

"I'm a bit rusty when it comes to sneaking through windows and the like, but I think I might remember a trick or two. More importantly, if I can get to a window or roof overlooking the target, I can get a pretty good lay of the land. If we can do this at night, that would be even better; I can see just fine. If one of you guys wants to get a closer look, I'll keep an eye on patrol movements, and provide cover fire, should the worst happen. I might have an idea of where we could best do recon without being spotted."

((I roll Security Procedures see if I know of an area outside the building that would likely have less surveillance and patrol coverage.))

He addresses the rest of the crew,

"Any of you guys know of a good place to set up shop?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **John**

"Getting a feel for security patrols will be vital, Doc, so that's a good call. Somebody ought to also check into the general sewer system in the area to see if they'll provide any viable avenues for movement below street level so the group isn't spotted. Hell-- we may even find a way in-- who knows. Also, I'm gonna say that traveling there in a group is a bad idea; we should all take different routes to get there to increase our chances of avoiding detection. Does anybody here have any wheels? The best way to get a quick sense of the area might be to just do a quick drive-

through and see what's what. I know sometimes those buildings go unoccupied for a little while while Shiawase shuffles their zombies around."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-25-2011

by GM Nick

((Just FYI, negotiation and leadership are typically reserved for NPCs as player characters are fully "sentient" and capable of changing their minds.))

[color=#FF0000]((BTW, if there's any confusion--I'm PMing people the results of their knowledge tests and it's up to them to share the information.))

(([Tyros, Underworld Knowledge = 1 success](#)))
(([Doc Adams, Security Procedures = 1 success](#)))
(([Max, Negotiation + CHA = 2 successes](#)))[/color]

Mr. Lo listens patiently as Tyros and Doc plead their cases.

"As I said--we cannot assist with recon. You are being hired to perform that work. Regarding the canister, it is the only one of its kind. There will be no mistaking it. To be honest, we're not sure where in the facility it is being held."

Max's argument seems to sway Mr. Lo. He reaches into a suit pocket and produces a cred-stick, which he places on the table.

"¥10,000. For expenses."

The faintest flicker of a smile flashes across Mr. Lo's face and then vanishes.

"The decker will prove most useful. Do not be fooled by her mannerisms or appearance. Her skill is unrivaled. The word prodigy comes to mind... or perhaps *savant* is more appropriate."

An enforcer steps out of the gloom, leans in and whispers something in his ear. Mr. Lo nods and then turns towards the runners.

"My attention is required elsewhere. I have provided all the information that I am able to at this juncture. Feel free to use this room as needed for planning. I will see you in 48 hours."

Flanked by two burly Triads, Mr. Lo turns and strides from the room. It appears you've been left to your own devices.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **John**

Max sits at the table with his companions and ponders the moment. Leaning forward and reaching across the table for cred-stick, he says,

"Alright, let's work this out. Thinking about it, from what I remember of the area there aren't any buildings that will serve either as a good meeting place or sniper's perch. We should send a couple of recon missions if they're all going to have to be drive-by sorts of deals. Anybody with a set of wheels who can drive us through, I can snap photos of the building on the way by-- once in the day and once at night. I'd also suggest that somebody do a slower walk-by during the daytime as well. Somebody with as little cyberware to blend in as much as possible. The blander the better. We don't want anybody chromed to the gills strolling through this part of town or else they'll stick out like a troll in a clown suit. Before we do anything, though, we should meet with this decker. I just hope she's got a little more tact than Dash here."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **Nate**

"Wait, did you say SHE?"

Having finally registered that the decker is a woman, Dash - with an idiotic grin spreading across his face - scrambles to be the first to contact her. While waiting for his commlink to connect, he throws an egg roll at Max to get his attention, missing him by a considerable margin and chalking it up to the hangover.

"Hey Legolas, while I'm waiting to get this chick on the horn (heh), I figured I'd let you guys know that there's an underground parking garage on site there, according to the general schematic I've got. Might be a viable entry point; I'll see what kind of security info I can pull up. Oh, and I'm pretty sure both the Doc and I have a set of wheels. I'm assuming that *was* your cherried-out Rover out front, Doc, what with the "I DON'T brake for organ donors" bumper sticker and all. Nice machine."

(I roll Security Design to see what sort of security equipment the building is outfitted with)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **John**

Max, feeling considerably less affronted by Dash's errant egg roll than he would be with a totally clear head, says to him,

"Keep your shit in your pants, pal. Arrange for us to go pick her up and leave it at that."

Speaking to the whole group,

"When the work day at Shiawase ends, the wageslaves will file out of the building and scurry back to their so-called lives. We tail one of them home and it should be pretty easy to grab the poor slot and take his ID badge and wheels, which gets us into that parking garage."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **GM Nick**

(([Dash, Security Design = 2 successes](#)))

Dash keys the digits provided by Mr. Lo into his commlink. After a few seconds of static while the feed encrypts, a tri-d image snaps into surprising clarity a meter in front of him.

It's clearly a room of some sort, although what kind of room is hard to say, as the walls are cluttered with racks of computer equipment and electronics. Cords dangle like jungle vines and from what you can see of the floor, the owner doesn't believe in house cleaning.

A young woman, no older than sixteen or seventeen steps irritably into the view of the camera. You're not sure where to focus your eyes... on the rainbow colored dreadlocks, the bio-tattoo of a serpent perpetually slithering across her collar-bone, or the bath towel that's clinging to (and barely concealing) her body.

"Fraggin' hell, this better be good. Do you have any idea how expensive water rations are? Stop gawkin' and start talkin'."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **Nate**

Dash is crestfallen.

"God dammit, a *kid*? Look sweetheart, put on some pants and put your mommy on the phone, ok? Dude named Lo gave us this number, said we could find a decker on the other end."

Dash is also an idiot.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **Drew Buddy**

Adams can't close the distance between he and Dash quickly enough. He shoves his head into view of the the commlink's sensors, pushing Dash's head slightly to the side, so that he shows up in the image on the other end.

"Hey, sorry about this one. I think his mom or his dog died today. Terrible tragedy; He hasn't been himself lately." Hoping that his fumbling lie is enough to mollify the decker, "We need information. Can we meet?"

((I roll etiquette to sooth the decker))

Adams grabs one of the several pilfered egg rolls in Dash's pocket, and turns to the rest.

"I can get us there. I can even transport you, big guy," gesturing at Tyros. "I'm parked in front of SeÃ±or Chang's Chew n' Spew across the street. Great noodles... And tacos. Once we get a destination, I can handle transport."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **John**

Max is struck by the decker and feels an instant pang of fondness for her. The decker reminds Max of his daughter's best friend Sam. Joining Dash and Doc at the holo-projection, Max says to the Decker,

((Rolling Charisma))

"You got a name, kid? We need a hand with a *corporate acquisition*. Interested?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **GM Nick**

The girl wrestles to keep the towel in place and addresses Dash.

"Jam it, gramps. If Lo sent you that means you need a bithead, n' I'm the best there is. Johnsons call me Ghost, cuz' I'm in and out of systems before the corpo' zombies know what's what, ya rez?"

She looks mildly relieved when Doc Adams appears, then slightly perplexed when Max starts talking.

"Just slot me the biz, chummer. What swag do you need and which geek's net do I have to punch to get it for ya?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-25-2011

by John

"We're breaking into a Shiawase complex to retrieve a canister holding unknown contents. We need as much information about the facility and their security measures as we can get. I'm linking the address of the facility to you now."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-25-2011

by Elliott

[s]Noticing no one has picked up the cred stick, Tyros does so and stuffs it into one of his pockets.[/s]

((GM Nick: Max already grabbed the cred-stick at the top of this thread.))

Tyros clears his throat again, "I really think we should take this conversation and planning session to a private location, rather than using our dubious employer's, probably bugged, room. Why don't we do our drive by and recons and reconnoiter at (insert suitable relatively close bar/club with private room). I have my own wheels so I'll go directly there and secure us a private spot to finish planning once we have gathered the available intel. Plus, I tend to draw eyes so might be better if I'm not on the recon team. Lets ask the decker to get us a general security profile of the building and assessment of the weakest entry points. We should recontact the decker at the staging location for that info and once we have a game plan we can call her for any followup needs. Agreed?"

Once the connection with the decker is finished Tyros also adds, "Maybe it's just me, but I'd prefer not to trust the handy, amazingly oversold decker the Johnson wants us to use. Does anyone else have the capabilities to handle that side of the recon, or know someone that can we can trust?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-25-2011

by GM Nick

Ghost sits on a crate that may have military origin (the only visible furniture) whilst crossing her legs strategically.

"Shiawase, eh? Tres unfriendly black IC. Even Ghost is quick in Shia systems. Security's like a Grub Hut sandwich, mm'kay? Layers 'n layers. It's a good-fraggin'-thing that Ghost is your bitgirl."

There's a noticeable shift in body language as Ghost adopts a solemn expression.

"Let's yap about nuyen. Data steal from a Shia system ain't as ho-hum as ya probably rezzed."

She peers at something off-camera.

"Commercial 'strict. Corner of... yeah, typical Shia wageslave factory. Shia district HQ will have the nitty. You're plannin' a B&E, rez? I'll dig for floor-plans, employee records, all that drek. Now... the longer Ghost surfs the IC, the more data in her deck--but more time danger-close to previously mentioned nasty black IC."

Ghost points at the camera and draws in mid-air. A series of silvery numbers appear in the tri-d image as she writes.

"For Â¥2,500, I'll slot you the basics--building schematics and security schedule. For Â¥5,000, security camera stills, and employee names. For Â¥7,500, ya get the whole she-bang, plus I risk dump shock and get ya alarm codes, detailed employee records, the works. What do ya rez?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **John**

Max is both amused and put-off by Ghost's attitude.

((I roll Negotiation and Charisma))

"There's nothing stopping you from taking our 7,500 and disappearing since we don't even know where you are. How's 6? Half now, half upon delivery of the intel."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **GM Nick**

(([Max, Negotiation + CHA = 2 successes](#)))

Ghost squints at the camera.

"Fine, Â¥6,000. Only 'cuz I owe Shia for flat-lining a mate o' mine. I'll slot Â¥3,000 up front and the rest after I zap you the intel. Transfer the scratch to the account number 'crypted in this message 'n I'll get started. Peace and love, mother-fraggers."

The image of Ghost in her bath towel explodes into a billion pixels and then dissipates.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **John**

Elliott wrote: Once the connection with the decker is finished Tyros also adds, "Maybe it's just me, but I'd prefer not to trust the handy, amazingly oversold decker the Johnson wants us to use. Does anyone else have the capabilities to handle that side of the recon, or know someone that can we can trust?"

As Tyros finishes, Max speaks to the group and says,

"The troll may be right; there's a lot not to trust in these sorts of situations. However, Lo rubbed me like he wants this to go off. I think the girl is solid enough. She's a peppy little spittfuck, but I say she's as good an option as any. I don't know any Deckers... anyone else? I say we transfer the three thousand to her."

Continuing,

"And we should get moving. We don't know what kind of surveillance gear they've rigged this place with, so let's get out of here. Me and Doc can do a fly-by of the facility. Once we get a fresh look at the building and the data from Ghost, we can meet our fixer and get whatever gear we may need. I know a joint where we can meet a few clicks over-- skin bar called The Polished Horn. It's an Ork joint, but we won't stand out there. Rough crowd."

To the silent member of the party whom Mr. Lo acknowledged upon his late entry,

"What about you, bub? Anything to contribute?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **Drew Buddy**

Adams blinks away the afterimage of the commlink.

"Let's hope she's worth more than half our bonus. Max, you seem to know the area better than I do, how about you help me find a less heavily travelled route to the site. We don't exactly want to be spotted making a beeline from a Triad joint to the target."

Adams turns to walk out of the room.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-25-2011**

by **GM Nick**

((Since the group is splitting up, please start adding a location to your post in the following format. I'll do the same so that you can know what's going on. For conversation through commlink, let's use green text and < > symbols. Nate, Elliott, let me know where you guys are headed.))

[*The Polished Horn*, Seattle]

A wave of cigar smoke rolls over you like a fetid wave.

This is where dive bars go to die.

Scar-ridden orks, many sporting dubious-looking cyberware, sulk in faux-velvet booths, nursing drinks that you wouldn't let near anything combustible. Your group garners a few halfhearted glares, but nothing about you is particularly conspicuous in this den of inebriated self-loathing. It is decidedly an excellent place to cobble together a plan.

An ork bartender with a glass eye and a permanent sneer pointedly ignores you as you file in.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **GM Nick**

Your commlink buzzes with an incoming message.

<Ghost, here. I'm cryptin' some schematics as we yak 'n I think I found the alarm codes. Problem--they seem to be on a rotating cypher... probably linked up to some wageslave's ID code. I'll keep diggin'. Stay frosty.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Reno**

[*The Polished Horn*, Seattle]

Jack takes a seat in the group's private booth. He lights a cheap cigar and begins to chew on it idly while he waits for the other team members to arrive.

Jack mutters under his breath, "This doesn't feel right. But, the best jobs rarely do."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Nate**

[*The Polished Horn*]

Upon arrival, Dash makes for the bar immediately, hoping a little hair of the dog will ease his still-throbbing head. After knocking back three shots of unimaginably low-grade whisky and instantly feeling more like himself, he decides to just buy the bottle, and begins to scan the joint for the rest of the party. He notices the stone-faced older fellow who showed up late sitting alone in a booth, and heads on over.

"Trade, ain't it? Dash Danstar. But you probably already knew that."

Dash takes a huge pull from the bottle, then slides it across the table.

"Some digs, huh? We're really doin' this one in style, I tell ya."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Reno**

[*The Polished Horn*, Seattle]

Jack smiles wisely, takes a loud pull from Dash's bottle, jams the cork back into the neck, and passes it back to Dash by the bottle's neck.

"Nice to finally meet you, Dash. I hear you're one of the few runners around who can actually out-drink me. You seem like the work hard, play hard type. I like that.

So Dash, I think we should begin discussing how we're going to approach the recon element of this job. Any thoughts?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Drew Buddy**

[*The Polished Horn*, Seattle]

Adams walks up to the booth where the others are seated, and unceremoniously plops himself down.

"Glad you showed up. Though truth be told, I was hoping to get your share of the commission. Max and I are heading out from here to gauge the security at the target. How are you at recon?"

Adams looks over at Dash, and more importantly, the bottle he's holding, and says,

"Pass that over here. I don't want you getting too loaded on this job, so I might as well lessen the load in that bottle."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **John**

[The Polished Horn, Seattle]

Max walks into the bar with familiarity. This isn't a watering hole of his-- booze isn't much his scene-- but he's been here plenty of times for information and other meetings. Two or three patrons seem to recognize him, one of whom doesn't seem to happy to see him wandering in off the streets. Max, however, is unfazed and seems not to notice. Scanning the bar lazily, Max sees he assembling members of the team at a booth in the back and makes his way over to them.

((I roll Max's perception on the walk across the bar to sense any potential danger.))

"Nice of you to pitch in, Trade. I was starting to think Lo made a mistake in inviting you to this party. I feel like I've heard your name before-- was it you who busted in on that small time organlegger racket about six months back? I heard you sold what was left of those poor slots back to their employers. Pretty ballsy stuff." Max gives Jack a friendly but strong slap on the shoulder and shouts over to a nearby Ork waitress, "Get a round for my late-to-the-game friend here whose reputation precedes his presence precedes his participation!"

Taking on a more serious tone, Max turns to the rest of the group.

"So who's going with who and doing what? It sounds like me and Doc are headed over there in his rig-- are you guys coming along, or is there someplace else where you might be more useful? We should keep our numbers down for the recon mission. Maybe somebody should stay behind and make sure that that fucking trog doesn't get any bright ideas and sell us out to his lowlife buddies."

Max takes a smoke out of a pack in his coat pocket and lights it.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Elliott**

Tyros jumps on his speed demon and races out of China Town, making his way to the Polished Horn. Arriving, he gives some hard looks at the diminutive orcs as he walks in, discouraging any questions or conversation. He seats himself at the table with the other runners and proceeds to pull out one of his comm area h jammers, activating it and placing it on the table so it covers the booth (Tyros sets the open channels to the runners' comm links and adds the decker's if/when we make another call to her).

"Pleased to meet you all, by the way. Now that we don't have the boss looking over our shoulder, hopefully we can speak more openly now. Does anyone have any thoughts or knowledge about this job they would like to share? Having done this sort of thing a few times, I can tell you nothing is ever easy or as it seems. It strikes me as quite odd that there is a mystical canister the Yaks have and the Triads need us because there is some sort of convenient truce on going. I will put the following on the table, when the shit hits the fan, and it will before this is finished, you can count on me to help shovel it off you if you do the same for the rest of the team and don't behave like this is amateur hour (looks pointedly at Dash)."

(roll knowledge security procedures to analyze the current data, particularly the timed security codes the decker mentioned to see how hard it might be to get in through a garage or side door. Will the codes be keyed to a particular person and is there a camera or other sort of physical ID mechanism we will have to foil?)

Tyros says, "It seems like there are three, maybe four options for an entrance. The front door, through the garage, a sewer entrance or maybe the roof. Who wants to recon what? Or is there an obviously good way in already? Does our target corp occupy the whole building or just part, and does that dictate how we want to get it? What do we know about the floor plan and where the hell this canister might reside?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Drew Buddy**

[*The Polished Horn*, Seattle]

Adams nods at Tyros as he enters. It'll be better now that their table isn't conspicuously human/elf only. He considers the situation before them.

"I'd like to take a look at that drainage channel Max mentioned. Some of the older buildings had more than just hookups and crawlspace into the sewers. There were full passageways and corridors connecting the buildings underground. The drainage channel will probably have access points to that underground system."

((I roll knowledge of Engineering (Civil) to get info on tunnels connecting the buildings in the area to sewers))

"We're going to have to keep a very low profile on this one. They'll have nighttime surveillance drone patrols, and cameras on all sides. If we recon the drainage channel, we should drop in on the opposite side of the channel, maybe a block up so that they don't see us snooping around. Everything else will have to be done casually. They'll probably see us, so we just need to make sure they ignore us."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-26-2011

by GM Nick

(([Tryos, Security Design = 0 successes](#)))

(([Doc Adams, Engineering = 2 successes](#)))

<Ghost, here. I jacked some personnel files and found somethin' interestin'. A *Haruka Mitsui* filed three harassment reports with the 'strict office in the last 6 months. Get this--all three are marked redacted. What the frag? Dunno if you can use it. Still surfin'. Be in touch.>

((Sounds like you guys are ready to split into recon teams. Tell me what your approach vector is and I'll set the scene...))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-26-2011

by Elliott

Tyros nods at Adams, "I can take the drainage channel. I won't be seen. Can't guarantee that if anyone else comes along but I'll welcome the company if they can handle themselves. Otherwise makes sense for another two teams of two to recon the garage and something else. Maybe pay a visit to one of the employees?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-26-2011

by John

To the whole group,

"Shiawase occupies the entire building. Like I said, the whole neighborhood is theirs. As far as how we want to get into the building, my list of suggestions would start with the sewer, move on to the roof if possible, then the parking garage, and stop well before the front door. Unless anybody here moonlights as a pizzaboy, I don't think that's gonna fly. Also, I don't think Tyros should get anywhere near this part of the job. Like Doc said, there's not a whole lot of chance of *not* being seen here, so the key is to make sure that when they see us they ignore us; nobody ignores eight foot tall trolls. Assuming that the drainage gutter is unwatched is a mistake, so whoever scopes that out needs to have at least a little bit of tact. Maybe send somebody in there dressed as a city inspector-- anyone have any familiarity with civil engineering or architecture? That way not only will you know what you're looking at, but you'll be able to talk the talk if anybody bothers you. I still think Doc and I start out doing a driveby. After that, maybe I can go question the Japanese girl. Dash and Jack, what are you guys doing?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Drew Buddy**

Adams looks up, suddenly remembering something,

"The sewer hookup should be there, and we should find it where we expect it to be, but I just remembered that a bio-med facility like this is going to have some pretty beefy cryo systems that empty into the sewers. We might be able to get through, but I can't guarantee that we won't get our skin sloughed off by waste heat, or frozen off by vented cryo fluids. Care should be taken from this approach."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Elliott**

Tyros looks at Max, "While I appreciate your point about a troll standing out, let me reiterate the fact that I will not be seen. Period. On the other hand, I'm happy to go interview the Japanese girl in order to get codes and hopefully find out where this canister might be located. I should note that whoever does the interview will have to ensure she is not capable of letting anyone in on our plans, or ID us afterwards. I'm not sure how that can be accomplished short of someone getting their hands dirty."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **John**

"People two blocks over can see you *right now*. What makes you so fucking confident?"

Turning to Doc,

"Let's go check out that drainage tunnel."

((What time is it in the game right now??))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **GM Nick**

[**Commercial District, Downtown Seattle, 3:00 PM**]

((Who all jumped in the Rover?))

The smoggy canopy over Seattle has darkened over the last hour and now a light rain penetrates it and coats the landscape in a film. Everything in this district reflects a sterility born of

obedience. The buildings are an amalgamation of ferrocrete, steel and reinforced glass. The street numbers are the only way of telling the myriad of identical corporate buildings apart.

Doc's rover rumbles to a stop on the corner, just a few meters from your target. The building itself is rather plain. There are several economy commuters parked alongside the building.

((I've started a [whiteboard](#) where you can draw your movements. Just use the color assigned to you.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-26-2011**

by **Drew Buddy**

((I have a feeling Reno might be at work. I am too, but I'll have a few moments throughout the day to check in and post.

Unless we hear otherwise soon, I'd say Max and I get in the rover. Dash has a rover as well, so they can meet up with us if they want, when they have time to post.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **John**

[*Commercial District, Downtown Seattle*]

Camera in hand, Max looks out the window of Doc's rig and takes photos of the building and the surrounding area. Max focuses on all doors and entries to the building and any apparent security devices like cameras and ID readers, also snapping photos of any employees he seems coming or going. Turning his camera to the storage facility to the right and the buildings across the street, Max also photographs any security equipment visible and windows and entries.

((Roll Perception to detect any security guard routes, employee/guard shift change schedules, security devices that aren't immediately apparent, ventilation ducts that might be accessible, access points to the roof))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **Drew Buddy**

[*Commerical District, Downtown Seattle*]

Doc drives casually down the street, taking care to not draw attention to the car.

"Okay, we've covered this side, why don't we check out that drainage channel?"

((John, you made the sketch of the building and area before. Do you want to make the sketch on the whiteboard, so we can track our movement?))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **Reno**

[*Alley, outside The Polished Horn*]

Jack activates his sub-vocal comlink and opens a channel to the team.

< Doc and Max- how did the initial recon go? I'd like a readout of the external security you could detect. I am going to start with the roof for some additional "top down" recon.

After surveying the roof, I was thinking of wearing my old Loan Star uniform and giving the front door a try. I used to work for Loan Star, so I can talk the talk. Don't worry, I hate those slagers worse than I hate my own mother... it's a long story. I'll also blend right in seeing as how close that Loan Star headquarters is.

Anyone feel like joining me on the roof? I have a fresh "Swasher Smeat" cigar in my pocket for the chummer who feels like growing a pair. >

Jack laughs deeply and then begins to cough excessively.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **GM Nick**

[*Commercial District, Downtown Seattle*]

(([Max, Infiltration + Agiligy = 2 successes](#)))

After a few quick passes of the building, Max acquires a couple dozen photos. The security cameras aren't hidden--probably meant as a deterrent just as much as functioning security. During your drive-by, you saw a security guard exit the building for a cigarette. He was wearing an armored vest and you saw a Fichetti 600 on his hip.

The Rover rolls past the building for a final time and stops in an alley, about a block away and about 10 meters from the edge of the bridge.

(([Picture of location.](#)))

Just as the Rover's engine shuts off, Ghost buzzes in:

<Jackpot! Done 'crypting that datastore. These ain't just floor-plans... some kind of design plan. Here's hopin' it's recent. Zappin' it to you now. Oh! Also, I got'cha the address for that Haruka girl, n'case you're still rezzin' it. Ghost out.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

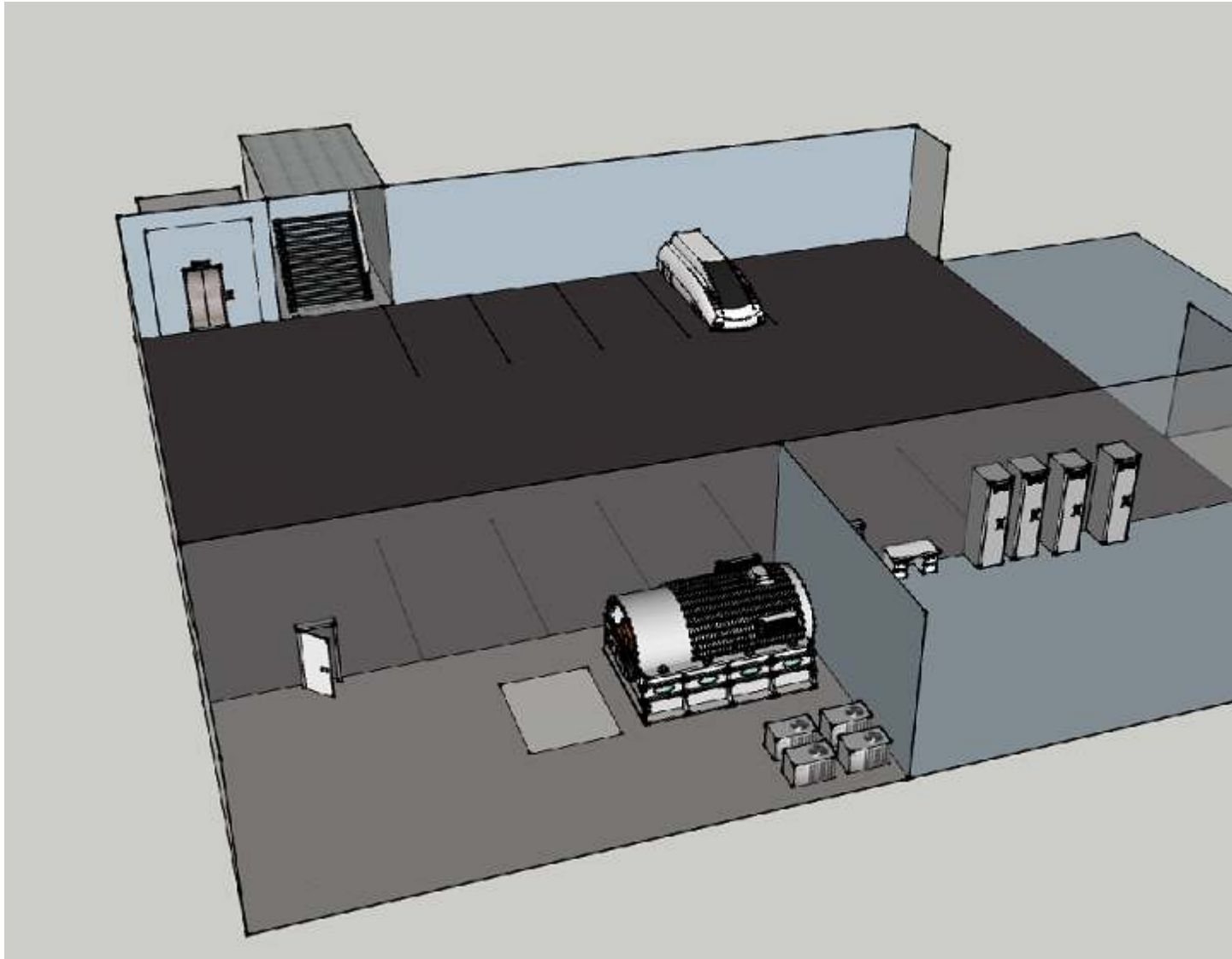
by GM Nick

{{{ FILE INCOMING FROM USER GHOST@DUMPSHOCK.HAK }}}}



[This has got to be the ground floor. Looks like a couple'a clean rooms at the north side of the

building.] //ghost



[Some kind of basement. There's a ramp on the right, that must come out behind the building. I think the drek in the south-west corner is cooling equipment.] //ghost

(([Here are the schematics with the addition of the security cameras spotted from the reconnaissance.](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011
by **Drew Buddy**

[*Commercial District, Seattle*]

Doc keys the comm

< Good work, Ghost. I'm looking at the plans now. It looks like there's a floor panel near the cooling equipment. Can you see anything in the data that shows where that goes? >

He switches the channel over to the rest of the team,

< Are you guys seeing this? There might be something in the building we can use against them. Let me know what you come up with. >

((Roll Biology to see if damaging the cooling system could trigger an evacuation due to the potential release of thawing samples/contagions))

(([GM Nick: Doc Adams, Biology = 1 success](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by John

[*Commercial District, Seattle*]

Max relays all of his observations about the security and setup of the facility to the whole team over the commlink, noting that he got some solid pictures as well.

<I've updated Ghost's schematic with the position and orientation of all the cameras I saw on our drive-by.> Considering the drawing of the building, Max continues, <Alright, looking at this layout of the facility, I'm gonna say that the southeast corner of the basement level looks like a security office to me. Functionally speaking, this place is single story and that's going to simplify things considerably for us. Unfortunately, the stairwell out of the basement leads into the biggest, most open room in the entire facility. On first glance, I'm going to say that the room to the northwest of the main level looks like our best bet for finding our victim. I'm thinking that we'll want to come up from the basement-- taking the stairs obviously-- and start in that back room. A smaller infiltration team should lead the way while a secondary team hangs back in the basement-- that way, if we tip off the security in the basement office and they rush us, bravo team can take them by surprise from the rear. That's my initial call, anyway. Me and Doc are going to check out the drainage gutter-- we'll get back to you with what we find. Out>

Getting out of the rover cautiously but somewhat casually, Max heads down into the drainage gutter.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **Reno**

< Well, I don't see anything leading to the roof, so I think I'll skip out on doing in recon in that sector. It might be best for me to enter through the front door and see if I can scope any internal security for later.

Ghost- can you please dig into the security company that set up their internal security? I want to know what sort of internal security they have in place. It would beat the hell out of me having to slime my way around the inside in Loan Star getup. See if you can locate any info to that effect. Let me know what you find.

I'll either a) do internal recon in disguise, b) join Max and Doc via the subterranean route or, c) form a second team for breaching from the ground floor ramp or the front door, depending on what the team decides of course.

Stay frosty in those tunnels. Don't trust your thermos! I'd hate for any ghouls to sneak up on you. I've had some experience with Corps intentionally filling their sewers with them to act as a cheap and "organic security net".

I'm going to grab my uniform now and drive over to a nearby location so I can be ready to move.
>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **GM Nick**

[*The Polished Horn*]

((Jack just took off in his rover, headed back to his low-rent apartment.))

Your heads swivel as a bar-stool hits the floor. A muscular ork in armored clothing pushes off from the bar and stalks up to the group.

"You got some nerve showing your face in this part of town, troll. You ain't paid Enzo the nuyen you owe him."

The ork looks pretty formidable and not in the least bit as drunk as the other patrons. There's the tell-tale bulge of ordinance under his shirt, but it's the retractable hand razor slits on his fists that have you worried.

"You don't know me, but you know my boss. Remember 'da guy you took ¥30,000 from and then ditched town? Maybe I'll get a cut if I drag you back to him."

[**Drainage Channel, Commercial District**]

Max walks briskly from the alley where the Rover is stashed to the edge of the bridge. After insuring that the coast is clear, he scrambles down on the ree-bar protruding from the concrete.

The drainage channel is *old*--really old. Garbage bobs and drifts in the knee-deep, bathtub-warm water.

Moving with urgency, Max slogs through the filth until he reaches an aperture in the opposite side of the ditch. It's a steel grate, just over a meter high and wide. Too small for most people--though a wiry human might be able to squeeze through with difficulty. The grate is welded to the tunnel mouth; though the welds are amateur at best.

There's about a foot of foamy water gushing out of the grate. It's steaming something fierce. Must be pretty hot...

(([Max, Perception + INT = 5 successes](#)))

Max's ears pick up the faint grumble of an engine. It's a familiar sound. It's a Lone Star squad car.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **Drew Buddy**

[*Commercial District, Seattle*]

Watching Max disappear down into the gutter, Doc keys the comm to the rest of the team,

< Got some more info, folks. Looking at the design of the cooling system, I'd say it's a Captain Frosty Mk II, like we used to have in the lab. It's mid-range, high power, but most importantly, uses some nasty shit for coolant. *If* Max and I can find a way in underground, then when we do the hit we can crack the coolant lines upon entry. The coolant will become a gas when it hits the air, and this will set off the hazmat alarms, triggering a facility-wide evacuation. This should get most of the employees and security out, and give us some time to make the acquisition. Speaking of acquisitions, if we go this route, we'll need respirators or some other air supply to keep us breathing. We still have 4,000 nuyen left for equipment, so that should be enough. Keep in mind, there may still be some security in the building equipped for this kind of thing. Can't imagine the security doesn't have some plan for this situation. >

((Roll security procedures to work out how much of the security force might remain behind))

(([GM Nick: Doc Adams, Security Procedures = 1 success](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**
by **Nate**
[*The Polished Horn*]

((Rolling Dodge + Reaction to sidestep any incoming deadly fisticuffs))

Dash shoots the ork a bored look, looks over at Tyros, then takes another swig from the bottle, making sure the hand razor slits on his own fists are perfectly conspicuous.

"Can this wait, buddy? We're kind of in the middle of something here, and I..."

Dash's sentence trails off as his gaze drifts over to the window directly across from the booth. His eyes suddenly fly open and all the color drains out of his face, which proceeds to twist itself into a terrible rictus of pain and abject terror.

The troll and the ork both turn to see what could've possibly prompted such a reaction, but the window only reveals cold grey sky.

Upon turning back to face Dash, they find him completely back to normal, except he's now rubbing the back of his head.

"...don't want any trouble. I'm sure you don't either. (*Jesus, my fucking head*)"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**
by **Elliott**

Tyros gives a hard, menacing, unsurprised, glare at the Orc. "Just typical. Sorry to disappoint you Sasquatch, but you're a fool to not realize I'm a tri vid projection - like I would actually walk in and sit down in this place!"

(Tyros will use his surprise (or first action if i dont get surprise thanks to adrenaline rush) round to cast improved invisibility and will then take his move to slip sideways out of the booth and around the back of the Orc., drawing his claymore at the same time. I'll also roll to move silently, with all the background bar noise as cover)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**
by **GM Nick**
[*The Polished Horn*]

((Tyros, Improved Invis. (6) on Tyros, Spellcasting + Magic = 5 successes))

(([Tyros, Resist Drain, WIL+LOG = 3 successes](#), Tyros takes 1 box stun damage.))

Tyros delivers his lines and then vanishes into thin air.

The ork throws a punch where Tyros had been a moment before and stumbles forward into the booth. He spins and looks around, clearly confused.

"Fraggin' mage. Fight like a man!"

He throws several more blind punches and screams with rage.

The bartender waves his arms.

"Hey! No fightin' in here. Take it outside or I'm callin' the Star."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **John**

[**Drainage Channel, Commercial District**]

Hailing Doc over the commlink with great urgency,

<Shit! Lone Star is coming-- I can hear them! I don't know if I can make it back to the rover in time-- gonna hide under the bridge.>

Max makes a break for the bridge.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **GM Nick**

[**Drainage Channel, Commercial District**]

(([Max, Running + AGI = 2 successes](#)))

Max hauls ass towards the bridge, sprinting nimbly through the murky water. He reaches the cover of the overhang mere moments before the Lone Star squad car rounds the corner.

The squad car keeps moving, prowling quietly over the bridge. From the speed of the vehicle, you'd guess that Lone Star has regular patrols in this neighborhood.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **John**

[**Drainage Channel, Commercial District**]

Finally confident that Lone Star is out of audible range of him, Max begins spitting vehemently and rubbing at his tongue. "Fucking christ, shit got in my mouth, man," he vents to himself. Unsatisfied that the splashes of gutter water that made their way past his lips have been thoroughly cleansed, but needing to move on, Max links to Doc,

<Holy shit that was a close one. Give me another minute down here and I'm coming back up you. Sorry in advance about the smell.>

Heading over to the grating with camera in hand, Max patches the whole team in and talks over his commlink while he flashes a few final pics (taking special care to capture the welds on the grating and the depth of the drainage pipe visible from where he stands).

<Ghost, what can you tell us about employee schedules? When is the place emptiest? Who works late most nights? How much security is on premises after 2:00 AM? Do they have any important meetings or site visits coming up that they might have employees burning the midnight oil to prepare for? Is it possible for you to disable their alarms that dial out to Lone Star for any period of time? Do you see any indication as to what the regularity of Lone Star's neighborhood patrol is? We need to know everything there is to know about physical security presence and when the building is disabused of the zeds. Do you have any access to intel on those rotodrones that fly overhead from time to time?>

Finishing with the pictures, Max heads back up the ree-bar ladder to rejoin Doc in the rover--garbage water smell and all.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **GM Nick**

<Ghost, here. No schematics on the cooling tunnels, chummer. Those're off-linked to municipal records which're blanked at the moment. Fraggin' city can't keep a net up worth a drek.>

(To Max)

<Looks like most'a the corpo zombies punch a 9 to 5. Found some overtime approvals for the big-shots, they put in some serious grind time.

Security cams are on a closed loop 'net, so Ghost can't rez 'em for ya.

From what I grepped, security guards work in teams of 3 on 8 hours shift rotations. The Shia security guard training manual's got pretty 'splicit instructions 'bout relieving shifts--so don't expect any gaps.

There's somethin' called *Shiawase Elite Tacticle Response* 'n it's just a list of names 'n numbers. Probably security consultants. It's not possible t'figure how many'll be in the facility.

That's a no go on the Lone Star hotline, bub. Looks like all the alarm panels are wired on a subterranean circuit back to good ol' HQ. If you can hook your comm up'ta security station, I might be able to scramble the distress call for a few minutes 'till it changes freeqs.

Star's systems are a fraggin' quagmire. It'd take Ghost a few days to grep anything meaningful from that drek-poor excuse for a 'net. 'sides, most Lone Star contracts are under the table. I'll bet some shiny-ass corpo zombie big-shot just slipped Officer Howdy a cred-stick and that was that.

Drones 're automated. No rigger pullin' the strings. I can cook ya' up a soft patch to mess with their targeting algorithms. It would have'ta go right into their security system, though.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **Elliott**

Tyros chops the Orc's head off. Presuming the Orc is killed (dont forget weapon focus and reach! otherwise he will take another swing), Tyros will grab his comm area jammer off the table and run out the door to his bike and take off.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **Drew Buddy**

[Commerical District, Seattle]

As Max opens the passenger door, a wall of oder hits him, making his eyes water, and his stomach turn. [This must be what hell smells like](#), he thinks.

Doc backs the rover down the alley a ways, before morphing the license plate to a scramble of numbers and letters that fit the current license format.

[\(\(Roll logic for success on this\)\)](#)

["If that patrol tagged us, I don't want anyone following us back out. Did you get anything good?"](#)

To the team's comm channel,

< I think we're done here. Anyone have anything they want us to check out before we head back?
>

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **John**

[**Commercial District, Seattle**]

Apologizing to Doc with his eyes, Max says,

"Before you zoom us outta here, this stench has got me thinking. We need to get a look at what it's like getting in and out of that garage since that is looking more and more like our best bet to get the whole team in. *Look at me. Smell me.* I look fucking terrible right now. I think I can pass for homeless pretty good. I bet you I can wander down that alley way toward the garage acting glitched and at least get a quick look at what the entryway looks like before they kick my ass back around and send me packing. You just wait in the wing to pick me up a few blocks away. Obviously we don't want them to see me climbing into a car down the street, so I'm thinking I could just shamle off and meet up with you in an alley somewhere-- maybe just stay right here. You just need to be ready in case the shit hits the fan, cuz I'm goin' out there with absolutely nothing to protect me or defend myself. What do you think? I need you behind me or this is a no-go."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **Drew Buddy**

[**Commercial District, Seattle**]

"Not a problem. The underground route is looking less and less appealing anyway. Alright, I'll wait here, and cover you if need be. Don't do anything stupid. If they even suspect that someone is casing the joint, this job will get a whole lot harder."

Adams grabs his Desert Strike, and positions it so that only the imaging scope is poking above the dashboard; the rest of the rifle concealed.

"I have a pretty good view of the door from here. If the shit well and truly hits the fan, and you can't get away, squawk your comm channel twice, and step out of the way."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **John**

[**Commercial District, Seattle**]

His hands steady, Max strips himself of all of his gear. Standing in the rover, he now wears

nothing but his shirt, pants, and one boot which he has mostly untied. The only thing in his pockets are a couple hits of bliss. Max ruffles his hair more than it already is and stands before Doc,

"Alright, I need you to do something for me before I wander out there, though. Hit me. Hit me right on the cheek-- I need you to give me a shiner here."

(I assume you'll have no problem hitting me, Officer Pizza... 😊)

With a dull pain in his face and a fresh bruise and series of burst blood vessels right below and to the side of his left eye, Max exits the rover looking perhaps as bad as he's ever looked in his whole life (though not by much). 'Alright, easy does it,' he thinks.

Max shambles out of the alley and over the bridge under which he was hiding not fifteen minutes earlier. He stumbles shakily from side to side, lurching forward and pitching back in minor fits as he mumbles almost tunelessly to himself, "Show me the way t'go home... I'm tired and I wanna go t'bed. I had a little bliss 'bout an hour ago.. and it's gone straight to my head. Wherever I may roam. On landor sear foam. You can always hear me singing this song. Show me the way'ta go home."

As max falls and sings down the street, he pays careful attention to any people he passes on the street to see if they buy his disguise. So far, so good.

Turning the corner around the Shiawase building, Max sings a little louder. He stumbles to his left and props himself up against the building. The bruise on his cheek has swelled. His eyes roll from side to side lazily in his best impression of vacancy, though if he were to be honest with himself he'd admit that this act isn't much of a stretch for him when he's at his worst.

Continuing along the building, Max reaches the alley that leads down to the parking garage. He stops at the lip of the alley and stands up awkwardly straight with a wobbling equilibrium and looks jerkily back down the street from whence he just came, turns sharply in the direction he was just headed, and finally looks confusedly down the alley toward the garage. Licking his lips dryly, he shambles apathetically down the alley toward the garage.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by Nate

[*The Polished Horn*]

Between the ever-increasing pain in his skull and the annoyance of the ork's interruption, Dash has just about had enough of this garbage. He pops the terrifyingly sharp razors out of his right fist and zeroes in on the ork's eyes. ((Free: calling shot))

Knowing that sudden blindness has a certain way of taking the fight out of a guy, Dash proceeds

to nonchalantly backhand the ork across the face, slicing the poor bastard's eyes to ribbons. ((
Complex: melee attack))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by GM Nick

[*The Polished Horn*]

((Combat - Initiative Pass 1))

(([Dash, Initiative = 30](#)))

(([Tyros, Initiative = 26](#)))

(([Ork Bruiser, Initiative = 23](#)))

The retractable hand-razors spring out of Dash's hands. He throws a quick jab at the Ork's eyes.

(([Dash, Melee Combat, AGI = 3 successes](#)))

(([Ork Bruiser, Melee Combat, REA + Unarmed Combat / 2 \(Multiple Targets\) = 0 successes](#)))

((2P + 3 successes = 5P Damage))

(([Ork Bruiser, BOD = 1 success](#)))

((Ork Bruiser receives 4P Damage.))

The Ork clutches at his eyes--blood spurting from between his fingers. He howls in pain and doubles over.

((Elliott, you can finish him off or leave him alone--your call.))

After surveying the scene with a pale face, the bartender grabs the phone.

"That's it! I'm calling Lone Star!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by Elliott

Off goes the Orc's head! Then I grab my comm jammer and rush out of the bar with Dash.

<Team, the bar is no longer a viable meeting location. We've had a bit of an altercation with one of the patrons. Strongly suggest a new meeting location, which is just as well if someone is trying to tail us. Dash and I are going to pay a visit to that Japanese girl to see if we can get more info on the alarm codes and where the canister might be located. I don't want to be wandering around the corp office with lone star 2 minutes out playing find the needle in a haystack with our target.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by GM Nick

[Shiawase Building, Commercial District]

Max continues his facade--stumbling and singing as he makes his way (slowly) down the employee parking ramp.

The parking garage looks identical to the schematics; with the addition of 3 or 4 more vehicles, all commuter cars.

There's definitely a security camera mounted above the ramp, but you make a concerted effort not to look at it.

A massive, reinforced shutter frames the ramp. It's at least 5 centimeters thick and rolled up at the moment.

At the bottom of the ramp, Max pauses and scans the area while rocking back and forth. There's a large placard over the door in the south-west corner that says: *Warning: Cryogenic Machinery. Do not Enter.*

The door located in the south-east swings open and an angry man in jet-black body armor storms out. He points the naughty end of an HVAR at Max and pulls back the slide.

"Hands in the air, chummer. This is a restricted area!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by Drew Buddy

[*Commercial district, across from Shiawase Building, Seattle*]

Doc keys the comm,

< Max, you've dropped below my field of vision. You're on your own until you get back up that ramp. >

He scans the area surrounding the ramp, watching guards closely to see if an alarm goes up.

((If there's anything of note here, roll perception))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by John

[Shiawase Building, Commercial District]

Acting startled, Max keeps his feet planted on the ground but sways aggressively from the waist up, throwing his hands out awkwardly to the sides both to make his hands readily visible as well as to keep his balance.

"Hwoah! Scayre' me theyre, Jolly!" Max sniffs loudly and blinks hard and slow, shaking his head as if to clear the fog. "DOME a fav'r 'n go grab JASper. Tell them fragg'r th't Del's here t' SETTLE UP!" Max shimmies as he blurts out "settle up." Looking past the security guard with his periphery, Max tries to confirm that that is indeed a security office.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by GM Nick

[*The Polished Horn*]

The bar patrons watch in horror as *something* separates the ork's head from its body. The now headless ork falls limp and a veritable geyser of blood brightens up the faded velvet with a brighter crimson.

The bartender gibbers into a phone and points a shaking finger at Dash, who is stumbling backwards out the door, arm crooked strangely as if something was tugging him.

"Y-your bill! You didn't pay your bill!"

Once outside the bar, Tyros drops the spell and shimmers back into reality. The big troll kick-starts his hog and twists the throttle, forcing Dash to cling awkwardly to his broad back. After a few touch-and-go moments wherein both metahuman and human limbs flail, the duo recovers something resembling balance and thunder down the street.

((Elliott, I assume you're headed straight to Haruka Mitsui's address?))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by GM Nick

[Shiawase Building, Basement]

((Max, Disguise + INT + 2d6 = 4 successes))

((Security Enforcer, Perception + INT = 3 successes))

The Security Enforcer edges closer, keeping the rifle trained on Max. He circles around, eyeing his waistline for weapons.

After a few seconds, the Enforcer taps his neck and says:

"No, it's just some smelly vagrant. He smells like drek. Yeah, I'm sure. He probably got high a few blocks over and stumbled through. Looks like he's been roughed up."

The Enforcer raises the rifle slightly and says in an over-exaggerated voice:

"Listen, SIR. I am going to have to SHOOT YOU if you don't..."

He pantomimes walking with his fingers and points out the ramp.

"Get the FRAG out, do you UNDERSTAND?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **John**

Keeping up the charade to ensure that it sticks, Max looks confused.

"Ruagh? Naw naw-- tel' Jasper it don' go'a' be like dat. You jus' tel' 'im Del's down heuh an' wan's to settl it on up."

((Roll perception to confirm security office.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **Elliott**

(Yes, Tyros is heading to the Girl's house. If Dash wants to drive his own car, Tyros drops him off first. Tyros will also comm Jack and invite him along as he has somewhat lost track of him in the chaos)

"Maybe that headless example will discourage further wannabe bounty hunters", Tyros mutters under his breath.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-27-2011

by **GM Nick**

[Basement, Shiawase Building]

(([Max, Perception + INT = 2 successes](#)))

Another security enforcer comes to the door to watch the inevitable carnage. It's definitely a security office or barracks.

The enforcer near Max produces a stun baton from his belt. He lets out an unconvincing sigh and flicks the baton to 'on,' or 'seizure mode,' as you believe it's called.

"Guess we gotta geek this poor, stupid fragger."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **John**

"Hey hey 'dere, Jolly! No nee' fr dat now!" Max wavers as he holds his hands in the air. "I c'n take a hint! You jus' tell 'dat mudderfragg'r Jaspuh dat he know where to fin' me when he done bein' a littl' slitch."

Max stumbles backward, away from the security officer with the baton, and meanders back up the ramp and out of the security garage, steadying himself on the wall with his right arm as he goes.

Clearing the garage, Max makes his way up the driveway and toward the street. As if there's nothing keeping his head on his shoulders, Max uncoordinatedly whips his head around to see if any security guards are following him. Continuing the act, Max moves lamely toward the corner adjacent from the building. Pointing away from the building still, Max clicks open the link to Doc.

<Doc. There's an alley three blocks south and two blocks west. I'll meet you there in ten minutes. Drive north to get there-- don't go by the facility again. Out.>

Max walks to their meeting, maintaining his put-on, and occasionally checks over his shoulder and the sky above him to make sure that he isn't being watched.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **Drew Buddy**

[*Commercial District, Seattle*]

Doc lowers the rifle, and stashes it behind his seat. He waits a few minutes so that he's not spotted leaving at the same time as Max. Driving north, he finds another bridge over the channel.

He heads five blocks west to give the Shiawase building a wide berth, before looping south, then east to the meeting spot. Reaching across the rover to pop open the passenger door. He looks at Max and says,

"Okay, what did you see down there? I didn't notice any disturbance topside, so it doesn't look like security is too tightly wound."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **GM Nick**

[**The Barrens, Seattle**]

Dusk hits Seattle like an atom bomb, igniting the smoggy haze of horizon in nuclear orange hues. Neon lights buzz to life--vibrant proclamations of inexpensive sin and cheap noodle bowls. The crowd gets rougher. Corporate wage slaves power-walk to their bungalows and track homes, anxious to avoid the types that thrive at night.

Haruka's apartment is in the Barrens, in a nameless complex for corpo middle-earners. It's a concrete box with 200 square meters of spacious living area and a beautiful view of a garbage dump.

There are a few joygirls yakkin' on the sidewalk as Tyros pulls the steel stallion up alongside the curb.

Other than that, the front of the complex seems to be deserted.

((John, Drew, where are you guys headed? Reno, I'm assuming you're joining Elliott and Nate at Haruka's place?))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **John**

(It's Drew's rig, so I'll defer to him here. I think we need to meet back up soon to discuss the plan, though. Why not use this chick's apartment as a meeting place? Haha.)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-27-2011**

by **Drew Buddy**

[**Commerical District, Seattle**]

"Unless you have any other ideas, I say we head over and meet the others at that broad's flat"

Doc puts the vehicle into gear, and starts winding his way through the streets.

< Jack, Dash, Tyros, what's your 20? I think we've seen all we can here. Doc fills everyone in on what Max and he saw. We're headed in your direction. Keep us advised. >

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-28-2011

by **Reno**

[In Route, Japanese Broad's Flat]

< I'll meet you all there. Wouldn't want to start the party without grandpa, would ya? >

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-28-2011

by **Drew Buddy**

((I presume at this point, we've all arrived at the same place, and should continue from there?))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-28-2011

by **John**

[The Barrens, Seattle]

Max gets out of Doc's rover outside the apartment building in the Barrens. To his pleasure, he sees that Dash and Tyros haven't gone inside yet.

"I was hoping we'd get here before you two got inside and handled this without stopping to consider a plan. Anybody here have any thoughts on how to handle this dame? We could go in there as a group and I could take the first pass at her. If I can't talk her through this we could resort to more... direct methods. Yes? No? Either way, let's get this show on the road."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-28-2011

by **Drew Buddy**

[*The Barrens*, Seattle]

Doc looks at the group assembled outside the flat.

"Couple things we've got to deal with here. First of all, if we're going to interrogate this chick, then she's going to need to be out of the picture for the duration of our assignment. We don't need someone blabbing about the kind of questions we'll be asking. We'll also need to keep the noise down. Folks in these apartments might not blink if they hear a bit of shouting, but we still can't risk getting Lone Star called on us before we have what we need.

If we're going brute force here, might be best to have Tyros go first and subdue her. After having that kind of scare, damn near any of us could play the good cop at that point." Looking at Dash, "or at least confusing cop."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **Elliott**

Tyros says, "I can subdue her quietly, so long as the hallway outside her door is clear, but we best all wear masks, because I would hate for the corp to come after us when this is all through."

Tyros mutter something under his breath about too many chumps trying to find him as bounty hunters.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **GM Nick**

[**The Barrens, Seattle**]

The group of joygirls has been observing the runners and a couple break off and saunter over. They're high-class pros, no doubt working the complex to catch lonely salary workers on their way home.

In 2072, cosmetic surgery is the norm. These girls are so perfect that they're plastic--an *uncanny valley* level of superficial beauty. They're both essentially naked but for flimsy strips of vinyl material covering only the rudest body parts.

One of the girls, a petite brunette, frowns at Tyros.

"Hey, troll, you with the others?"

"Don't be stupid, Candy, he's a fomori."

"What's a fomori?"

"It's a type of troll."

Candy looks Tyros up and down. "Are they... you know?"

"*Bigger.*"

Candy's eyes bulge.

"Ignore my friend. She's been fragged senseless--"

"Hey!"

"--Anyway, you look like a tough bunch of meatheads. There's some kind of troll gang in there. They're scaring everyone; making all of our clientele lock themselves up. That means no business. Think you can do something about it?"

(([Dash, Thrill Seeker \(Composure Test\), = 1 success \[failure\]](#)))

Dash looks furtively between the gorgeous hookers and then at the complex. You can practically smell the synapses firing in his brain. After pausing just long enough to unholster his Colt Manhunter, he charges into the complex.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **John**

An hateful sneer spreads across Max's face and he takes off quickly after Dash. His blood is boiling. This is going to get nasty.

Rushing past the joygirls, Max pulls his shotgun from under his coat and chambers a round.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **Drew Buddy**

[*The Barrens, Seattle*]

Doc looks in dismay as Tweedledee and Tweedledum ride gallantly into battle to save the gutter princesses. He hesitates for a second, before muttering,

"I'm going to fucking kill those two if this blows our cover. Oh hell, here we go."

He pulls his M23 automatic rifle from under his coat, and starts sprinting after them.

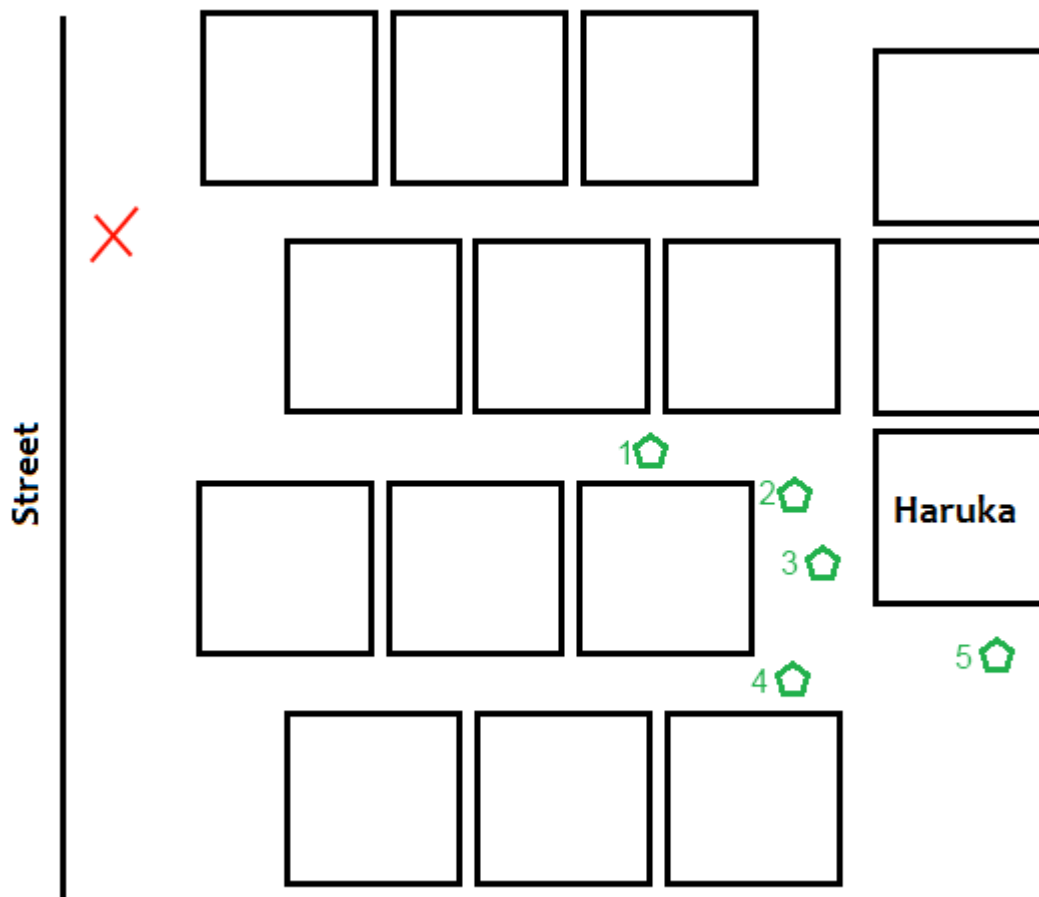
RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-28-2011

by GM Nick

[The Barrens, Seattle]

Dash, followed by Max, followed by Doc, race into the condominium complex. Through the gaps in between units, the trio spies a group of burly trolls with leather jackets and an assortment of firearms.



((Here's the complex layout. The red X is where the hookers are and the green pentagons represent the troll gangers.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-28-2011

by Elliott

Tyros watches in shock as the group runs headlong into a gang of trolls at the suggestion of a two bit street worker before turning back to the girls, "You are apparently quite persuasive! Looks like business will reopen shortly. You can thank me afterwards." He gives them a smile and wink as he moves to follow the rest of the group.

Tyros keeps his eyes open for room numbers and directions, looking for the Target's apartment.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **Nate**

Dash grapple-arms his way up to the roof of the last unit in the row (third on the right, straight ahead from the hookers), then surveys the scene. One, two... four of 'em, looks like. Piece of cake.

Completely blowing any tactical advantage he might have had before, Dash bellows down to the trolls at the top of his lungs:

"*NOBODY KEEPS WHORES OFF THE STREETS ON DASH DANSTAR'S WATCH!!* You grody-ass troglodytes have 10 seconds to get back under the bridge you crawled out from before I make you useless to them or any other woman! TEN! NINE! Eightsevensixfivefourthreetwoone!"

Dash blurs through the countdown and, with lightning speed, aims his Manhunter (the contextual pun is not lost on him) at the nearest troll's expansive crotch zone.

((LET'S ROLL))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **John**

Max runs to the mouth of the alley due north from the #1 troll and takes cover. Speaking to the team via commlink, he says,

<We should focus our fire on one of these trogs at a time. Best to geek as many swinging dicks one by one as possible to cut the number of gun barrels that are gonna turn around and point at us.>

Max indicates the order of trolls as suggested on the above map, 1 - 5, and says,

<We take these fraggers out systematically. This is an extermination.>

Responding to Dash shouting down from the rooftops just as he finishes speaking into his commlink, Max takes aim at troll #1.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **Drew Buddy**

Doc ducks behind the building west of troll #1 (second row down, far left), and switches to his Desert Strike. No way I can take on these guys close up, best hit them before they can reach me, he thinks. Dropping to one knee, he takes aim, putting the crosshairs on Troll #1.

< Max, I've got the first one in my sights. Dash, do you still have those grenades? You might be able to soften up 2 and 3 while Max and I focus on #1 >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

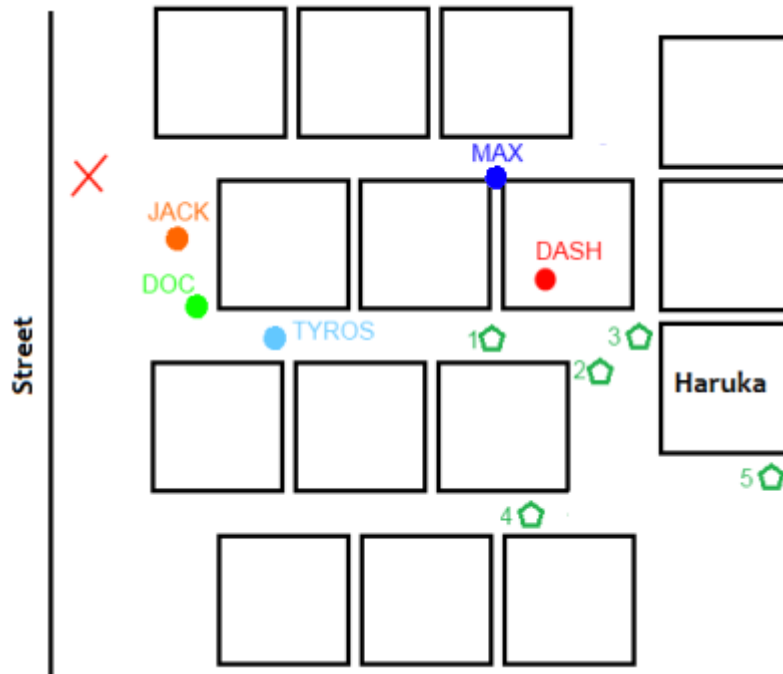
by **GM Nick**

Dash makes a *dashing* figure as the grapple gun propels him through the air. Once near the top of the unit, he detaches the rope and uses the momentum to crest the rooftop.

Under his barrage of insults, the trolls turn and point their weapons (a hodge-podge of SMGs) at the bold assailant.

One of the trolls bellows, "Grimrazors never die!"

((Trolls 1, 2 and 3 have stayed to face Dash. Trolls 4 and 5 tucked into full cover.))



((COMBAT, Initiative Pass 1))

(([Dash, Initiative = 38](#)))

(([Doc Adams, Initiative = 34](#)))

(([Jack Trade, Initiative = 32](#)))

(([Max, Initiative = 30](#)))

(([Tyros, Initiative = 23](#)))

[s](([Grimrazor Ganger 1, Initiative = 17](#)))[/s] *DECEASED*

[s](([Grimrazor Ganger 2, Initiative = 17](#)))[/s] *DECEASED*

[s](([Grimrazor Ganger 3, Initiative = 15](#)))[/s] *DECEASED*

(([Grimrazor Ganger 4, Initiative = 14](#)))

(([Grimrazor Ganger 5, Initiative = 13](#)))

((Nate, you're up. I'm just clarifying whether that was a called shot or not before proceeding.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **Elliott**

((I'm going to be on a plane for the next 6 hours so the following will stand for any initiative rounds I have. So I don't hold up combat, if any special situation comes up, just act for me Nick. After combat I just stick with the party.))

Tyros takes full cover behind he corner of the building at the end if the row. Summoning his

willpower, peeks around the corner (astral perception as well as normal vision) and blasts one of the trolls behind cover with a manabolt (Manabolt, F6, should ignore cover, don't forget my lvl2 power focus). He then whips his head back out of sight.

(Should any troll get close enough for melee, Tyros will use his claymore, but won't expose himself to gunfire)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **Nate**

Dash, true to his word, squeezes off a round at the nearest troll's (#1, it looks like) junk.

Quickly dropping down to a lying position to avoid the imminent hail of gunfire, he responds to Adams over his commlink:

<Shit YEAH I've got 'nades! Gimme a sec here.>

Dash yanks a frag grenade from his belt and readies his finger on the pin, waiting for the telltale sounds of the rest of the team joining the fray.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **Drew Buddy**

Breathing in, Doc takes aim at Troll #1's head through the scope, and smoothly pulls his trigger finger back until the rifle lets out a *CRACK* and releases the bullet.

((Free action: call shot, Troll #1's head

Simple 1: Aim (scope)

Simple 2: FIRE!))

((If target is dead already, perform actions on next closest target, if possible))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **John**

((Preempt Reno [since he's MIA at the moment] at GM's discretion))

Max aims and shoots at Troll #1 with his shotgun, taking cover behind the wall after he squeezes off his round.

((Should Troll #1 be dead before I have a chance to shoot at him, I run to the other end of that alley and either take cover [assuming I can't take action from that point], or shoot at the next numeric troll in line, taking quick cover after the shot.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **GM Nick**

Dash fires two shots at the Grimrazor ganger with his Manhunter.

((Dash, Pistols + AGI -1 (distance) = 2 successes (7P)))

((Grimrazor Ganger 1, REA = 2 successes))

The first shot grazes the ganger's shoulder, doing no noticeable damage.

((Dash, Pistols + AGI -1 (distance) = 3 successes (8P)))

((Grimrazor Ganger 1, REA = 2 successes))

((Grimrazor Ganger 1, BOD + 2 (Leather Jacket) = 1 success -- Takes 7P Damage))

The second shot blows through the troll's stomach, leaving an impressive exit wound. The ganger gurgles and falls to his knees.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **GM Nick**

Doc Adams steadies himself, exhales about two thirds of his lung capacity and eyeballs the kneeling troll through the imaging scope. As soon as the cross-hairs are on the ganger's head...

((Doc Adams, Longarms + AGI +1 (Aim) = 5 successes (13P)))

((Grimrazor Ganger 1, BOD -2 (Wound Mod.) = 0 successes))

The ganger's head explodes in a brilliant shower of blood, bone and gray matter.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **GM Nick**

Max races to the next alley and risks a glance around the corner. He catches the profile of a surprised looking Grimrazor ganger clutching an UZI IV.

He steps out into the alley, unleashing a narrow spread with his Remington 990 shotgun.

((Max, Longarms + AGI - 2 (Range) = 2 successes (11P)))

((Grimrazor Ganger 2, REA = 0 successes))

((Grim Razor Ganger 2, BOD + 2 (Leather Jacket) + 1AP = 4 successes -- Takes 7P damage.))

The shotgun blast blows a sizeable chunk out of the side of the ganger.

Max silently celebrates his victory and drops on to his stomach to avoid getting hit by any retaliatory fire.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-28-2011**

by **John**

After his shot to Troll #2, Max cries out in a bloodthirsty roar,

"How's that feel you fucking trog scum!"

Max laughs with an alarming pleasure.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **GM Nick**

Tyros lets out a terrifying battle cry and hurls a ball of magical energy.

((Tyros, Manabolt (6) on Grimrazor Ganger 3, Spellcasting + Magic +2d6 (Power Focus) = 4 successes (6P)))

((Grimrazor Ganger 3, WIL = 1 success -- Takes 5P damage.))

The manabolt smashes into the ganger and sears his flesh. He wails in pain but remains standing.

((Tyros, Drain Resist, WIL + LOG = 1 success -- 2 stun damage.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **GM Nick**

((Taking Reno's turn so we can finish the first initiative pass.))

Jack Trade stares coolly at the action unfolding around him. With the grace of a seasoned soldier,

he slides into a prone position and snaps open the bipod on his FN HAR. ((Simple action.))

He fires a quick 3 round narrow burst at Grimrazor ganger #2.

((Jack, Automatics + AGI + 1 (Reflex Rec.) = 6 successes (14P)))

((Grimrazor Ganger 2, BOD + 1 (Leather Jacket) -2 (Wound Mod.) = 0 successes -- Takes 14P damage.))

The expert burst fire from Jack's FN HAR saws the ganger in half. His torso slides forward and flops on the ground, spilling guts across the concrete.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **GM Nick**

The remaining ganger, still smoldering from Tyros' manabolt, points his AK-97 carbine at the roof where Dash is and lays down a flurry of gunfire.

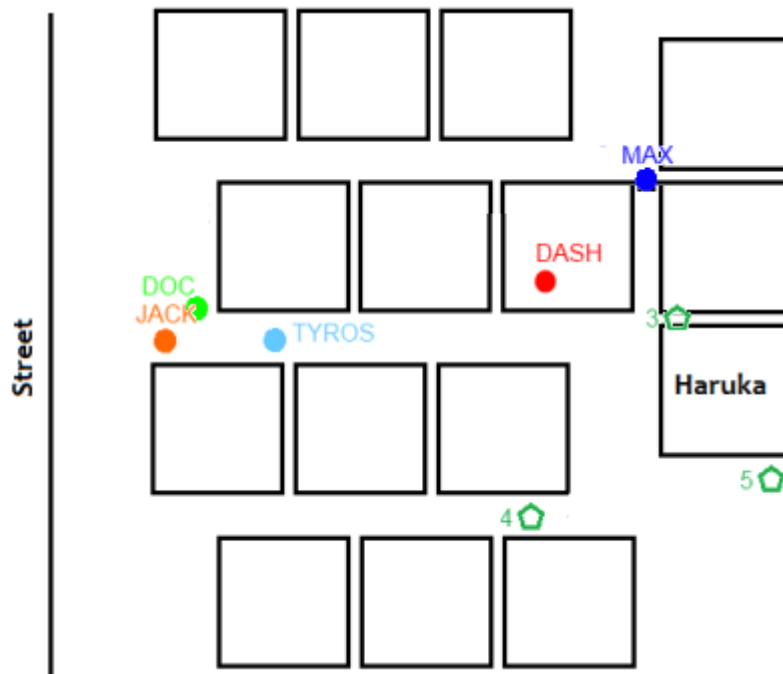
((Grimrazor Ganger 3, Automatics + AGI -1 (Wound mod.) -2 (Recoil) = 2 successes (9p)))

((Dash, Dodge + REA + 2 (Partial Cover) = 6 successes))

Dash grins to himself and rolls nimbly from the edge of the roof, the shower of bullets missing him by a wide margin.

The ganger, sensing the hopelessness of the situation, dives into the alleyway behind him. ((Simple action.))

You've lost sight of ganger #4, but ganger #5 is climbing the stairs towards Haruka's apartment!



((COMBAT, Initiative pass 2))

(([Dash, Initiative = 44](#)))

(([Doc, Initiative = 38](#)))

(([Jack, Initiative = 31](#)))

((Nate, you're first to act once again!))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-29-2011

by Elliott

((Nick, not sure if it makes a big difference but i think my manabolt should have resulted in 9p of damage to troll3. Force 6 gives it a base damage of 6P, with 4 successes it should be at 10P, and then the trolls 1 success on his resist reduces it to 9p. Correct me if i'm misunderstanding how spells work))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-29-2011

by Reno

Jack heads South, then drops to one knee around the corner ((Free Action)), attempting to draw a bead on that cave monkey of a Ganger (#4)... this is going to be a BONE ORCHARD!

Summoning his experience from World Wars IV and V, Jack tucks the butt of his FN HAR tightly into his shoulder and inhales deeply, hoping to spackle the ganger in the back with burst of lead particulate.

((Nick, please roll for me if I have a shot on Ganger #4))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **John**

Max runs to circle around behind and get the drop on Ork #3. If he doesn't get there before Ork #3 is dead, he runs around to behind Ork #5. Max wants a kill to his name.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **Drew Buddy**

Seeing Max running toward the wounded Ganger with bloodlust in his eyes, Doc decides to run south, just past where Jack is engaging Ganger 4. Seeing ganger 5 walking up the stairs, he takes aim, and squeezes off a shot, hoping to hit the Ganger before he makes it to the top of the stairs.

((It looks like a shot can be taken from the northwest corner of the lower left building, if that's a reasonable movement distance))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **Nate**

Dash bellies up to the southeast corner of the building and **takes aim** at the alleyway the 3rd ganger retreated into, waiting for the poor sucker to stick his head out. One shot, right between the eyes. He'll make it quick! Just for old times' sake.

Grenade's gonna have to wait for now, Dash thinks with some resignation.

((also gonna use a simple action to observe the area in question in greater detail))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **GM Nick**

Dash steps into the mouth of the alley, manhunter extended. His eyes lock on to the back of a quickly retreating ganger.

He squeezes the trigger.

((Dash, Pistols + AGI = 3 successes (5P)))
((Grimrazor Ganger 3, REA + 2 (Def. running) -1 (Wound mod.) = 0 successes))
((Grimrazor Ganger 3, BOD + 1 (Leather Jacket) -1 (Wound mod.) = 3 successes -- Takes 5P damage.))

The first round strikes the troll in the back.

((Dash, Pistols + AGI = 4 successes (9P)))
((Grimrazor Ganger 3 can't dodge, due to wound modifiers.))
((Grimrazor Ganger 3, BOD + 1 (Leather Jacket) - 3 (Wound mod.) = 1 success -- Takes 8P damage.))

The second round penetrates an internal organ and the troll ganger flops forward, dead.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **GM Nick**

Doc spies the Grimrazor ganger 5 running up the stairs towards the apartment and raises his rifle.

He aligns the sights with the ganger and fires off a shot.

((Simple action, take aim.))

((Doc Adams, Longarms + AGI + 1 (Aim) = 3 successes (11P)))
((Grimrazor Ganger 5, REA = 0 successes))
((Grimrazor Ganger 3, BOD + 2 (Leather Jacket) +2 (Def. running) = 2 successes -- Takes 9P damage.))

The round from the Desert Strike blows one of the ganger's legs clean off. The troll collapses on to the stairs.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **GM Nick**

Jack fires a narrow burst at ganger #4.

((Jack, Automatics + AGI + 1 (Ref. Rec.) = 5 successes (13P)))

((Grimrazor Ganger 4 cannot succeed in a dodge.))

((Grimrazor Ganger 4, BOD + 1 (Leather Jacket) = 1 success -- Takes 12P damage.))

The quick assault rifle burst tears massive holes through the ganger, who falls to the ground-- mortally wounded.

((Combat is over, the troll on the stairs ain't going anywhere, so do with him what you will.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **John**

As the gunfire dies down, Max huffs around to catch up to troll #5. The troll's guttural wails of pain can be heard all over the complex.

Running into the stairwell, Max slings his shotgun over his shoulder and pulls out his pistol. Pausing to look the suffering troll in the eye, hate wells within Max as he says, "Trog scum." Disdainfully spitting in the troll's face, Max unloads and entire clip into the troll's torso until what he's shooting resembles marinara sauce. Exhausting his rounds, Max stands for a moment and looks down on what's left of the troll, spitting again on the remains. Done but not satisfied, Max heads back out to regroup with the others.

"I don't know that we should stick around to talk to this Japanese girl. Anybody know what kind of security response we can expect for this party we just had?"

((If applicable, roll perception/security companies to deduce whether or not the cavalry is going to roll in after all the gunfire.))

((GM Nick: Max, Lone Star Tactics (defaulting) = 0 successes))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **Drew Buddy**

The ringing in his ears fading, Doc surveys the carnage they've left behind. This was a stupid thing to do, although perhaps it would have been inevitable anyway. The Gangers didn't look like the sort to let people through their territory without challenge, and the team would have had to pass through to get to the apartment. What's done is done, he thinks.

He puts on the best grin he can, and saunters up to the whores.

"Hey ladies, so it looks like we took care of your problem. Those assholes won't be bothering you or your customers anymore.

But do you think you could do us a small favor? Lone Star is likely going to be on our asses any

minute now. Any chance you could tell them that this was a fight with another gang, and this 'other gang' chased a surviving Grimrazor north? Anything you can do to keep the heat off of us would be appreciated."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **GM Nick**

The taller hooker twirls a braid in her fingers.

"Sure thing, sugar. We'll tell the 'star it was a turf war. You all better get going, though. A bunch of runners at a crime scene? Smoking gun. Literally, in this case."

Candy tugs on her arm.

"Come on, Brenda. Let's go make some nuyen."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **Elliott**

Tyros walks up to Max, a suspicious glare in his eyes. "what's your fucking problem with trolls, mate? I don't give a fig about splashing these ganger shits, but I'm a troll of sorts too, you got a problem with me? I sure as hell will not be going into a run with you at my back if you've got some sort of vengeance quest against my species. So what's it gonna be? You better sort this out for me quick or we might have some problems."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **John**

Max stands two feet shorter than Tyros but un-intimidated. "Troll gangers killed my wife and daughter. Vengeance quest against your species? No, but I'm not gonna back away from the opportunity as it arises. As for you? I don't like you and I don't trust you, but you haven't done anything yet to make me think you're the same as these pieces of drek."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-29-2011**

by **Elliott**

Tyros nods slowly, "I'm sorry for your loss, I truly am. I don't need you to like me, and I don't trust you either. For now, you stay where I can see you and maybe we can finish this job and get

paid."

With that, Tyros comms <"Look, we can't leave without what we came for, otherwise this is just a total mess. We need the info she has. I'm gonna snatch her. Who's car can she ride in and who has a place we can question her?">

Tyros runs up the steps to the girl's apartment. He shimmers out of sight (Invisibility, F4) and approaches her door. (Roll perception to examine the door to see how sturdy it is and Security Procedures to see if there are any security measures. Also switch to astral perception to peer inside her room and locate where she is hiding)

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-29-2011

by **GM Nick**

((Tyros, Improved. Invis (4) on Tyros, Spellcasting + Magic = 4 successes))

((Tyros, Resist Drain (3) -1 (Stun mod.) WIL + LOG = 1 success -- 2 stun damage.))

Tyros shimmers and then disappears from sight.

((I think you mean astral projection--astral perception is limited by sight.))

The door appears to be fairly heavy, but locked only with a relatively cheap bio-metric panel.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-30-2011

by **John**

To the group and specifically Tyros,

"There are some big dents on the door up there-- I think the trolls were trying to get at her. Doc, why don't you go warm up your rover. Dash, I think I recall something about you having a set of wheels? Anything large enough for us to hold this Japanese slitch in while we get some answers out of her?"

((Roll perception for the sounds of approaching Lone Star.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-30-2011

by **Elliott**

((Sorry, thought Astral Perception let me see through inorganic material.))

Tyros frowns and comms, <"anyone have an elegant way of getting through a bio-metrically locked door, or should I just break it down? Jack, you mentioned being ex-lone star, do you happen to have a badge on you? Maybe we can fool her into letting us in.">

Tyros scans the rest of the front of the building, looking for windows or other access points that might be softer.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **Drew Buddy**

Doc runs to where he left the rover and looks around to see if anyone is observing him ((**Perception roll**)). He gets in, and changes the morphing license plate to read "PRTYVAN" before driving the rover to the curb outside the apartment. He keys the comm,

< Okay guys, let me know when you're about to break in, and I'll back this thing down the alley so you can toss her in. Max, you know the area; Any pay-by-the-hour type motels around here? You know, the kind that don't ask questions or keep a guest list? >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **John**

((**Roll area knowledge**))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **GM Nick**

(([Max, Area Knowledge = 3 successes](#)))

The bio-metric panel flashes and the image of an attractive young Japanese woman displays on it. Her eyes are unfocused and her speech is slurred.

"You don't look like DocWagon..."

She frowns and concentrates, as if choosing each word is a laborious task.

"If... you're'n DocWagon... who're you?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **John**

((Roll applicable social skills))

Max throws on his 'to serve and protect' voice and comes closer to the panel,

"HardCorps, ma'am. We have a contract with and were dispatched by one of your neighbors and are responding to the troll gangers out here. DocWagon should be here any moment. The troll threat has been pacified. Are you injured? May we offer you any assistance?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **GM Nick**

(([Max, Con + CHA = 6 successes](#)))

Haruka squints her eyes.

"Hard...corps? Not DocWagon? Can you... I didn't want to die like that. Didn't want to get raped and murdered. Took a hand... handful of Bliss."

Her eyes begin to roll back up in their sockets. She falls out of view of the camera.

"Pl... you..."

You hear the sound of an electronic lock actuator whirring in the door.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **John**

As she retells how she was afraid to die at the hands of troll rapists, Max is wrought with sympathy for the girl. As the locking mechanism stirs to life inside the door, Max switches to Doc,

<Come on back, Doc. We need pickup. Heads-up-- she's taken a slotload of bliss.>

Turning to Haruka as the door opens, Max reaches for her sympathetically. "We're going to get you to a hospital now, okay? You're going to have to come with me if I'm going to be able to help you. Let me help you."

Turning to the invisible-to-the-girl troll standing beside him, Max shoots Tyros a distrustful look while saying to Haruka, "We're going to help you."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **Elliott**

Tyros comm, <We're in luck! Door open. Be ready to move!">

Tyros push the door open and moves in quickly. Side stepping past the prone woman, he takes a quick survey of the apartment. Noting the bedroom, he runs in and grabs a pillowcase off the bed. Running back into the main room, Tyros snatches a roll of duct tape out of pocket and quickly slaps a piece over her mouth, binds her hands and feet, tightly but not too much it would cut off circulation, and puts the pillowcase over her head. He gives her a brief pat down to ensure he has nothing hidden or dangerous (roll perception). After satisfying she is secure, he flips her up over his shoulder and runs out the apartment to the waiting rover and dumps her in the back.

<"Meet you at the next meeting place, comm it to the team on the road.">

With that, Tyros charges back to his bike, fires it up and takes off, only dropping invisibility after he is underway.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **Drew Buddy**

Hearing the comm call, Doc reverses the rover over the curb and backs down the alleyway with the engine roaring. Just after screeching to a stop, the door opens, and an unconscious Haruka comes hurtling in.

Doc leaps over the center console into the back of the vehicle, grabbing the woman by the shoulders and dragging her toward the waiting Valkyrie Module.

"Give me a sec to get her stabilized!"

((Sounds like nothing needs to be rolled for this contraption to do its work?))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **GM Nick**

Doc and Max ease Haruka into the Valkyrie module--a high-tech looking dentist's chair bursting with hoses and other medical gizmos.

Immediately, cuffs tighten around her wrists. Information on her vitals populates a hologram above the module. Her blood pressure is crashing!

A respirator closes down over her nose and mouth. She convulses and vomits, but the module

creates suction and cleans the contents of her stomach. After a seemingly endless series of retches, she collapses back and the respirator pumps oxygen.

You notice several hypoderms retracting. The vitals begin to stabilize, but she won't be waking up for a few hours...

In the mean time, you can hear the approaching din of Lone Star squad sirens.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **John**

"Get us the frag out of here Doc! I'll keep an eye on her! I know a sleazy little love motel two blocks east called The Grand Slam!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **Drew Buddy**

Doc jumps back into the driver's seat and floors it, backing the rover through the remaining alley to the east side of the block. Flipping the car around, he heads due east to the motel. Once out of sight of the apartments, he switches the license plate back to its normal (and legal) designation.

((I'm assuming whoever was planning on coming with, is already in the rover))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **GM Nick**

[*The Grand Slam* hotel, The Barrens, 8:00 PM]

((Pardon me, going to take a little narrative control...))

The *Grand Slam* is anything but. It's a sleazy love shack that rents by the hour, but it'll suffice.

It's been a couple of hours since your hasty escape from the condo complex. Thanks to some expert driving on Doc's part, the rover narrowly avoided an encounter with the 'star.

Tyros is sleeping off his drain hangover, snoring fitfully in a bed much too small for his massive frame.

((Feel free to wake up at any point, Elliott, I just figured you'd want to reset your stun damage.))

Haruka, who had been unconscious since she was inserted into the Valyrie, is only now stirring. Her eyelids flutter and she brings her hands to her face.

"...nggh. Where am I? I feel like drek."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **Drew Buddy**

Doc sits on the edge of the bed and puts a finger to Haruka's throat, feeling her pulse. It's a bit thready, but she'll live.

Doc puts on his best bedside manner and works up a concerned face, and says,

"Don't sit up too fast, you had a hell of a dose, but we pulled you through it. Where you are isn't important, except that you're safe for the time being."

Thinking as fast as he can, he continues,

"As we said, we're with Hard Corps, and were called in by a neighbor to deal with those trolls outside your apartment. Now, I don't mean to pry, but those trolls were carrying Shiawase Corp IDs," he lies, "and seemed pretty interested in you. Can you think of any reason, any reason at all, why they'd want you out of the picture? Is there some sort of project that you might working on that they don't want people to know about? Or is there some sort of problem between you and the company?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **GM Nick**

Despite her condition, Haruka narrows her eyes at Doc. She struggles to sit up, winces and eases back down.

She gestures weakly in the direction of the snoring Tyros.

"I know you're not corporate goons. Shadowrunners, right?"

"It doesn't matter. I owe you my life--twice over. If you hadn't have killed those trolls..."

Haruka shivers and closes her eyes.

"I knew that they were mad about the reports... I didn't know they were *that* mad. What a fraggin' pickle I got myself into. I thought I'd get fired--not flat-lined..."

She turns over and looks at Doc.

"A bunch of shadowrunners show up at my door, just in the nick of time. That can't be a coincidence. You have it in for Shiawase, don't you?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **Reno**

Jack rubs his forefinger and thumb along his salt and pepper stubble. He sighs lightly, leans toward Haruka, taking on the air of wise family member.

"It's true. We have a score to settle with the Shiawase. It's important that we gain access to the facility you worked for. Can you help us? You can consider your debt to us repaid to if you can get us in."

((Please roll my ettiquette/charisma + my "first impression" edge))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **GM Nick**

((Jack, Etiquette + CHA + 2d6 = 3 successes))

Haruka nods and draws her self up so that she's leaning against the headboard. She glances at Jack and then the other runners.

"Frag it, I'm dead anyway. I may as well tell you. About a month ago, my sleazebag boss started harassing me. It was pretty harmless at first--flirtation, asking me out on dates, that kind of stuff. The more I rejected him, the more aggressive he became. So the motherfragger starts stalking me. I filed a report with district. Nothing happened. I filed another--still nothing. I filed a third report and threatened to go to Osaka with it, you know, start ringing up the Shia family at work. The company got nervous and told me to withdraw all my statements or face termination. So, I did. I filed a report saying that all my previous reports had been lies because I hadn't received a raise and yadda, yadda, yadda."

She sighs.

"I was so pissed about the whole situation that I logged on to my bosses terminal and deleted his research data for the past 6 months. I guess that didn't sit too well with the Corp--they thought I stole it. What would I want with a bunch of science drek? I get a call from district saying to come in immediately. I didn't go into work for a couple days and I notice that these troll gangers are following me. I'm no idiot. I know how it works. Somebody at district calls their yak friend,

who is too busy to geek some nobody corpo chick--he gets the trolls to do it. I just holed up in my condo, but they started hanging around. I guess the pressure to finish me off must have gotten pretty strong because they started trying to bust down my door."

"So, yeah, you want to frag over Shia, I'm all for it. How can I help?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **John**

"Thanks you for being willing to help, Haruka. We need to know everything that we can about what's going on over at Shia. What are they working on currently? Also, can you tell us what security is like at night and who will be around? Any suggestion on how we can get in there? We need to get in and out unnoticed-- or at least without raising any alarms. Where are the silent alarm triggers in the building?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-30-2011**

by **GM Nick**

"The lab I worked in focused exclusively on datastores; namely a new compression technique that would increase the amount of data someone could hold in their brain by a hundred fold. They vat-grow faux brain tissue to use for testing."

Haruka thinks.

"I can't tell you much about security... there's always a guard in reception and a couple others that wander around during the day. They have these panic buttons around their necks--I think it calls home to Lone Star. There's a 24/7 rotation of security personnel in the office downstairs, but talking to them was forbidden."

"One night, I left pretty late and almost tripped over this drone. I thought it was a dog at first, it's *shaped* like a dog. I've only ever seen them at night though."

Haruka holds up her arm. There's a dark spot just below her wrist, on the underside of her forearm.

"See this? Implanted micro-chip that unlocks and locks the doors automatically. I don't know if its still active--they may have removed me from the system."

"That's all I can think of. I never had very high clearance. I am--*was*--a glorified desk jockey. I ran reports and monitored the cryogenic cooling statistics, that's it."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-31-2011**

by **Drew Buddy**

Doc keys the comm channel to Ghost,

< Hey Ghost, you still there? Did you get data on current security clearances? We need to know if Haruka still has valid access to the building. >

He turns to Haruka,

"That chip could prove to be a problem for you, and a benefit for us. Now, I don't know what kind of range that thing has, but it's possible that they could use it to track you. We took out that team of hired thugs they sent after you, which will give them pause. But sooner or later - probably sooner - they'll just redouble their efforts, and they'll always know where to find you. That chip looks like it's just under the skin, so pulling it out should really only take a few minutes. What do you say?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-31-2011**

by **GM Nick**

Ghost responds promptly.

<Gimme a 'sec... yeah, her building access has been term'd. Looks like the slugs over at 'star are backlogged... she's still approved to terminate alarm codes. No tellin' how long that'll last though...>

<If you wave that chip n'front of an alarm panel, it should invalidate a call back to the 'star. Only works once every 24 hours. Lemme know if you need anythin' else. Ghost out.>

Haruka looks at the chip and looks at Doc.

"Get this thing out of me. I don't want anything to do with that fraggin' corp. The only thing I ask in return is that you give me enough nuyen to get out of Seattle."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **07-31-2011**

by **GM Nick**

((Hey guys, I'll let you take it from here. Let me know if you want to attempt to pick up any gear or do any further recon. When you're all ready, let me know how you want to approach the facility (and at what time) and the composition of teams if you decide to split up. We'll proceed when everyone has reported in.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-31-2011

by **Reno**

Jack, as always, activates his sub-vocal comlink:

< I say we let Doc remove that chip from Haruka as a fail-safe, purchase some jamming and static producing equipment to keep those panic buttons from working and to help dumb down the drone sensors. Then, we raid the place through the back gate, green beret style. If we do it at night, we can minimize casualties. If we have to kill a few security guards, it's no skin off my ass. Those sorts of chummers wouldn't know real action if it shived em' in the balls.

However, it would be best to locate where the canister is being stored in advance, which would turn this job into a simple "b-line raid" and minimize any unnecessary deaths (and potential Lone Star heat).>

"I think we can help you with your nuyen problem, Haruka. But, did you happen to notice any areas in the building that were protected by more security than usual? ((Lying)) To really screw these Shiawase pricks, we need to destroy their physical proprietary products. Namely, anything they have that is of any real worth to them."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-31-2011

by **Drew Buddy**

Quietly humming *Dry Bones*, Doc Adams rifles through his medkit for a scalpel, anesthetic, and tweezers. Numbing the area around the chip, he makes a shallow incision. Using the tweezers, he gingerly pulls the chip out of her wrist, before bandaging the small wound.

((Roll Medical if need be))

"See? That wasn't so hard," he says, dabbing the chip with an alcohol swab. "So this thing won't open doors for us, but it does give us a freebie if they go crying to Lone Star. Even one cancellation could save our asses. So, anyone know a dealer we can get some extra gear from?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 07-31-2011

by **Elliott**

Tyros sits up suddenly, quite alert, clearly having pretended to be asleep for the last several minutes.

"Haruka, we are looking for something that looks like a cylindrical canister. We are told there would be only one in your building. Have you seen it or heard talk of it? Do you know where it is stored, or baring that, is there an area where such a thing might be secured, perhaps behind heavy security? Who would be in the building late at night that would know about something his canister or who is privy to all the offices secrets? Where can we find them when we enter the building?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **Nate**

Drew Buddy wrote: "So this thing won't open doors for us, but it does give us a freebie if they go crying to Lone Star. Even one cancellation could save our asses. So, anyone know a dealer we can get some extra gear from?"

Dash lights up another cigarette, having blown through the better part of a pack during the last 10 minutes or so.

"Yeah, I know a guy. Not the most dependable guy in the world, but pretty damn well connected, especially when you're looking for the kind of fun shit you can't find even on the shadiest streets. Dude owes me a favor, too. I'll give 'im a call."

Before punching the number into his commlink, Dash aims a kindly smile at Haruka, ramping up the ol' Danstar charm. He even attempts to position his face so a nearby lamp catches his grin just perfectly enough to make his regularly-bleached teeth glint. What a douchebag.

"And I can't make any promises, pretty lady, but he might even be able to get some fake papers and an ID to help get you the hell out of here. Keep your fingers crossed."

Dash keys in the info for his contact - a gang lord who goes by the friendly, unassuming name of *SHIV*.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **GM Nick**

(([Doc Adams, Medicine + LOG = 2 successes](#)))

Haruka grimaces as Doc makes the incision in her arm.

"A cylinder, huh? That sort of sounds like a sample container. If so, it'll probably be in cryogenics. I never had clearance to go back there. The cryo lab is the biggest clean room in the

facility."

"Some of the researchers work late nights--my boss always did. He'll probably be there if you go before midnight."

She rubs her wrist after Doc has bandaged it.

"It feels good to be rid of that fraggin' chip. I know I don't have the right to ask you for anything, but with a fake SIN and an uncertified cred-stick, I'm sure I could get off Shiawase's radar."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **GM Nick**

Dash's comm beeps and a small hologram appears above it.

The face of a tough-looking black human, covered in scars, materializes in the air. One of his eyes is definitely cybernetic and you can see the tell-tale ridges of dermal plating on his skull.

He looks off-holo, presumably at the name of the caller, and a huge grin spreads across his face, revealing several gold teeth.

"Well, frag me, if it isn't Dash-fraggin'-Danstar, mad bomber extraordinaire. How the hell are you, ya crazy son of a bitch?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **John**

To Haruka,

"We'll do what we can for you. You've helped us out, so it's only fair."

To Dash/group

"I need a flexi-cam. Gonna come in handy in seeing around corners and under doors." Pausing for a moment in contemplation, he goes on, "You know, Doc and I cased this joint and I don't really see much of a way to get into this place covertly, to be honest. *Somebody* is going to notice us-- we just need to pick the route that is going to result in the least amount of ugliness. We've got the ability to neutralize one panic alarm, and my thought is that we're fairly like going to wind up burning that getting into the building. Unless..." Thinking, "Alright, here's what I've got in mind right now. The coolant drainage that empties into the gutter is small. Dash, however, could squeeze through with relative ease, and probably at least one more as well-- I think I could fit through since I'm small for an elf. Anyway, so Dash gets through and gets into the basement

via the tunnel. Meanwhile, Tyros heads into the parking garage invisibly. Once inside the coolant room, Dash could create some kind of disturbance that would draw at least one of the guards out of the barracks, wherein Dash and Tyros could lie in wait. This obviously relies upon them being able to take out whoever responds quickly and quietly, so I'm not entirely comfortable with the idea. Any other suggestions? I don't see a way for all of us to stage an infiltration into the parking garage at once."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **Drew Buddy**

Doc thinks for bit and says,

"Trouble with the coolant pipe is the liquid it's venting is very hot. Anyone going up there is going to need some top-notch gear to handle the heat, not to mention we'll need to get that grate off the front of it. Could be doable with some kind of extreme environment getup, I think.

On the other hand, we might be able to bluff our way in. If we blocked the coolant pipe, the system won't be able to cool itself anymore, and should go into shutdown. This will trigger a minor evacuation, and no doubt at that point they'll be expecting a maintenance crew to come rushing in. A hazmat suit for the driver, a fake hazards and maintenance subcontractor's ID... Can't say it would work for certain, but it would give us the option to be literally invited in.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **John**

"I like that. I like that a lot. Anybody else have any input?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **John**

Impatient with the silence of the group, Max continues the conversation by mostly thinking out loud,

"Anybody have any idea what protocol for fixing the cooling system might be? Doc? If we're going to show up to fix the cooling system, we need another team in place to intercept the actual team that comes out to fix the thing. Any way of figuring out who would come out to do the fix so that we could intercept them en route? Also, I'm thinking that we could rig the bridge to explode in case we need to pad our chances of escaping successfully. If we're getting chased by Lone Star, we could cross the bridge and then blow it. I think Dash might know a thing or two about that." Max still isn't too sure about Dash, but has taken a certain shine to his madness.

Accordingly, Max shoots Dash a look that is a mixture of disbelief and amusement. "Unless we're wearing full facial shields, I shouldn't be part of the team that tries to talk its way inside the facility-- if the same guard is on duty I'd more than likely be recognized."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **Elliott**

"Lot of ifs in that plan. Assumes they don't have onsite maintenance staff. Lot of data we would need to verify and equipment we would need to obtain, like a hazmat truck. And an alarm of any type probably triggers Lone Star to come in and help manage the evacuation and cordon off the area."

Tyros absentmindedly rubs the hilt of his claymore. "I think we should send in one guy looking like a lost homeless man, like we did before, to get the two guards to come out of the security center. Then I can slip in behind them, and we take them both down and seize control of the security center. Maybe we can get Ghost remote access to the security system there and shut it down. Once we have that room we can drive our vehicle into the garage so we can make a quick getaway and no one from the street will see us parked outside. We then work up and into the building, someone should go and cover the main door, and the rest of the team can fan out and find the canister."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-01-2011**

by **John**

"Tyros has a good point-- any alarm that is raised will likely blip Lone Star's radar, and that's the last thing we want. Functionally, his plan is fairly similar to my own inasmuch as it addresses the security barracks being our first concern. We definitely need to geek those goons first and foremost, but we need to be able to do it discreetly so as not to alert any other security presence in the building. I could wander back down there as I did before-- they probably wouldn't be too terribly shocked, and honestly it'd be less suspicious than if *another* random glitched hobo just strolled on in. Tyros's invisibility is going to be key, but if I'm going down there basically naked I'm going to want more than a troll with a sword at my back, which means getting at least one more member of the team into the area. For this, we could have Dash and maybe Jack shimmy up the drainage tunnel and wait in the coolant room for some kind of signal to burst out and help in the take-down. I'd like to have the rest of the team behind me on the ramp too so that they can come around the corner. There aren't any cameras below in the garage, but there is one overlooking the ramp. So here's what I'm thinking:"

Max sits forward with intensity, rubbing his mouth and dropping the tone of his voice to reflect the gravity of the situation.

"I wander down and start making a little bit of a scene. Meanwhile, Dash and Tyros are already

down there, ready as support for when drek goes down. Once I get down and start causing a scene, Doc and Jack can spray-paint over the security camera at the mouth of the garage and come down as further backup-- they'll be so focused on me at that point that they won't even notice one camera feed just going black on their monitor. After we take those goons out down stairs, somebody can run back up to street level and back the rover into the garage for a quick getaway. And speaking of our getaway, I'm thinking that we could rig the bridge to explode in case we need to pad our chances of escaping successfully. If we're getting chased by Lone Star, we could cross the bridge and then blow it. I think Dash might know a thing or two about that." Max still isn't too sure about Dash, but has taken a certain shine to his madness. Accordingly, Max shoots Dash a look that is a mixture of disbelief and amusement. "After we take out the goons in the basement, the rest of the facility should be less heavily armed. Sound good to you guys?"

In a flash of guided memory, Max exclaims,

"Frag! There's the security shudder to contend with. They have a massive shudder that blocks the garage, and I'll bet you nuyen to pecos that it's closed at night."

Thinking about the various options, Max keys the commlink.

<Ghost, are you able to intercept outgoing calls from the facility and patch them through to us? For instance, if the cooling system went down and they called out for maintenance, would you be able to intercept that call and redirect it to us? Or any chance that you could remotely open that shudder>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-02-2011**

by **GM Nick**

<Shia routes corporate calls through a 'crypted backbone. Intercepting calls is drek-fraggin' impossible, but boggin' down their lines for a 'lil while is soycake. I got a chum at the telco who can cross a coupla' circuits. He usually charges Â¥1,000 an hour--s'a dangerous line of work. If you wire the funds to me, I'll see that he cooperates.>

Haruka is staring at the visage of SHIV above Dash's commlink. She shakes her head.

"You guys sure know some scary people."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-02-2011**

by **Elliott**

Tyros looks at Haruka, "Does anyone come out of the garage at night? People working late have to go home, no? Why don't we just wait until the garage opens to pull our stunt?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-02-2011**

by **GM Nick**

Haruka thinks.

"Very few people park in there--just the higher ups. I think people are intimidated by the security squad. My boss will be parked in there, if he's working."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-02-2011**

by **Elliott**

"Well that is kinda perfect since he is the guy we want to question about the canister location. Why don't we have Max, dressed as the homeless guy, stumble out in front of the car as he comes out of the gate. When security comes out to deal with it we will erase them and take the boss into the security room for questioning. He may even know passwords to the security consol to deactivate countermeasures. We can probably use his access codes to get into the restricted areas easily."

Tyros winks at Doc, "Just don't forget your scalpel, Doc!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-02-2011**

by **Nate**

Dash looks over his shoulder at the group as they talk, and loudly adds:

"I heard Overstreet mention something about me gettin' to blow stuff up, my vote's on that plan."

He turns back to the holo projection of Shiv.

"Don't know how much of that you caught, buddy, but me and these clowns are doin' a run down at a bio plant. Standard B&E, lookin' for some kinda mystery container, yadda yadda yadda. Thing is, security's annoyingly tough, and we're more than likely gonna need some serious gear to get anywhere near it. You find any new toys lately?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-02-2011**

by **GM Nick**

SHIV rubs his chin.

"We just bumped an Ares transport. Got all kinds of drek--alpha assault rifles, flash-bangs, portable anti-vehicle launchers, anti-tank mines..."

"Knowing you, amigo, this drek is going to be visible from orbit. I got a couple satchels of SSC's--structural shape charges. These babies are ultra low volume, at least compared to conventional explosives. Absolutely the tits for breaching and surprise infiltration."

The gang leader looks from side to side and then leans in, in a conspiratorial manner.

"I got me a Renraku QUARK. You know what that is? It's a super rare drone, chummer. It's about the size of a golf ball. Got a fraggin' nuclear battery. It can relay images back to a comm, eavesdrop on conversation and if the drek hits the fan..."

SHIV leans back and claps his hands together, making an exploding sound with his mouth.

"Chernobyl 2.0, baby."

Looking quite pleased with himself, the ganger addresses the room at large.

"What about the rest of you fine looking gentlemen, you need any gear not readily available by legal means?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**

"What's the price of admission on that QUARK, Shiv? Also, I need a Flexicam, and that SSC sounds right up Dash's alley for the bridge rigging. We're gonna need to send a man through some industrial waste while we're at it, so a chemsuit will be in order." Thinking to himself, Max continues, "You got any tech that can loop the feed on a CCTV security cam? Make it so a video recording loops rather than feeding live, so that it appears functional on the monitors? And silencers for our sidearms."

Max turns back to the group,

"Unless you chummers can think of anything else we need, I'm inclined to get this thing in motion. All this anticipation has me anxious to get this over with. Tyros's plan to surprise the corpo drekbag sounds as good as any, but I still want one of us inside should the plan go south of easystreet. You guys wanna get moving? What's our tab, Shiv?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Nate**

Dash good-naturedly punches Max on the arm and says "Yeah, I'll BET you want one of us inside, gaybones." Turning back to Shiv, he continues: "We're gonna need everything Elrond here just mentioned, plus two more things. One: the quiet old guy back there is ex-Lone Star, and he's suggesting we oughta try to get our hands on something that'd keep the posse they have stationed there from calling back to the mothership. Sound like anything you've got lyin' around?"

Dash looks over at Haruka and flashes her a grin, along with that douchiest of moves, the DOUBLE FINGER-GUN POINT.

"Two: we got a Shia ex-pat here needs to get outta town all incognito-like. *That* I'm sure you can pull off no problem. And I'm hopin' you're not gonna try and gouge me for this drek, Shiv. Remember, you owe me pretty big-time." Dash smiles knowingly at Shiv. "You scratch our backs here, though, and we're even steven. Where you thinkin' you wanna do the hand-off?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **GM Nick**

SHIV grins broadly--a glittering spectacle.

"You don't gotta remind me, bro. If it weren't for you, my head would be mounted on some Ares exec's home office. I'll give you this drek *at cost*."

(To Max)

"The QUARK is some primo tech, elf-man. I can't let it go for less than Â£3,000. That's about half its street value. A flexi-cam for a firearm is easy--Â£500. Those SSC's I mentioned are Â£500 each. I got a closet full of chemsuits, all the way up to rating 5. Â£100 per rating per suit."

He turns and rummages off-camera before returning with a small glass ring. He holds it up to the camera.

"You see this little fragger? This is known in the biz as a *trickster*. This snaps on the lens of a security camera. It's translucent, so no one watchin' the camera is any the wiser. It records about 30 seconds of footage and then mirrors the image and displays it back into the camera. They're Â£500 apiece."

(To Dash)

"I ain't got nothin' to help you with the Star. They're no friend of mine, that's for sure."

"Remember that pizza delivery joint I used to own back in the day--*Private Pepperoni*? It's alive and well. I use the delivery guys to make drops... I'll have one take your order to your current location. He can also give your corpo girlfriend a lift to wherever. The forged SIN is on the house."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Elliott**

Tyros grumbles, "I don't need anything except the cash from this job. Let's get your stuff and get moving!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Drew Buddy**

Speaking in a low voice to the others,

"We have four grand left of our bonus. I don't know about you guys, but I have jack shit to my name right now, and all the equipment is going to cost us more than we have left. Dash, do you think you can get this guy to give us some of this stuff on credit? Maybe with the guarantee of an extra 4-500 nuyen from each of us when we get paid?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Nate**

Dash nods at the Doc in solidarity.

"Yeah, I was thinkin' the same thing. Besides, I want that QUARK like nobody's business." It's clear from his expression that unpleasant, destructive gears have begun to turn in Dash's head. "I REALLY don't like owing this dude anything, though. I'm stickin' my neck out for you assholes. Keep that in mind."

Dash turns to Shiv.

"Shiv, my man, you are a god damned miracle worker. Now how'd you like me to owe YOU a little favor?"

Dash continues, hoping beyond hope that Shiv's in as charitable a mood as he seems to be.

"You toss that QUARK my way on consignment, we pay you for whatever else we need, and when we're done with this cakewalk we give you full price and *then* some for the noisy little

bastard. And hey, free fireworks show on the news when I set the fragger off! Which I know you're dyin' to see just as bad as I am. Win/win, my friend."

((Roll whatever's appropriate to win Shiv over, if necessary))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-03-2011

by John

"I say we get three of the tricksters, a flexicam, a couple SSCs for the bridge, a chemsuit rated 5, and a second QUARK for me. Since it's going to be mine, I can cover how far over the QUARK puts us out of pocket-- shockingly I've got the nuyen. That should add up to 6,500. As for where to place the tricksters, Tyros can go invis' and use one over the ramp to the garage and one over the front door-- that'll give us two options on how to get in should we want to make a game-time decision there. If nobody has any objections, let's complete our delivery order with Private Pepperoni and get moving."

<Ghost, be on standby should we need you while we're in there.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-03-2011

by GM Nick

SHIV nods as he listens to your request.

"Alright. I only got one QUARK, sorry to say. Since Dash and I go way back, you can pay me after you finish the job. That's 1 fly-as-hell drone, 3 tricksters, a flexicam, 2 SSCs and a chemsuit. Â£3,500 is your total. Make that check out to *bad ass black dude*."

He cranes his neck.

"Hey yo, Doug. You're up, chummer. These boys want a pizza with these *special* toppings. They're in a hurry, so make sure the pizza arrives hot."

<I'll be 'round, dudes. Going to a *Johnny Nuclear 'n the Meltdowns* concert, but I'll have my head comm. Rez you later.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-03-2011

by John

"Hanging onto 500 means essentially fragall-- may as well throw in a fourth trickster. And Shiv-- see if you can get your hands on another one of those Quarks. I'd like to keep one in my pocket for special occasions."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Drew Buddy**

Doc looks around at the rest of the crew,

"Okay, while we wait for our pizza to arrive, let's go over the plan. The less we fuck this up, the less we get shot. Dash, it sounds like you're up for doing the space suited EVA up Shia's tailpipe. While you're busy discovering whether you have a fear of confined spaces, Tyros is going to work his voodoo, and slip those repeaters over the cameras above the garage and front entrance. Max, you're reprising your role as the scruffy and still unloveable vagrant to waltz on up to security. At this point we're hoping that Dash and Tyros are in place, so the three of you can take down the gatekeepers without causing a fuss. Once that's done, Jack and I ride in, and we make our breach.

Have I left anything out?

And what then? Haruka, where in the building can we find your boss? We'd like to have a little chat with him as soon as we're in the building."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Elliott**

Tyros nods at the plan.

"Well, hopefully it is her boss coming out of the garage and we grab him them. What is his name and what does he look like. If it isn't him, where can we expect to find him?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**

Nodding,

"Yeah, we're taking out the exec outside of the building. As he leaves the building, we stop him in behind Doc's car at a light, from which point we can take him out-- either by rushing the car or shooting him through the window from afar (sounds like your cue, Doc). If we do that, we should be able to drive on into the parking garage without the security thinking twice, after

which we storm the fraggers as they approach the car or burst into their security office, as the situation dictates. Are we getting our silencers for our wetware, or did that get left out? Not all of the guards are going to be in the basement, and we don't want to tip off the goons upstairs if we can avoid it."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **GM Nick**

"If he's working, my boss will be either at a desk in the main work area or inside cryogenics. His name is Haneda Takahara. He's in his forties--balding, with a mustache."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**

"Sounds like a good Catholic name to me. White man? Blond hair? Tall?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **GM Nick**

There's a hesitant knock at your hotel door.

"Private Pepperoni. I have a--"

The speaker is clearly reading from written instructions.

"--extra large cheese pizza with a heaping helping of *destruction*... Look, it's Doug, I've got your order. Hurry up and open the door, the joyboy out here won't stop making kissy faces at me."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**

Max gets up and opens the door.

"Doug, huh? I've never known a Doug to turn down the advances of a joyboy before. Let's see the goods."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **GM Nick**

Doug, a short human with no obvious cyberware and a bad haircut, smiles humorlessly and tosses a canvas bag on one of the beds.

"One QUARK, three tricksters, a flexi-cam, 2 satchels of SSC, a chemsuit and three silencers."

He pulls a box from underneath and throws it on a table. "And one large cheese pizza. It's cold by now, so I can't deliver it. Where's the corpo bimbo?"

Haruka smirks and stands. "That would be me."

Doug beckons her to follow him.

She turns to the group. "Thank you again for helping me. I hope everything goes smoothly. Oh and if you run into Haneda, put a bullet between his eyes--for me."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**

Picking up the Quark, Max turns it over in his hand a couple of times and tosses it toward Dash without looking. "On your toes Danstar," Max says giving Dash a sidelong smirk. "Three tricksters, one flexicam, three suppressors, two SSCs, one chemsuit, one Quark, and a partridge in a pear tree. Pleasure doing business with you, Doug. Send my regards to your boss, and tell him to give me a holler if he needs a snoop."

To Haruka,

"It's our pleasure. Thank you for telling us all you have. And don't worry about Haneda-- that's part of the plan."

Turning back to the group,

"Alright chummers, I think we know what we're doing. Dash-- bridge rigging and drainage tunnel. Tyros, invis and cam detail. The rest of us, jamming up and overtaking the suit. Tyros-- if there's time you can regroup with us, but we're going to need somebody near the garage ramp to tell us where the suit goes so we can head him off. I think we're ready to hit it."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Drew Buddy**

Doc grins and picks up a supressor,

"There's a right turn when exiting the garage, the road goes along the river before it takes another right turn. We could skip the whole bit where we have to track this guy, if we just wait at the end of that second right turn. It's mostly out of view, and he'd be heading straight for us while coming down that section of the road. That'll make him a stationary target from a shooter's perspective. I could go for a shot right then and there, and Jack could lie in wait a little further down to lay down some heavier fire if I miss. With suppressed weapons, and the cameras outside relaying a fake feed, we could do this on their damn front step, and not be seen. Then we just cruise on down that ramp, and we're good to go."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Nate**

Dash pockets the QUARK with an unsettling chuckle, snags the SSCs and a suppressor, then throws the chem suit over his shoulder.

"Sounds solid enough to me. I'll give you folks a shout once I'm through the tunnel. Best of luck, ladies!"

He grabs a couple slices of cold pizza on his way out the door, wrapping his last egg roll in one of them.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **GM Nick**

[**Commercial District, Seattle, 11:30PM**]

The hazy Seattle skyline has cleared just enough to permit a pale halo of moonlight to bathe your surroundings. The street is deserted; most of the wageslaves have gone home to their microwave soy dinners, tri-d reality shows and simsense.

Thunder peals somewhere, many miles away. A storm is coming and it does little to quiet the crazy staccato beats your heart is making as you move towards your objective. It's go time.

((Let me know your individual approach vectors.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**
[**Commercial District, Seattle**]

((If he'll permit me, I think I can save some time by speaking for myself and Drewsuf. If you wanna do something else, Officer Pizza, post away and I'll edit.))

Max hops in Doc's rover and heads to the Shiawase building after Dash has had time to set up in the drainage gutter, having suggested to Tyros before they all parted ways, "Those welds on that grate are pretty old and corroded to drek from all the chems. You and Dash pulling against them at once should pop them pretty easy." Max and Dash roll to a stop several blocks from the building, and Max opens a conversation over the comm,

<Dash, are you in position or are you still working on that grating?

Jack, zero in on our location and we'll lie in wait for this suit. We can take this guy down from afar or we can take him down up close and personal. I'd just as soon do it up close because it'll look better for our infiltration if there aren't any, you know, BULLET HOLES in the car windows. Just a thought. So I'm thinking that you and me rush the car while Doc looks on through his rifle scope in case things don't go our way.

Tyros, how are those cams coming? Did you get the grating off with Dash? Are you going to ghost the location to let us know when Haneda is on his way to us, or are you gonna try to make it over here for the fun?

What's everybody's timeframe looking like for getting into position?>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**
by **GM Nick**
[**Commercial District, Seattle**]

Max and Doc traverse side-streets until they're an acceptable distance from the target building. Doc parks the rover for a quick deployment and pops the gear into neutral. From their current position, a rendezvous with anyone leaving the parking garage should take less than a minute.

Tyros and Jack hop out of the vehicle and hoof it to the storage facility next to the Shiawase lab. They tuck in behind a dumpster. There are lights on inside the Shia building. Someone must be burning the midnight oil...

Dash scrambles down the embankment and slogs through the hot muck until he's positioned adjacent to the waste tunnel. He gives the grate a good tug. It's definitely going to require two people to pop it off.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Drew Buddy**

Doc looks over at Max,

"Okay, commando boy, if you want up close and personal, how do you see this going down? Are you hoping to drag him out of his car? What's the plan for keeping him from driving off while you do so? I'll go along with it, as long as the plan is solid."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**

"I love it when you talk dirty to me. He comes to a stop and we blitz his car, drag him from it and geek him. Not much more to it than that. Does there have to be? If it starts to go awry and he starts to take off, that's why you're there to put a bullet through his head. We just need Tyros to hang by the facility and tell us which way he turns out of the garage."

<Ghost, do we have personell records that will indicate whether he lives north, south, east, or west of the building? Could give us an idea of which route he'll take out of the area.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Drew Buddy**

Doc gestures at the Shia building in front of them.

"There's only one way he can turn out of the garage. Then he has to drive clockwise around the Shia building to get to the main streets. That's why I was figuring we should bag him there. With the cameras outside the building showing a fake feed, and the security guards out of view on the other side of the building, no one should be the wiser."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **John**

"I'm not comfortable with that. It's too risky. We should take him a couple of blocks from the building."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **Elliott**

Tyros peers down into the drainage at the grate, <"I'm not going down in that slag! Invisibility or no, they will smell me a mile away after I step in that! Didn't you bring a crowbar?">

With that, Tyros focuses and casts improved invisibility (F6). He then slips up to the cameras along the access road to the garage. Slowing his breathing and keeping his hand totally steady, he slips the tricksters over the lense of the cameras.

<"Ok, tricksters are in place. I guess we will find out in a minute if the guards noticed anything. If you hear sirens, it didn't work!">

Tyros makes his way towards the garage opening and positions himself next to the entrance, relaxing against the wall, half his attention on maintaining his invisibility, and the other half on watching the garage door, waiting for it to open so he can slip inside.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-03-2011**

by **GM Nick**

(([Tyros, Improv. Invis. \(6\) on Tyros, Spellcasting + Magic = 4 successes](#)))

(([Tyros, Resist Drain, WIL + LOG = 1 success](#) -- 3 stun damage.))

<What? Can't rez a thing you're saying! Johnny is doing a flash guitar solo right now. I'll check in with you later!>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

<God dammit. Alright, Jack-- go hit the drain with Dash so he can get that grating off. Just make sure to get back to us before we hold up Takahara.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

Jack sneaks along the perimeter of the street and drops into the waste channel. Sidling along the embankment, he creeps as quietly as he can until he reaches Dash.

(([Dash & Jack, STR = 2 successes](#)))

Between the two of them, Jack and Dash manage to (after much swearing and straining) pry the grate off.

Jack peers into the tunnel and whispers: "You're up, Danstar."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

There's a piercing whine as the heavy grate begins to retract into its frame.

(Tyros)

You hear the low sputter of an economy car engine and shift of suspension as the vehicle begins its ascent up the parking ramp.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Elliott**

Tyros turns and moves into position to enter the garage. He watches intently as the car comes up out of the drive, looking for its occupants and trying to identify Takahara.

If it is him, Tyros comms, <"It's him! Hit him when he makes the turn and get in here!">. Tyros then slips beneath the open gate, sliding along the wall. He takes stock of his surroundings and makes his ways towards the security office if all is clear.

If it is not the target, Tyros lets the team know to let the car pass and continues to wait.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Doc puts the car in gear,

"Okay, what's your plan? We don't know where this guy is going, so we're only going to be able to follow him. How far away do you want to let him get from the Shia farm before we hit him? I suppose we could wait for an intersection, drive up next to him, and make a smash and grab. It's not too late to take him before he gets onto the main streets, but either way, let's be quick about it."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

"Tyros fucked this up! I wanted him to wait outside and let us know which way he turned! And where the fuck is Jack! God dammit! Alright, tail this exec piece of drek and let him get a couple blocks away. We'll pull up next to or in front of him and rush him. When we pull up to him, keep your gun trained on him at all times in case I can't get to him quickly enough."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Doc starts pulling up to the intersection, keeping an eye on the street that the exec will be coming out of.

"Okay, I'm going to do one of two things, depending on whether he needs to stop. One, he stops, and I'll pull around to the left of him. That will put the passenger door (you) right next to his driver's side door. If you can pop out and yank his door open before he has a chance to realize what's happening, then we'll have him.

Two, he doesn't stop, in which case I'll drive around him, and do a hard stop in front of him. You bail out, run back, get his passenger door open, and pop him where he sits. If he jumps out before that, I'll tag him with my rifle.

Now unless you have any other suggestions, let's do this."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

"Perfect. Let's grease this drekbag. I'll be ready with my shotgun should he get squirrely before any of that has the chance to happen."

<Tyros, now that you're inside-- don't forget that dog drone that Haruka mentioned.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

"If he gets to the second block without having to stop, we're going with plan B. Get ready to bail, and flatline this asshole."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

"Way ahead of you."

Max cocks his shotgun.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

Haneda's car rolls out on to the main street and heads south-west. He travels about a block before stopping.

On an intersection flanked by a couple of dark buildings an empty lot, Haneda rolls down his window to talk to some joygirls that are standing on the corner.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Reno**

((Guys, a game just came out for PC that is basically a first person Shadowrun game. It's called "E.Y.E. Divine Cybermancy". Might want to check it out. I'm downloading it now.))

[hr]

Reno wrote: ((Guys, a game just came out for PC that is basically a first person Shadowrun game. It's called "E.Y.E. Divine Cybermancy". Might want to check it out. I'm downloading it now.

Ok, this game is already awesome. It just quoted Lo Pan talking to Jack Burton during the loading screen...))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Elliott**

((Yes, but what are you doing in OUR game Reno? Also, heads up, I'm heading to eastern Europe on Saturday for 10 days. I'll have email/web access so will try and post, but will be slower than normal))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

Tyros tiptoes up to the security office door, which is ajar. Taking a peek inside, he can make out several weapons lockers, a couple cots and a group of five heavily armed men playing cards at a table.

All five are wearing form-fitting body armor, helmets and have FN HAR's leaned up against the table.

Every few seconds, one of the security guards glances up at a cluster of security monitors mounted nearby.

The security shutter begins to roll back down into place.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

((You know, guys-- since all of the guards are playing cards in the basement, maybe we should try to go straight stealth on this one. Perhaps you can stay invis and creep upstairs, Dougal [letting us know if the coast is clear]-- perhaps it'd be best to take this place from the front door with Haneda's security pass.))

"Drek! Joygirls? Really? Alright, Doc, let him get a block further from the building and we'll take the car. He should be pretty preoccupied with whatever strange he's got in his passenger seat, so it'll likely be a little easier. Granted, we may have to grease a joygirl or two (which I'd prefer not to do), but let's do it. The plan remains unaltered-- we just may need to pop off a few more rounds.""

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Waste Channel, Commercial District**]

Dash dons the chemsuit, checking to insure all the seals are intact. Satisfied, he wriggles into the narrow tunnel.

(([Dash, Athletics + AGI = 1 success](#)))

Halfway through the tunnel, Dash realizes he is unable to continue. He's stuck!

[Commercial District, Seattle]

Doc and Max sit in the rover, approximately a half-block from Haneda's stationary vehicle. They wait impatiently while the joygirls flirt and try to drum up some business.

Without warning, a Lone Star squad car lurches around the corner and flies past the rover. The driver slams on the brakes, bringing the squad car to a stop right next to Haneda.

The joygirls step back and start walking away.

A couple of Japanese men in suits and sunglasses--definitely Yakuza--step out of the squad car and approach Haneda's. From their position in the rover, both Max and Doc can clearly make out the Ares Predators that they're holding just behind their waists, out of view of Haneda.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by John

((Roll perception to see if there is anybody else in the car, any other LS presence in the area, or any rotodrones nearby.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by GM Nick

(([Max, Perception + INT = 4 successes](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by John

"The coast is clear, Doc. Be ready to pop the one on the left. If they're going to let him get out of the car, wait til that happens. If you see those guns raise while he's in the car, though... well, at least we won't be sitting on our hands anymore."

Max takes careful aim at the head of the yak on the right.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by Drew Buddy

"I'm on it."

Doc slides out of the driver's seat, and braces his rifle in the crook between the open door and the car's pillar. He centers his crosshairs on the head of the Yakuza suit on the left, and takes up the slack in the trigger.

"What the hell are these guys up to now? Looks like there might be some unpleasantness going on in the Yak ranks."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Commercial District, Seattle**]

One of the Yakuza goons leans down to Haneda's window and taps on it. There's a brief exchange of words and then Haneda exits the vehicle. He raises his hands and cowers in between the two Yakuza.

One of the yaks places the Predator against Haneda's temple. There's more dialog and the two yaks exchange glances. The other yak walks back towards the squad car, clearly deliberating-- perhaps on a comm. The first yak remains in position, gun to Haneda's head.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

((Roll perception to see if I can tell what they're talking about-- either by language or body language. Also roll perception to see if I can tell if Yak #2 is talking over a comm or just to himself.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

(([Max, Perception + INT - 3 = 1 success](#)))

Max can make out Japanese, but not any specific words.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

Max waits until the Yak who may or may not have been talking over a comm finishes mumbling and fires twice at his head with his shotgun (suppressor attached).

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Doc, having kept the crosshairs on the other Yak, pulls the trigger of his Desert Strike the rest of the way back.

There's a **clitWHUMP** as the gun fires, and the suppressor does its job.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Commercial District, Seattle**]

((**COMBAT, Initiative Pass 1**))(([Doc Adams, Initiative = 43](#)))

(([Max, Initiative = 32](#)))

(([Yakuza Thug 1, Initiative = 27](#)))

(([Yakuza Thug 2, Initiative = 27](#)))

Max steps out of the rover and fires two narrow spreads of flechette fire at the goon closest to the rover.

(([Max, Longarms + AGI - 1 \(Range\) = 5 successes -- 14P](#)))

(([Yak Goon 2, Dodge + REA - 6 \(Surprised\) = 0 successes](#)))

(([Yak Goon 2, BOD + 4 \(Form-fitting body armor\) = 4 successes -- Takes 10P damage.](#)))

The Yakuza goon staggers back, glances in disbelief at the sizeable hole in his chest and slumps forward--dead.

(([Max, Longarms + AGI - 1 \(Range\) - 2 \(Mult. targets\) = 1 success -- 10P](#)))

(([Yak Goon 1, Dodge + REA = 4 successes](#)))

The goon next to Haneda ducks as a flurry of flechettes passes over his head.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

(([Doc Adams, Longarms + AGI + 1 \(Aim\) = 3 successes -- 11P](#)))
(([Yak Goon 1, Dodge + REA = 5 successes](#)))

A chunk of asphalt explodes next to the Yakuza goon as Doc's shot is wide.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

Yakuza Goon #1 sprints to the Lone Star squad car ((simple action)) and ducks behind it.

He reaches the Ares Predator over the top and squeezes off a round at Doc Adams.

(([Yakuza Goon 1, Pistols + AGI - 1 \(Firing from cover\) = 1 success -- 6P](#)))
(([Doc Adams, REA = 2 successes](#)))

The round clips the door frame of the Rover, missing Doc entirely.

((Initiative Pass 2, your move, Doc.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

Doc Adams takes aim and fires off another shot.

(([Doc, Longarms + AGI = 3 successes -- 11P](#)))
(([Yakuza Goon 1, Dodge + REA + 2 \(Partial cover\) = 3 successes](#)))

The round grazes the Yak's shoulder, doing no permanent damage.

((Combat, Initiative Pass 1))
(([Doc Adams, Initiative = 35](#)))
(([Max, Initiative = 29](#)))
(([Yakuza Goon 1, Initiative = 28](#)))
(([Haneda, Initiative = 5](#)))
((Drew, you're up!))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Doc drops to the ground, aiming his rifle underneath the chassis of the Lone Star cruiser. He aims at the first body part he can see underneath the car and fires another round.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

Not wanting the little shit to get away, Max shoots Takahara.

((Delay second simple action for next combat round.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

(([Doc Adams, Longarms + AGI - 3 \(Called shot\) = 0 successes](#)))

Doc's Desert Strike fails to fire as the firing pin jams!

((You still have a simple action.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Doc Adams pulls the slide and clears the jam. ((Simple action.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

Max trains his Remington on the scientist and fires a narrow spread.

(([Max, Longarms + AGI - 3 \(Called shot\) - 1 \(Range\) = 1 success](#)))

(([Haneda, REA = 0 successes](#)))

(([Haneda, BOD = 1 success -- 9P](#)))

The flechettes tear through Haneda's knees, severing one leg and gibbing the other. With a surprised cry, the scientist falls forward on to the road.

((Max is delaying a simple action.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

The Yakuza goon squeezes off a round at the rover's driver-side front tire.

(([Yakuza Goon 1, Pistols + AGI - 3 \(Called shot\) - 1 \(Firing from cover\) = 2 successes](#)))

There's a bang as the rover's driver-side tire deflates.

"æ±šã ,è±š!"

The Yak goon hops in the Lone Star squad car and fires up the ignition.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

Max pops up from behind the passenger side door of Doc's rover and shoots the remaining Yak through the windshield of the Lone Star squad car.

((Roll perception for any approaching squad cars or anything like that.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Jumping back up behind the driver's side door, Doc quickly fires off two rounds at the Yak inside the car.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

(([Max, Longarms + AGI - 1 \(Range\) = 4 successes-- 13P](#)))

(([Yakuza Goon 1, Dodge + REA - 2 \(Dodging inside vehicle\) + 2 \(Partial cover\) = 2 successes](#)))

(([Yakuza Goon 1, BOD + 4 \(Form fitting armor\) + 2 \(Vehicle armor\) = 3 successes -- Takes 10P damage.](#)))

The shotgun blast disintegrates the windshield and catches the Yak in the torso.

((Initiative Pass 2))

(([Doc Adams, Longarms + AGI = 1 success](#)))
(([Yakuza Goon 1, Dodge + REA - 2 \(Dodging in vehicle\) + 2 \(Partial Cover\) - 3 \(Wound mod.\) = 2 successes](#)))

The squad car's side-view mirror explodes as the round from the Desert Strike strays to the side.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

((**COMBAT**))

(([Max, Initiative = 34](#)))
(([Doc Adams, Initiative = 31](#)))
(([Yakuza Goon 1, Initiative - 3 \(Wound mod.\) = 10](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

Max fires two more shots at the Yak goon.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

(([Max, Longarms + AGI - 1 \(Range\) = 3 successes -- 12P](#)))
(([Yakuza Goon 1, Dodge + REA - 2 \(Dodging inside vehicle\) + 2 \(Partial cover\) - 3 \(Wound mod.\) = 2 successes](#)))
(([Yakuza Goon 1, BOD + 4 \(Form fitting armor\) + 2 \(Vehicle armor\) - 3 \(Wound mod.\) = 1 success -- Takes 11P damage.](#)))

The Yak's head explodes in a bloody mist as Max's flechette group hits home.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

Moving quickly, Max runs to the first Yak body and throws what's left of him in the Lone Star squad car, taking his side arm and holstering it in the small of his back.

"Doc! I know an alley about two blocks south-- get this fraggin' car over there and out of sight! I'm gonna toss Takahara in his car and get out of the immediate area! Stay linked to me-- we need to remain in constant touch if anything happens!"

Running to Takahara's car, Max slaps a trauma patch on him and says,

"Up and at 'em, pal! Play along and you might just live to disappoint another joygirl!"

Checking him for any weapons of any sort, Max throws Takahara and his severed lower leg in the trunk. Max gets behind the wheel of the car and starts the engine. Starting to drive, Max zig-zags through the city streets away from the direction of the Lone Star facility.

((Roll perception for any kind of tracking device on the car.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Doc runs over to the squad car and drags the body out of the driver's seat.

"Well, that was nearly a clusterfuck," he says to Max.

Keying the comm,

< Okay folks, we need to do a bit of sanitation here, and then we'll be inbound. >

Doc shoves the body in the back seat with the other corpse.

He hops in the blood stained driver's seat, and races the ruined vehicle to the alleyway Max mentioned. He stashes the car between a dumpster, and a pile of refuse.

He starts back to the scene of the fight to retrieve the rover.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Nate**

Meanwhile! "Well then."

Dash is definitely stuck, that's for sure. As his eyes adjust to the dark, he begins to go over his very limited options.

((Roll architecture and/or engineering to go over the schematics Ghost provided, looking for structural weaknesses and/or a way out))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by GM Nick

(([Max, Perception + INT = 2 successes](#)))

(([Doc, Biology = 0 successes](#)))

(([Dash, Architecture = 2 successes](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by Drew Buddy

((Holy hell, the dice really hate me today!))

< Max, I'm going to roll the rover to a parking lot about a block closer to the Shia building. The tire's a goner, and I don't want to be driving a crippled vehicle around. Where the hell are you running off to? >

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by GM Nick

[Basement, Shiawase Building]

One of the security personnel brushes past Tyros and says over his shoulder to the others, "[I'm going on my rounds.](#)"

He crosses the basement and starts up the stairs into the facility.

[Drainage Channel, Commercial District]

Jack Trade peers into the tunnel. "[Danstar! What are you doing in there?](#)"

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-04-2011

by John

[Commercial District, Seattle]

<Just getting out of the immediate area in case anybody comes snooping around. I'm headed northwest to another alley I know about four blocks from Shia. If Takahara is still alive in the trunk, I'm gonna ask him a question or two about what's inside. I'm linking my location to all of you on your comms-- those who want to come join me, you know where I am.>

Pulling into the alley, Max makes sure that Takahara's car isn't visible from the street. Comfortable that he's functionally invisible to any passers-by, Max pops the trunk and gets out of the car. As he walks around to the rear, he listens intently for any response to the bloodbath that just occurred. Standing now at the open trunk, Max looks down and can't tell for a moment if Haneda is still breathing.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

With the vehicle now listing slightly to the side, Doc eases the car slowly down the street, wincing at every bump that the flat tire encounters.

He pulls the vehicle into a parking spot and gets out, walking in the direction of Max.

He glances around as he walks, looking for anyone who might be watching.

((Roll perception if needed))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Commercial District, Seattle**]

Haneda makes a gurgling sound and his eyes bug out at Max.

He's in pretty rough shape.

His left leg is missing below the knee and his right leg is a pulpy string of shorn muscle tissue and bone fragments. If it weren't for the trauma patch inflating his platelet levels, he would have bled out.

Haneda opens his mouth and mumbles, weakly, "ç§ ã,'åŠ©ã 'ã |..."

(([Max, Perception + INT = 2 successes](#)))

Max notices a DocWagon bracelet on Haneda's wrist. There's a series of LED's that are flashing orange-orange-red.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

"I'm afraid that won't work for me."

Max yanks the DocWagon bracelet off Takahara's wrist and crushes it under his boot. Pulling his out his gun, Max holds its muzzle to Haneda's genitals.

"Now, I know from what I saw earlier that these are important to you, and I'm willing to bet that you'll learn English real fast in order to make sure that you keep them within arm's reach. I want to know what you're working on in there. And who were those Yak goons and why did they want you dead?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Nate**

[**Drainage Channel, Commercial District**]

Dash loudly whispers down to Jack. "Keep your pants on, grandpa. Hit kind of a snag here."

Dash notices the support rings lining the tunnel aren't made of the sturdiest stuff, and the constant flow of chemicals through the pipeline has worn them down considerably. Struggling to rummage through his toolkit, he finally produces a wrench. Using what little leverage he has, Dash eventually manages to warp the shape of the nearest ring just enough to give himself the space to keep moving.

"There we go. Christ's sake."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Commercial District, Seattle**]

Haneda squints and coughs, spattering blood on his shirt.

"Ya-yakuza... wanted... trying to make me defect. Won't take no..."

His eyes roll back into his sockets and his head sways.

[**Basement, Shiawase Building**]

Dash wriggles through the remainder of the tunnel and comes to the end--a 2 meter vertical cylinder tapering down into the tunnel. At the top is another grate, through which several pipes are routed and currently producing a steady stream of coolant. There doesn't seem to be any type of lock on the grate.

(([Dash, INT = 2 successes](#)))

At the last moment, Dash spies a motion sensor emitter affixed to the rim of the grating.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

[**Commercial District, Seattle**]

"There we go!"

Max slaps Haneda's cheek briskly.

"Stay with me, Akira. I've got a doctor on the way to us right now, but I need you to keep me entertained or else I might have to do some target practice instead. What were you working on? And I thought that Shia and the Yaks were old buddies?"

Max begins rifling through Haneda's pockets for his security card to the facility or anything else that might be relevant to the task at hand.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Commercial District, Seattle**]

Max discovers a mag-key security pass in Haneda's front pocket.

"..nghh... Boss Shiro... wants the c-canister... tried to buy..."

Haneda hacks up more blood.

"...buy me out. I was instructed... open the canister, clone the contents... cannot open it. Won't open."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

"So the canister doesn't belong to Shia? What's inside it?"

Max turns to see Doc approaching over his shoulder.

"Anything you can do to pep him up a bit?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **Drew Buddy**

Doc arrives huffing, having run the last few blocks.

"Yeah, let me see what I can do. First thing is to keep this guy from dying. Jacking him up on stimulants before that will probably just make him bleed out faster."

Doc leans over the trunk and looks at the mangled man inside.

"Well, hello there, sunshine. Rough day, huh?"

Doc pulls out his medkit and sets to work on stabilizing the man.

((Roll what needs to be rolled here))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Commercial District, Seattle**]

"..c-c-canister... Renraku..."

The dull thumps of helicopter blades begin to beat out a rhythm in the Seattle night.

"..DocWagon...."

Haneda collapses, unconscious.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **John**

"That's our cue to bug out again-- get in the car!"

Max slams the trunk on Haneda and drives out of the alley, putting ten blocks of distance

between himself and their previous location before stopping again in another alleyway. Max is quick to return to the trunk to see if Takahara is still among the world of the living.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-04-2011**

by **GM Nick**

[**Commercial District, Seattle**]

((This action is occuring *after* Max moved the car.))

((Doc Adams, Medicine + LOG = 2 successes -- -2P damage))

Doc bandages Haneda's stumps and gives him a shot of painkillers. The scientist is still in rough shape, but not about to drop dead.

The helicopter can be heard circling the area where Max crushed the bracelet.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

Max, hearing the sound of the DocWagon chopper in the distance, turns to Doc and says,

"I'm starting to wish I'd just killed this fraggin' guy."

To everyone,

<Team, be on alert. DocWagon has attempted to respond to a distress call from Takahara here. They're not gonna find him, but it's not a huge leap in logic to suspect that they might come knocking on Shia's door. Be on the lookout for any increased activity over there.>

Turning back to Haneda,

"Now, where were we friend? Feeling better? Things can either get a lot better for you from here or they can get a lot worse-- your call. Who else is in the building right now aside from the five security goons in the basement?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Drew Buddy**

Doc looks in the direction of the helicopter noise.
"DocWagon," he snorts derisively, "Fucking poachers."

Turning to Haneda, and glancing meaningfully at his mangled legs,
"Hey, look buddy, I can help you out here. If you help me, I'll help you. If you don't, well, I'm not one to kill a patient," he lies.

"But I can't vouch for my wiry friend here."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Nate**

[**Basement, Shiawase Building**]

Dash narrows his eyes at the emitter.

"Clever girl."

Dash fires up his area jammer, hoping the old piece of drek still works properly. Once it sputters to life, Dash slowly and carefully takes aim at the emitter with his grapple gun, then fires, hoping to not only destroy the emitter, but also to latch onto the grate so he can yank it free by retracting the cable.

((Rolling whatever's appropriate to make this happen))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Elliott**

Tyros listens to the action on his comm. Subvocally he responds, <"Find out the location of the canister, first and foremost. Don't let the guy die before you know where it is! I don't want to leave the security station until we can neutralize it. One of the guards is on patrol of the office now, so wait until he comes back before you try the front door.">

(Roll Security Procedures to estimate how long the guard will be on his patrol and also to determine if blowing up the security terminal would activate some sort of automatic alarm to Lone Star)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Reno**

"Danstar, let me know if I can be of assistance. I feel like a wet blanket."

<Dash and I will be in position soon. We'll com in once we're ready to breach. Tyros, we've at least narrowed it down to the portion of the building the canister is in; the area with high clearance our lady friend didn't have access to. We can start there if Haneda turns out to be less than helpful. Might have been better to use tranq rounds guys... fuckin' kids these days...>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

To Jack,

<I'll accept criticism from you when you start bringing something to the table, *Jack*. As far as I can tell, the sum-total of your contribution here so far is helping Dash pull off that grate, which doesn't sound like 40,000 nuyen to me.>

To Tyros,

<Copy that.>

Max turns back to Takahara as he steepes in his own blood. Most of the color has drained from his already ashen, doesn't-often-see-the-light-of-day scientist's complexion.

"We don't have time for this drek, Takahara."

Max pulls his knife out of the sheath on his hip and drags his thumb perpendicularly across the blade, the scraping sound that the steel makes against his coarse fingerprints an ominous testament to its sharpness. Looking him directly in the eyes as he does it, Max cuts a shallow but contiguous line down the center of Haneda's chest. With a completely flat affect, Max maintains eye contact and says,

"Tell us where the canister is inside the building. Tell us how many people are inside. Tell us what we want to know or I'm going to cut you so that you wouldn't even recognize yourself in the mirror."

((Roll Intimidation + any viable modifiers [First impression, since this is still the first encounter I've had with Haneda?]- he should already be pretty damned afraid of me since I'm the one who blew his legs off. XD))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

(([Dash, Electronics \(Defaulting\) LOG = 1 success](#)))

The area jammer works its magic.

Dash's grapple hook smashes the lens on the motion sensor and catches a blade in the grate. After a good tug, the grate comes free in Dash's arms.

From his vantage point, he appears to be looking up into some sort of machine room.

[**Commercial District, Seattle**]

(([Max, Intimidation + CHA + 2d6 = 6 successes](#)))

Haneda breaks down in tears.

"Don't kill me! I'll tell you what I know. The canister is in cryogenics, in the main freezer. There are 2 security staff upstairs--a guard at the front desk and one on patrol. There's a team of 5 security personnel in the parking garage. My card will get you into cryogenics. Now, please, take me to Doc Wagon. I can pay you!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

[**Commercial District, Seattle**]

To the team,

<The canister is in cryogenics, guys. His card key will get us in. We've got five security officers in the basement and two upstairs-- front desk and patrol.>

Looking back down at Takahara,

"Thank you for cooperating, Dr. Takahara."

Sheathing his knife, Max calmly pulls his shotgun back out from under his coat. Putting the muzzle to Haneda's forehead, Max says to him,

"By the way, Haruka sends her regards."

Max squeezes the trigger to the suppressed *THWUMP* of the shotgun. The gray matter that had made up the brilliance and grotesqueness of Haneda Takahara explodes into the trunk of his modest economy car. Closing the trunk, Max turns to Doc,

"I'm sorry doctor, he didn't make it."

Comming the rest of the group again, Max paces gently back and forth in the alley, the cool night air chilling his skin for the arterial mist that had been Takahara's parting gift to the world.

<Alright guys, Doc and I are going to cool it here for a little while as DogWagon cruises the area. We'll make our way back to you shortly, swooping wide around DocWagon and approaching the facility from the south. In the meantime, what is the ground team in the facility thinking? I don't know how sneaky you guys are feeling, but you might be able to take the two guards upstairs out without anyone downstairs being the wiser, at which point we could just slip in, take what we need, and slip out. It seems best for us to avoid the basement if at all possible. Tyros, do you think you can get up there and geek the patrol and then the front desk goon? Dash, you might want to stay put while Tyros surveys the scene up top unless you think you can sneak up there undetected. Jack, I'd tell you to sit tight, but I think we all know at this point that you're not going to do anything.>

Turning back to Doc,

"I can't believe that Yak fuck blew your tire, man. That's gonna make our escape from the area a little harder than might have been nice. Any chance of us fixing that?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Drew Buddy**

[**Commercial District, Seattle**]

Doc looks at the ruins of Takahara and says,

"I'd say it never gets easier to lose a patient, but I'd be lying.

The rover is parked a few blocks away. There should be a spare tire in the trunk. At least there was when I bought the damn thing."

Doc closes the trunk of the econo-car.

"I'll head over there now and see what I can do. Keep this car out of sight in the meantime. It'd be downright embarrassing to be caught with a hot car and a body in the trunk before we've even begun our infiltration."

Doc turns, and starts hoofing it to his vehicle.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Nate**

[**Basement, Shiawase Building**]

Dash hoists himself into the room.

< Dash, you might want to stay put while Tyros surveys the scene up top unless you think you can sneak up there undetected. >

"Lookin' more or less deserted where I am, but then again, I just got here. Lemme take a look around and get back to you, Arwen."

Dash takes cover as best he can and stakes the room out.

((Roll architecture/engineering to get a thorough lay of the land))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

[**Commercial District, Seattle**]

As Doc heads back in the direction of Shia, he comms him,

<Keep me in the loop-- if anything happens, let me know and I'll come running.>

Max comms Dash,

<Don't test me, little fella. You don't want to call the full fury of Rivendell down on you.>

Turning back to the car, Max considers his options. Increasingly, it seems as though the car itself won't be useful getting into the facility due to the security presence in the basement. Opening the trunk again, Max tears a piece of Haneda's shirt off him and uses it to wipe down any surface that may retain either his or Doc's fingerprints. Satisfied that the car should be clear of their prints, Max walks back in the direction of the Shiawase facility, first heading due south and then making his way east by zigzagging unevenly. Winding up three blocks south of the Shia building, Max walks north to an alley one block away. Dropping to one knee, Max pulls his keycard card copier and duplicates two copies of Haneda's mag key for the other members of the group. Switching to his comm, he says to the group,

<I'm in position one block from the facility. I made two copies of Haneda's passkey for when Doc and I get inside-- could come in handy. I'm gonna get closer to the building to see what I can see outside.>

Max closes the commlink and strolls up to the Shia building, checking to see if there is any apparent sentry presence outside the building.

((Roll perception.))

Mumbling to himself, he says,

"Almost enough to make me want to go up and knock on the front door..."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Drew Buddy**

Doc arrives at the rover and pulls out the spare tire and toolkit.

< Okay, give me sec to get this thing working. Max, do you want me to pick you up? >

((Roll Auto Mechanic if need be... But I mean, really, it's a tire change))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

Dash is alone in a dark machine room. There's a large compressor of some kind chugging away in the corner. A myriad of pipes snake from the machine's belly and empty into the drainage tunnel. There are a few power units in the opposite corner. There doesn't appear to be any additional security in this room.

[**Commercial Distrcet, Seattle**]

Whilst Doc hurries to change the tire on the Rover, Max has wandered back to the outside of the facility.

As he approaches, movement catches his eye. Near the far side of the building, on the periphery of his vision lurks a dog-shaped silhouette.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

Keeping his distance across the street, Max walks in the general direction of the dog, eying it with his periphery to get a better look.

((Can GM provide a map of where the dog is in proximity to any security cameras, windows, or anything else of interest. Also, anything else in the area?))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **GM Nick**

[**Commercial District, Seattle**]

Max walks along the street, parallel to the facility, insuring to remain as inconspicuous as possible. This is his job--he does it well... just part of the environment...

A flash of lightning briefly illuminates the street, revealing the dog-thing in full detail. It's a drone alright--the creature's carapace is polished aluminum; underneath is a web of sinewy cables and wires. The haunches are over-exaggerated and you imagine they enable the creature to move *very* fast.

The dog-thing's head resembles a canine skull, complete with a set of mirror-orb cyber-eyes. The distinct lack of canine ears lends a ghastly appearance to the thing.

A peal of thunder shakes Seattle, cementing the feeling of dread that was churning in Max's stomach.

The dog-thing has noticed Max and watches him, as rigid and still as a sculpture.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

Max continues to walk slowly as if he is completely unaware of the metal dog-thing. Being cool as a cucumber, he comms Doc and makes sure that his face is not visible to the sentry drone,

<Doc, I know you're in the general area. Any off chance that you've got a line of sight to this drone here? It's giving me the fraggin' creeps.>

Keeping his left hand out of sight from the drone, Max moves his left hand to his shotgun.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Nate**
[**Basement, Shiawase Building**]

Dash approaches the compressor and examines it closely, and continues to scan the room for exits both obvious and not so obvious.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**
by **GM Nick**
[**Basement, Shiawase Building**]

The big compressor is chugging away, pumping coolant through a super-hot radiator core. There's a touch-screen panel on it with various readings and controls. It appears that manual override requires bio-metric input.

There's a single door leading in the parking garage. It's currently closed.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**
by **John**
Nate wrote: [**Basement, Shiawase Building**]

Dash approaches the compressor and examines it closely, and continues to scan the room for exits both obvious and not so obvious.

((I can't believe nothing is blowing up, being shot, or getting insulted in this post. What a let down.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**
by **Drew Buddy**

Vehicle restored to working condition, Doc drives toward the Shia building. Pulling to a stop across the street, and just out of view of the security cameras, he switches on his low-light vision to take in the scene.

< Yeah, I, uh... okay, there you are. Holy crap, that thing's a drone? That's some nightmare fuel right there. I can probably get a reasonably clean shot from here, if you're thinking of getting violent with it. What'll it be? >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

<I'm gonna walk around the corner. Keep an eye on it and watch what it does.>

Max walks around the corner of the building directly south of the Shiawase facility. The drone now behind him, he continues not to look nervous as hell.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **GM Nick**

[**Commercial District, Seattle**]

Jack Trade circles the outside of the building, back against the wall.

<What's our plan here, fellas? Are we gonna send fido to android heaven, or are we exploring alternatives?>

He reaches into his coat and produces a micro-flare.

<I reckon these things can see heat signatures--that means thermo-graphics. If the drek hits the fan, we can give him something to look at...>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **GM Nick**

[**Commercial District, Seattle**]

As Max moves out of view of the dog-thing, Doc observes it turn its head and continue plodding along the perimeter of the building, towards the front door.

Ghost's voice lights up the comms,

<Your fav bitgirl is back, chummers. I saw a DocWagon alert in your area--already causin' trouble?>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

<Wow, Jack. Pitching in, huh? It's like dealing with a completely different person all of a sudden! Sit tight, let's get a bead on what its patrol is like.>

<Nice of you to join us, Ghost. You would have been helpful about an hour ago. Do you have any access to this fraggin' drone? Maybe you could take it offline, or at least disrupt its comms?>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **GM Nick**

[**Commercial District, Seattle, 1:00 AM**]

Max hugs the corner of the office building across the street.

Doc leans forward on the dashboard and watches.

Jack holds a cigar between trembling fingers and wills himself not to light up.

After a few torturous minutes, the dog-thing stops. A few meters from the front door of the Shiawase building, the dog-thing curls into a ball. The cables and fibers constrict and the body panels fold strategically until it resembles an aluminum sphere.

Prongs emerge from the wood chip substrate of the entrance-way and grip the sphere. The whole contraption submerges into the ground, undoubtedly into some sort of subterranean recharging chamber.

Jack's voice is strained,

<What's it doing? I need a fraggin' cigar. Is the coast clear?>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

<Looks to me like it docks when it's not on active patrol. I'm guessing the coast is clear for now. Ghost, any indication in your data how often that thing's patrol rounds crop up?>

Max looks down at the ground and sees small chunks of asphalt that have been pushed to the curb by the automotive traffic that the street sees in the daytime. He crouches down and picks up a piece that is just a little smaller than a chicken egg and rolls it over and over in his hand. Looking back in the direction of the Shiawase building, the gears of a slowly resolving idea turn in his head.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Drew Buddy**

< It looks like we're clear for now. Hopefully that thing only has external access. I don't know about you fellas, but now might be the time to get us inside, and start this party. Max, is there a keycard reader of some sort to open the garage door, or do we want to come in topside? >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

<I'm definitely thinking topside. I'm none-too-interested in getting in below and coming face to face with five corpo guards. Doc, do you have a shot at the front door from where you are? I've got an idea that may be nothing at all, but I'm gonna want some cover. Also, Tyros, I don't want to try to get in upstairs until that guard from the basement returns from his rounds. Keep me posted.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Elliott**

(Tyros looks to see if he can tell if any of the security monitors in the guard room are for internal cameras, particularly that look at the front entrance. Has the internal patrolling guard returned? Did the guards take note of the dog? Can they see what he sees?)

<"Hold on a second guys. The front door may be the best way in, but wait for my go ahead a second to make sure there is nothing down here to surprise us. I don't like the idea of leaving all these guard on their own. When you guys enter, I will stay here and keep an eye on the guards. Dash and I can ambush them if they go running upstairs in response to your entrance. Dash, this might be a great time for your grenade."> You can almost hear the smile in Tyros' voice at the last part.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

As if on cue, the fifth security enforcer comes marching down the stairs and steps back into the office.

"You were gone a long time, Juro."

"I was chatting up that bimbo that always works late, you know the one with the..."

The door slams in Tyros' face, but he was able to catch a quick look at the security monitors. There are a couple of clean rooms displayed on the monitors and the main work area.

There was no sign of anything pertaining to the dog-thing in the security monitor array.

Jack pipes in,

<I've slipped around and am in position near the front door.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

((Assuming that Tyros relays the information to the group))

<Tyros, can you get upstairs and get a trickster on the cam that is overlooking the main area? I want to do this now, so time is of the essence here. Doc, stay close and keep your rifle trained on the door. Jack, be nearby and ready to ambush the front door. I'm gonna try to lure the front desk guard outside.>

Max continues to flip the piece of asphalt in his hand.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Nate**

[Basement, Shiawase Building]

"Well, **THIS looks nice and important.**" Dash, examining the compressor, sees an outrageously perfect opportunity for some shenanigans.

Looking entirely too pleased with himself, Dash liberally sprays the base of the unit with explosive foam and affixes a radio detonator to the mass as it hardens.

< Hey folks, hang on a sec. I'm basically in the parking garage here, but I'm also starin' at what I'm pretty sure is the main compressor unit for the cryo equipment. You know, the kind of thing that'd send the whole building into a panic if it failed? Well, I've got it wired to blow at the touch of a button. It'll look like the thing overheated and ruptured to these idiots, and dollars to donuts they'll all come running in here to check it out. Lo Pan said our mystery can didn't need to stay cool or anything, and this oughta give you cats a **REAL** nice diversion, no matter which way you

wanna come innnnnnaaaaaAAAAAAAAAAAAAAGGGGGHHHHH
JESUS FUCKING CHRIST >

Dash suddenly falls to the floor, completely terrified and in ridiculous amounts of pain. He grips his head, which feels like it's just about to explode - but everything subsides just as quickly as it began.

Dash collects himself and gets back on the comm, his eyes wide and darting around suspiciously in all directions.

< I... uh, yeah. Thought I, uh, saw something...? ...Didn't, though. Don't think so, anyway. We're good. >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **John**

<Dash! What the frag was that!>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-05-2011**

by **Drew Buddy**

Doc parks the vehicle across the street and gets out. He walks onto the grass at the edge of the property, finds an spot in shadow, and lays prone.

Rifle trained on the door, he keys the comm,

< I'm in position. Flush 'em out. >

The comm channel bursts with Dash's garbled screaming,

< Uh, what was that!? You okay down there? >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **John**

Max pulls a scrap of paper from his pocket, scribbles on it quickly, and wraps it around the piece of asphalt. Tossing it gently into the air in front of him a couple of times first, he throws it

decisively at the front door of the facility. As it strikes home, Max scrambles get out of plain sight, dropping prone in nearby shadows created by and largely obscured a bus line bench. He trains his shotgun at the front door and says over the comm,

<Alright team, silencers only here. If you can't shoot quietly, don't shoot at all. When the front desk guard comes out to see what went bump in the night, we unload on him once the door is closed behind him. We shoot simultaneously on the count of three and this guy turns to hamburger. Tyros, Dash-- be ready to take up the rear on the security goons downstairs. If the drek hits the fan, we're gonna rush the facility, grab the canister, and bug out.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Nate**

((this obviously takes place before Max's previous order))

< Y- yeah, I'm cool. It's gotta be the hangover. Gonna seriously cool it on the sauce for a couple days, I'm tellin' you that much. >

Dash hops back into the drainage tunnel for cover - but not before setting down some more explosives wired to a second radio detonator in anticipation of the guards rushing the room.

< Anyway, I'm sure the smell of exploding chemicals will clear my head. Always does. Fire in the hole! >

Dash clicks the button on his remote detonator, setting off the explosives at the base of the compressor.

((Roll Trap Setting to maximize effectiveness of second explosive charge on the goon squad, should they enter the room))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **John**

<Danstar! What the frag! You're gonna blow our goddamned cover!>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Elliott**

Tyros, curses unspeakable profanities under his breather, cursing Dash for his reckless nature, thumbs his area comm jammer and white noise generator upon hearing the explosion and

unsheathes his Claymore. He stands against the wall on the opposite side from the door into the exploded equipment room. As the guards race from the security center, Tyros takes a two handed swing at the last guard out, aiming to decapitate him.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Drew Buddy**

Doc stands up, and picks up his rifle.

< I don't think the front desk goon is going to fall for our diversion after that. If we're going in, we have to do it now. >

Keeping his head low, he starts running for the front door.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **John**

<Get back down! Give it a moment! Impatience is what has fraggged this up so far!>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Nate**

< Yeah, you wieners, calm down. This isn't the first time I've done this kinda thing. Like I said before, this is just gonna look like a rupture to them. I'm just gettin' warmed up here! >

< heh heh heh >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Drew Buddy**

< Fine, have it your way. But if he doesn't come out soon, we'll have to assume he's gone to investigate the explosion >

Doc kneels back down, and centers the rifle on the front door.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **John**

<I'm with you on that. Let's just wait to hear from our eyes inside what's going on in there.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

Bedlam.

The earth rumbles slightly as Dash's foam charge expels a cloud of dust and rubble into the parking garage. A shower of metal debris, concrete rubble and noxious soot rain down on Dash.

"Attack pattern Delta! Move!"

Two of the security enforcers emerge from the security office, FN HARs at the ready. They circle towards the machine room door.

((Let me know your move here, if any, Elliott.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **GM Nick**

[**Commercial District, Seattle**]

There's a muffled boom and then a few seconds of silence before a klaxon sounds. Emergency strobes located on the outside of the building begin to flicker.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **John**

[**Commercial District, Seattle**]

Getting up briskly from his prone position, Max shouts into the comm while running toward the front door,

<**Shit!** If we make it out of this, I'm gonna kick the living drek out of you, Dash! Blow the room once more of the guards arrive down there! As soon as that happens, get the frag upstairs! Your only chance of making it out of this alive is going to be to get to us as we're on our way out of

the building! Tyros-- in the meantime, run upstairs and head for the cryogenics lab! Doc and Jack-- we're gonna breach the front door and just bee-line it for cryogenics! Kill anything in our path! There may still be a guard at the front desk when we push through, so be ready to light him up! Also, we can probably expect to have that fraggin' dog-bot coming up our asses into the building, so be ready for it! We've got about two minutes before Lone Star descends on us, so we have to move fast!>

Reaching the facility, Max batters his shoulder against the building with a large thud. Making eye contact with the two members of the team at his sides, he says,

"On three, I use Takahara's passkey to open the door and we erase this goon. We may still have the element of surprise up here, so silencers only for now. One, *two*, *THREE!*"

The front door opens as Max swipes the passkey and raises his shotgun.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Drew Buddy**

Doc jumps up once the alarm goes off.

< Our infiltration just turned into an assault! We need to get the canister and get out as quickly as we can! Get to the top floor, and move as a group. Resistance should be sparse on the ground floor, so we'll overwhelm them one-by-one. >

Doc runs toward the building, only glancing back to gauge the rapidly increasing distance between himself and their getaway vehicle.

Meeting with Max and Jack at the front door, Doc grabs the duplicate keycard from Max and turns off his low-light vision.

"Dash owes us his share of the payout," he grumbles before launching into the door on the count of three, and raising his weapon.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Elliott**

((I'm getting on a plane in an hour for my fight to Europe. I'll check in on my stop in NY, but generally won't be able to post today))

Tyros moves quickly but silently up the stairway, turning the corner and heading towards the guard at the desk. He slips the third and final fake lens over the surveillance camera and then moves up to behead the desk guard (provided there is no one else in the room).

(Tyros will stay with the main group from now on and fight from invisibility, trying not to get killed. Nick, take over for the next 6 hours, I'll check back in in NY.)

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **GM Nick**

((Couple of notes: The chip you extracted from Haruka needs to be waved in front of an alarm panel to cancel a call to Lone Star. The front door to the facility is plasteel and reinforced glass, so you're not going to be able to kick it down.))

[Shiawase Building]

Tyros huffs up the stairs and zig-zags through the building, pausing briefly to glance at the worried looking woman sitting at a workstation.

<Got a female corpo up here--civilian.>

The fomori pads down the hallway towards the entrance and slows, tip-toeing as he approaches a frantic security guard. The guard is moving his head back and forth, trying to see out of the fractalized privacy glass.

Tyros raises his claymore and then stops. The security guard is young--too young. Not yet a warrior. He also hasn't seen anyone's face.

With a deft movement, Tyros brings the flat of the claymore's blade down on the security guard's head.

((**COMBAT**))

((Tyros, Initiative - 1 (Wound mod.) - 2 (Sustaining) = 5))

((Security Guard 1, Initiative = 20))

((Tyros, Blades + STR - 3 (Called shot) - 2 (Sustaining) - 1 (Wound mod.) = 2 successes-- 10S))

((Security Guard 1, BOD = 1 success -- Takes 9S damage.))

The guard stumbles and crumples, unconscious.

<The security guard has been neutralized. Stand clear, I'm going to blast the door open.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **GM Nick**

[Basement, Shiawase Building]

The two security enforcers approach the door to the machine room and stage at its precipice.

"Steady..."

"BREACH!"

The first security enforcer kicks the door open whilst the second stands at an angle giving them both a pincer view of the room. Both have weapons leveled and ready.

"...the frag happened in here?"

"Stand clear, Masuro. That coolant is highly caustic. It looks like a meltdown. Get that hazard response company on the line."

"Sir."

Jack comms,

<Danstar, don't throw your life away. If you can still get out through that tunnel, we can attempt to lure the enforcers away from the facility while the others get the goods. What do you think?>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **John**

((See above amendments to my post for our updated actions.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **Drew Buddy**

Doc bounces off the reinforced door and stumbles back.

"OWWW!"

Shaking his head, a thought comes to him, "Wait a minute, of course..."

He takes the keycard, and waves it in front of the reader by the door.

((and then assuming that works:))

He raises his weapon again as the door starts to slide open.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**
by **GM Nick**
[**Shiawase Building**]

There is a series of beeps and then the actuators in the door's frame whirl to life. The door opens automatically, revealing an unconscious security guards.

"Yo," says an invisible Tyros.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**
by **John**
Max puts a silenced round in the unconscious guard just for good measure.

"Let's do this and let's do it fast."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**
by **Drew Buddy**
"Man that creeps me out when you do that," Doc says toward the sound of Tyros' voice.

"Okay, let's get our asses to Cryo. Max, there should be a security console on the front desk. Probably best to use our little gift from Haruka on it."

Doc glances around the room for signs showing the way to the cryo lab.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**
by **GM Nick**
Jack comms,

<Sooner or later, those security goons are going to come upstairs. This is going to turn into a blood bath unless we distract them. How about I blow the shutter with a grenade and draw them out? You can cancel any alarms sent to Lone Star from up there. Thoughts?>

((Here's the schematic, for reference.))



RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-06-2011

by Elliott

((haha Nick, you give Tyros too much credit, he would have used the sharp end! Also, don't forget my weapon focus!))

Tyros quickly searches the dead guard, taking his security pass card and anything else interesting.

"Let's move. There is a civilian in the main work area, I'll take her out. Follow me once she is down and let's get te canister and evac! Dash is on his own for all I care."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-06-2011**

by **John**

<Sounds like a plan, Jack. Hit it!>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

[**Shiawase Building**]

((I cut back a bit and deleted some posts, you guys are jumping the gun on the narrative!))

As Tyros, Max and Doc round the corner from reception, the work area comes into view. A few work pods dot the area, lit by by fluorescent lighting.

There's a middle-aged Japanese woman sitting at one of the cubicles. She seems to be watching the windows and has not yet seen your approach.

Just as the trio are about to descend upon her, they notice a security guard near the alarm panel.

The woman whispers, "Call Lone Star!"

"What if it's just a malfunction with the cryogenics?"

"What if it's not?!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

Jack comes gallivanting down the ramp, screaming bloody murder. He switches his HAR to full auto and fires a spray across the security shutter.

The two security enforcers in the parking garage hit the floor.

Jack sweeps the HAR back and forth, deluging the shutter with bullets until the firing pin clicks an empty chamber.

"Frag your mothers!"

He turns and races back up the ramp.

The security enforcers spring to their feet. "Open the shutter!"

<Get ready t'hit that alarm cancel...>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **John**

[**Shiawase Building**]

Max whispers to Tyros and Doc,

"They haven't spotted us. Doc, you and me shoot the guard on the count of three. Tyros, take out the girl. One, two, three."

As it dawns on him that the facility isn't quite in the state of security upheaval that he was anticipating, Max calmly and collectedly steadies his aim shoots the guard in the back ((twice if need be)).[hr]

<Jesus Christ! Alright Jack, get clear if you can! If you can manage it, maybe go get that Lone Star car and "respond" to the situation. That way, security will think their alarm went out and won't try again.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **Drew Buddy**

Doc nods silently, and brings the rifle to bear on the security guard.
On three, he fires off two rounds.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

[**Shiawase Building**]

((Combat, Initiative Pass 1))

((Doc, Initiative = 35))

((Max, Initiative = 23))

(([Security Guard 1, Initiative = 21](#)))
(([Tyros, Initiative = 11](#)))

Doc fires a round from his rifle.

(([Doc Adams, Longarms + AGI = 5 successes -- 13P](#)))
(([Security Guard 1, BOD + 6 = 1 success -- Takes 12P damage](#)))

A spray of blood decorates the screen on the alarm panel and the security guard crumples.

((Still your show, Drew.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **John**

The guard now dead, Max turns his steely gaze to the girl at the computer terminal.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **Drew Buddy**

((Only if the following doesn't count as a complex move. otherwise, I'll delay my action))

Doc turns his rifle around, and drives the stock into the girl's head.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

[**Shiawase Building**]

((Melee combat is a complex action, Drew.))

Max fires off a slug at the woman wageslave.

(([Max, Longarms + AGI = 3 successes -- 10P.](#)))
(([Corporate Wageslave, BOD = 1 success -- Takes 9P damage.](#)))

The cubicle wall is spackled with blood and bits of office chair insulation as the woman falls to the ground.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

"Intruder retreating to ground level! Kuro, Isuke, Hikaru, upstairs--now!"

Three of the security enforcers race up the stairs while the other two duck under the now retracting security shutter.

Jack squeezes off a few rounds of suppressing fire from his Predator, giving him enough time to get clear of the building. He lunges around the corner and throws his back against it, replenishing the magazine on his FN HAR.

<Hurry the frag up, I can't stall these two forever.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

[**Shiawase Building**]

The three security guards reach the top of the stairs.

"Tangos! Engage!"

((COMBAT))

((Doc, Initiative = 44))

((Enforcer 1, Initiative = 30))

((Max, Initiative = 28))

((Enforcer 2, Initiative = 24))

((Enforcer 3, Initiative = 23))

((Tyros, Initiative = 20))

((As usual, Drew, you're first to act!))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **Drew Buddy**

Doc drops behind the desk, laying his rifle across it.

He fires twice at the nearest guard in rapid succession ((I'll assume numero uno here))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-07-2011

by GM Nick

[Outside Shiawase Building]

Jack Trade, holding the FN HAR in one hand, un-holsters his Predator in the other. He turns each weapon over and examines it fondly.

"Ebony. Ivory. The ball is almost over and it's our time to dance."

He takes a deep breath, activates his wired reflexes and spins off from the wall. Once out in the open, he raises both weapons and points them at the advancing security enforcers.

((COMBAT, Initiative Pass 1))

((Jack, Initiative = 34))

((Enforcer 4, Initiative = 25))

((Enforcer 5, Initiative = 26))

"Say hello to my little friends!"

Jack unleashes a hail of bullets.

((Jack, Automatics + AGI + 1 (Burning Edge) = 1 success -- 9P.))

((Jack, Pistols + AGI + 1 (Burning Edge) = 4 successes -- 9P.))

((Enforcer 4, Dodge + REA = 2 successes))

((Enforcer 4, BOD + 6 = 2 successes -- Takes 7P damage.))

((Jack, Automatics + AGI - 1 (Recoil) = 3 successes -- 11P.))

((Jack, Pistols + AGI = 1 success))

((Enforcer 4, Dodge + REA - 2 (Wound mod.) = 3 successes))

The first burst of automatic fire catches the Enforcer in the torso, but the remaining bullets pepper the wall and ground.

((Enforcer 4, Automatics + AGI - 2 (Wound mod.) - 2 (Recoil) = 1 success -- 9P.))

((Jack, REA = 2 successes))

((Enforcer 4, Automatics + AGI - 2 (Wound mod.) - 3 (Recoil) = 1 success -- 9P.))

((Jack, REA = 2 successes))

Jack attempts to leap back behind the corner of the building. The first Enforcer's spray litters the air mere centimeters from where he had been...

((Enforcer 5, Take Aim.))

((Enforcer 5, Automatics + AGI + 1 - 2 (Recoil) = 2 successes -- 10P.))

(([Jack, REA = 3 successes](#)))

Another burst of automatic fire narrowly misses Jack.

((Initiative Pass 2))

Jack drops the Predator and grips the HAR with both hands. He squeezes out a burst on the wounded Enforcer.

(([Jack, Automatics + AGI = 3 successes -- 11P.](#)))

(([Enforcer 4, Dodge + REA - 2 \(Wound mod.\) = 2 successes](#)))

(([Enforcer 4, BOD + 5 - 2 \(Wound mod.\) = 4 successes -- Takes 7P damage.](#)))

The wounded Enforcer flails and falls backwards, a fountain of blood erupting from his mouth. He's dead before he hits the ground.

Jack dives behind the corner of the building.

<One down!>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

[**Shiawase Building**]

(([Doc, Longarms + AGI = 1 success](#)))

(([Enforcer 1, Dodge + REA = 2 successes](#)))

The first shot is wide; a painting of a serene lake scene explodes on the wall behind the Enforcer.

(([Doc, Longarms + AGI = 5 successes -- 13P.](#)))

(([Enforcer 1, Dodge + REA = 4 successes](#)))

(([Enforcer 1, BOD + 6 - 3 = 2 successes -- Takes 11P damage.](#)))

Doc's second round hits home and the Enforcer falters the last few steps to the desk, crashes into it and rolls off--dead.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **John**

Max whips his attention to the second security guard. Narrowing his eyes, he feels his heart pounding in his chest. The adrenaline and blood driving through his veins forced a distinct pulsation that radiates all the way down to his toes. He squeezes the trigger.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

(([Max, Longarms + AGI = 2 successes](#) -- 11P.))

(([Enforcer 2, Dodge + REA = 3 successes](#)))

The first shotgun blast takes out a chunk of drywall as the Enforcer tucks into a roll.

(([Max, Longarms + AGI = 3 successes](#) -- 12P.))

(([Enforcer 2, Dodge + REA = 5 successes](#)))

A computer display showers fragments as it's decimated by the second, unsuccessful shotgun blast.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

Enforcer #2 races to the nearest workstation pod and crouches behind it. Popping up just enough to steady the HAR, he releases a burst at Doc Adams.

(([Enforcer 2, Automatics + AGI - 2 \(Recoil\) = 3 successes](#) -- 11P.))

(([Doc Adams, REA + 4 \(Good Cover\) = 7 successes](#)))

Debris showers down on Doc as the pod is riddled with automatic fire, but he remains unharmed.

Enforcer #3 follows suit and slides into safety behind the pod. He fires a volley at Max from his HAR.

(([Enforcer 3, Automatics + AGI - 2 \(Recoil\) = 2 successes](#) -- 10P.))

(([Max, REA + 4 \(Good cover\) = 3 successes](#)))

A filing cabinet implodes under the barrage as Max flattens himself behind the pod.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

Tyros summons his strength and channels a power-ball at the pod the Enforcers are hiding behind.

((Tyros, Powerball (4), Spellcasting + Magic - 1 (Wound mod.) + 2 (Focus) - 2 (Sustaining) = 2 successes -- 6P.))

((Tyros, Resist Drain, WIL + LOG - 1 (Wound mod.) - 2 (Sustaining) = 2 successes -- Takes 3 stun damage.))

((Enforcer 3, Dodge + REA = 2 successes))

((Enforcer 2, Dodge + REA = 0 successes))

((Enforcer 2, BOD + 4 (Armor Vest) = 3 successes -- Takes 3P damage.))

((Workstation, Opposed Test = 4 successes -- Structure reduced to 3.))

There's a dazzling explosion of charged energy, office supplies, furniture and computer parts as the power-ball slams into the pod.

Enforcer #2 is struck and falls on his back, suffering some minor wounds.

Enforcer #3 manages to escape the blast.

The pod is battered, but still standing.

Tyros stumbles from the effort and drops next to Doc.

"Get me a fraggin' stim-patch, before I pass out!"

((Initiative Pass 2. Drew, you're up!))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **Drew Buddy**

Doc, ready and waiting with a stim patch, slaps it on Tyros.

"Good to go, big fella!"

Returning to his gun, Doc fires off a round at the second security goon.

((Don't know whether the stim patch was a simple or complex action, but if there's anything left in this turn, then it goes towards killing things))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

Doc fires a shot at Enforcer #2.

(([Doc Adams, Longarms + AGI = 3 successes -- 11P](#)))
(([Enforcer 2, Dodge + REA - 1 \(Wound mod.\) + 4 \(Good cover\) = 4 successes](#)))

The shot sails over the Enforcer and detonates a potted ficus.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **GM Nick**

(([Combat, Phase 2, Initiative Pass 1](#)))

As the firefight continues, the second (forgotten) security guard emerges from the hallway to cryogenics, getting the drop on everyone except for Doc.

(([Doc, Initiative = 36](#)))
(([Security Guard, Initiative = 22](#)))
(([Max, Initiative = 21](#)))
(([Enforcer 2, Initiative = 18](#)))
(([Enforcer 1, Initiative = 17](#)))
(([Tyros, Initiative = 14](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-07-2011**

by **Drew Buddy**

Doc grins at the newcomer, swinging the rifle to bear.

"Sneaky little fucker," he thinks, before squeezing off two rounds at the security officer.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

(([Doc, Longarms + AGI = 3 successes -- 11P](#)))
(([Security Guard, Dodge + REA = 2 successes](#)))
(([Security Guard, BOD + 3 = 2 successes -- Takes 9P damage](#)))

The security guard collapses against the wall, leaving a streak of blood as he falls the ground, mortally wounded.

(([Still have a simple action left, Drew](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by **Drew Buddy**

Returning to the stubbornly alive goon ((**Enforcer 2**)) Doc fires another round.

"Your luck can't hold out forever, pal," he murmurs over the *WHUP* of the muffled gunshot.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by **GM Nick**

((Doc, Longarms + AGI = 4 successes -- 12P))

((Enforcer 2, Dodge + REA - 1 + 4 (Good cover) = 2 successes))

((Enforcer 2, BOD + 3 - 1 = 1 success -- Takes 11P damage.))

The Enforcer's head snaps back as a Desert Strike round blows out the back of his cranium.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by **John**

Max spins up from behind cover and draws his sights to rest on Enforcer 3, firing twice without hesitation.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by **GM Nick**

((Max, Longarms + AGI = 3 successes))

((Enforcer 3, Dodge + REA + 4 = 3 successes))

The first shotgun blast just clips the Enforcer's armor, doing no real damage.

((Max, Longarms + AGI = 3 successes))

((Enforcer 3, Dodge + REA + 4 = 6 successes))

The second blast topples computer equipment, missing the intended target.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

The Enforcer activates a device around his neck ((Simple action)) and sprays another volley at Max.

(([Enforcer 3, Automatics + AGI = 3 successes -- 11P](#)))

(([Max, REA + 4 \(Good cover\) = 3 successes](#)))

The bullets singe Max's coat.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Narrowly cinching himself away from absorbing the hail of bullets just thrown his way, the harried elf ducks back behind a console of work terminals. While obscured from immediate gunfire, Max's eyes dart around the room. Having seen the security enforcer activate his panic button, his single greatest priority now is finding a security panel where he'll be able to use Haruka's alarm neutralizer.

<Dash, where the hell are you! These drekbags have us pinned down up here!>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **Elliott**

Tyros, high off the stim, charges the remaining enforcer and takes a swipe at him with his claymore!

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

(([Tyros, Blades + STR + 2 = 3 successes 11P.](#)))

(([Enforcer 3, Dodge + Reaction - 6 = 1 success](#)))

(([Enforcer 3, BOD + 4 = 5 successes -- Takes 6P damage](#)))

Tyros' claymore tears a chunk out of the Enforcer's side, who lets out a startled cry.

((Initiative Pass 2))

((Drew, you're up!))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by Drew Buddy

Hoping to go four for four, Doc turns to the final Enforcer, and fires off two rounds.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by GM Nick

(([Doc, Longarms + AGI = 2 successes -- 10P](#)))

(([Enforcer 3, Dodge + REA - 2 + 4 = 1 success](#)))

(([Enforcer 3, BOD + 3 - 2 = 3 successes -- Takes 7P damage.](#)))

Doc's round catches the Enforcer in the throat. A fountain of blood erupts from the gaping wound and the Enforcer keels over, quite dead.

((Combat is over.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by GM Nick

[Shiawase Building]

((Moving this post, to fit continuity.))

Dash, having somehow snuck into the facility during all the commotion, suddenly appears from out of nowhere and joins the rest of the group at the computer terminal.

He produces a piece of pizza from his pocket, and, munching it, slowly surveys the grim scene with raised eyebrows.

"Yeesh, what a mess. You guys couldn't wait the 30 seconds it took for the guards to fall for my trick, huh? Man, and I thought I was trigger-happy."

"Well, we're definitely in the soup now. Who's hittin' the cooler? 'Cause whoever isn't probably oughta start thinkin' escape routes. Here's one! They got a maintenance crew comin' to check out the compressor; we beat them up and steal their wheels, we're outta here and no one's the wiser."

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by **John**

With no time to spare, Max flies toward the alarm panel adjacent to the door leading into the cryogenics lab. Reaching the console with such desperate vigor and no regard for his own body, he slams into the wall beside it with a dull *THUD* which sends an explosive ache through his shoulder and rattles his bones. Pulling the neutralizer out of his pocket frantically, he fumbles briefly with the small device before waving it in front of the panel. The flashing red alarm display opens a command prompt questioning "CANCEL IMMINENT ALARM?" Unable to jab his fingers at the touchscreen prompt quickly enough, Max mashes the button. The screen goes green as the alarm state is canceled.

Turning to the group, Max says

"Good shooting, Doc-- I guess I can't give you drek for what happened with those Yak goons earlier, can I? You three hit the cryo lab-- I'm gonna run downstairs and flank the goon chasing Jack outside. With any luck, we may just get away with killing every living creature in this facility unnoticed by the world outside, somehow."

Tossing a second duplicate key to Dash, Max turns directly to him and says,

"I'm still gonna paste you one, pal."

Turning from the group, Max runs down the stairs leading toward the basement garage. Softening his steps once he gets to the bottom of the stairs, he makes his way to the shutter that leads to the ramp to get the drop on the enforcer from behind.

((Roll perception upon entering the garage if necessary.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

(([Max, Perception + INT = 1 success](#)))

Max can discern nothing out of the ordinary.

The garage appears to be deserted. Noxious smoke still wafts out of the machine room door. The shutter is open. The basement is eerily quiet after the deafening din of combat and Max's ears ring slightly.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Max moves quickly and quietly across the floor, peeking into the security barracks before moving to the mouth of the garage, taking cover against the wall the separates the basement from the ramp. Peeking out from behind the wall, Max readies his shotgun.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **Drew Buddy**

"Well, let's do this. Watch your step, Danstar, we've made a terrible mess in here."

Doc walks over to the door to Cryo reloading the rifle as he goes. Stopping at the door, he fishes out the duplicate keycard, and waves it in front of the reader while turning to the others, "The schematic of this floor showed a particularly prominent piece of equipment in the middle of the cryo lab. I'm going to check that out first."

As the door slides open, Doc shoulders his weapon and makes a quick scan of the room for any stragglers.

((Roll perception if there's anyone left in here. Also for identifying any likely locations for the canister))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

((COMBAT))

((Enforcer 5, Ini = 34))

((Max, Ini = 22 -- SURPRISED.))

The last Enforcer drops from his hidden perch above the parking ramp and aims a kick at Max!

((Enforcer 5, Unarmed Combat + AGI = 2 successes -- 4S))

((Max, AGI = 2 successes))

Max's eyes widen and he raises his arms, just in time to repel the Enforcer's boots!

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Reeling from the attempted shot at his face, Max grips his shotgun and swings it as hard as he can at the Enforcer.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by GM Nick

(([Max, AGI + 1 = 1 success -- 4P](#)))

(([Enforcer 5, Unarmed Combat + AGI = 1 success](#)))

Max's improvised shotgun-club clips the Enforcer's shoulder as he dodges to the side.

((Initiative Pass 2))

(([Enforcer 5, Ini = 22](#)))

(([Max, Ini = 21](#)))

The Enforcer spins a roundhouse kick at Max.

(([Enforcer 5, Unarmed Combat + AGI = 2 successes -- 4S](#)))

(([Max, AGI + 1 = 0 successes](#)))

(([Max, BOD + 7 = 4 successes -- Takes 0S damage.](#)))

The kick connects with Max's rib-cage, but fails to injure Max in any way.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by GM Nick

[Shiawase Building]

Doc, Tyros and Dash file into the cryogenics lab.

Wall-to-floor is white, plastic and sterile. The whole area is bathed in fluorescent lighting that gives it an ominous glow. Several tables line the walls, ornamented with beakers, tubes and sensitive-looking lab equipment.

In the center of the room is a tall cylinder with various access panels on it. Hoses emerge from the floor, snake around and up the base of the cylinder and plug in to it at about waist-height.

There's a touch-screen panel affixed to the center of the cylinder.

RE: Run #1: Big Trouble in Little Chinatown

Posted: 08-08-2011

by John

Max grunts as the kick lands home as he recoils slightly to the side. Grinning hatefully, Max blurts out, "That was cute! If I'd wanted a kiss I would've asked your sister!" Spinning the shotgun in his hands so that he's using the butt of the gun rather than the barrel, Max swings the firearm in a wide, swooping arc-- the air around it making an audible whistle as it is cut.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

(([Max, AGI + 1 = 3 successes](#)))

(([Enforcer 5, Unarmed Combat + AGI = 3 successes](#)))

The Enforcer leans back as the shotgun sails past, bouncing harmlessly off of his armored vest.

(([Initiative Pass 3](#)))

(([Max, Ini = 29](#)))

(([Enforcer 5, Ini = 28](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

His voice echoes within the parking structure as Max screams, "[Stand still you little shit!](#)"

Getting frustrated, Max jabs at the enforcer with the butt of his shotgun.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **Drew Buddy**

[**Shiawase Building**]

"[Well, hello there, beautiful,](#)" Doc says, walking up to the device in the center of the room. He paces around the cylinder before coming to a stop in front of the touch screen.

He reads the text on the display, trying to discern a way to get the unit open without damaging its contents.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[Basement, Shiawase Building]

(([Max, AGI + 1 = 2 successes -- 5P](#)))
(([Enforcer 5, Unarmed Combat + AGI = 1 success](#)))
(([Enforcer 5, BOD + 4 = 4 successes -- Takes 1P damage.](#)))

Max's shotgun collides with the Enforcers face and he recoils, bleeding from the nose.

The Enforcer comes back with an uppercut.

(([Enforcer 5, Unarmed Combat + AGI = 3 successes](#)))
(([Max, AGI + 1 = 1 success](#)))
(([Max, BOD + 7 = 4 successes -- Takes 1S damage.](#)))

Max's jaw takes the brunt of the uppercut.

(([Ini Pass 4](#)))
(([Enforcer 5, Ini = 20](#)))
(([Max, Ini = 19](#)))

The Enforcer swings a right hook.

(([Enforcer 5, Unarmed Combat + AGI = 1 success](#)))
(([Max, AGI + 1 = 1 success](#)))

Max deflects the punch with the shotgun.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Shaking the slight fuzz from his mind, Max gnashes his teeth and renews his focus on the enforcer with a bloodthirsty zeal. Roaring a fearsome battlecry, Max swings his shotgun with all of his might.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[**Shiawase Building**]

The touch panel comes to life as Doc's fingers hover over it.

> **CRYOMAX v3.1**
> **Input numeric security code to continue...**

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**
by **Drew Buddy**
[**Shiawase Building**]

"Figures," Doc mutters as he stares at the panel.

< Ghost, you still there? Got a terminal here running Cryomax 3.1, with a numeric passcode. Anything you can do? >

"Dash, Tyros, take a look around. Maybe we'll get lucky, and one of the lab rats got lazy and wrote the code down somewhere."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**
by **GM Nick**
[**Basement, Shiawase Building**]

((Max, AGI + 1 = 2 successes))
((Enforcer 5, Unarmed Combat + AGI = 4 successes))

The Enforcer ducks under Max's attack.

((Ini Pass 5))

((Max, Ini = 29))
((Enforcer 5, Ini = 22))

Max lunges at the Enforcer, attempting to tackle him.

((Max, AGI + 1 = 2 successes))
((Enforcer 5, Unarmed Combat + AGI = 0 successes))

The impact of Max's charge knocks the Enforcer to the ground. Max follows, holding his shotgun horizontally against the Enforcer's throat.

((Enforcer 5, Unarmed Combat + STR = 1 success -- Takes 4S damage.))

((Ini Pass 6))

(([Enforcer 5, Ini = 24](#)))
(([Max, Ini = 21](#)))

The Enforcer struggles against Max.

((Enforcer 5, Unarmed Combat + STR - 1 = 1 success -- Takes 4S damage.))

((Ini Pass 7))
(([Enforcer 5, Ini = 28](#)))
(([Max, Ini = 27](#)))
(([Enforcer 5, Unarmed Combat + STR - 2 = 0 successes](#)))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Max bears down on the enforcer, pushing his entire weight against the enforcer's throat in an attempt to crush his windpipe.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[**Basement, Shiawase Building**]

The Enforcer kicks in vain against Max and then goes limp with a gurgle.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[**Shiawase Building**]

(([Doc, Perception + INT = 5 successes](#)))
(([Dash, INT = 2 successes](#)))

Doc notices a note taped to the underside of a nearby lab table bearing the numbers, '415034.'

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

[Shiawase Basement, Seattle]

Max pulls his knife from its sheath and drives it into the enforcer's neck with a meaty crunch, striking the concrete below him with its tip as it splits through.

Huffing, Max begins to strip the enforcer of his ordinance, taking any holstered weapons or explosives that he finds. While knelt over the body and looting it of its wetware, Max opens the commlink,

<Jack, get the fuck back in here. The last enforcer is dead.>

Again shaking his head due to the light stun he received moments prior, Max looks around the garage again. Wiping his mouth with his hand, he kneels bent over the body and looks toward the security barracks,

<I'm going to check out the security barracks and see what I can find. How's it going up there? Are we happy? Maybe somebody should run out and grab Doc's rover so we can get the frag out of here.>

Max stands up and walks to the security station, entering the room cautiously but fairly certain that any stragglers in the room would have responded to the brawl outside its door. Scanning the room, Max looks for weapons lockers, security consoles, and medical supplies.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **Drew Buddy**

[**Shiawase Building**]

Kneeling down, neck craned underneath the table, a wide grin spreads across Doc's face.

Chuckling, "Oh man, I knew I could count on human nature, and the don't-give-a-shit attitude of wageslaves."

He hops back up and moves over to the panel, punching "four, one, five, zero, three, and four," he mumbles as he keys the digits.

< Think I got it, folks. Jack, you're already outside. Maybe you can run across the street and grab my car. We'll all meet in the basement. >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[Shiawase Building]

Doc's comm alerts him to a signal being broadcast from the Rover's security system!

((I should clarify Jack is attempting to break *into* the car at this point.))

<Hey gang, Jack here. I didn't like the odds of us completing the mission and getting out alive so I called in to the Shiawase district office and brokered an immunity deal. Nothing personal.

Since I like you guys, I think you deserve to know that there are two armored personnel carriers en route as we speak. I'm sure Lone Star has been alerted as well. If you leave now, you may be able to escape. I'll make a trade... the rover for the canister.>

The access panel closest to the touch-screen swings open and a haze of frozen oxygen wafts out. Resting in a divot in the interior of the freezer is the cylinder that Mr. Lo described.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Monitoring the comm transmission, Max asserts (leaving Jack off the transmission),

<We're out of here **NOW!** We meet outside and get the frag out! Doc and Tyros, grab the canister!>

Including Jack, ((Rolling leadership, since Jack is now functionally an NPC))

<Meet us outside. You don't have to do this Jack, we can still get out of this-- we're almost there!>

Back to team only,

<Let's turn this fuck into a goddamned stain.>

Turning from the security office, Max runs as fast as he possibly can up the garage ramp and toward the rover.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **Drew Buddy**

Cursing, Doc keys up the Rover's Anti-Theft system.

< Well Jack, it was nice knowing you >

Doc activates system, sending a strong current of electricity coursing through the bodywork of the rover.

He grabs two lab coats from the wall, and wraps the canister before lifting it out.

"Shit, that's cold! Okay, we're heading out the front door. The Rover is right across the street. Let's move!"

Doc feels the canister lift slightly out of his hands and appear to float in mid-air.

Tyros says: "Let me take it--I'll jam on my bike and get clear while the rest of you retreat."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[**Commercial District, Seattle**]

Jack finishes his hurried commlink conversation with Shiawase's district headquarters as he stalks across the street to the rover.

He feels a twinge of regret before stepping on to the Rover's step-bar and jamming his autopicker into the vehicle lock.

It's at about that same moment that Doc sends the command through his comm-link to activate the Rover's anti-theft electrical defense system.

((Jack, BOD + 3 = 2 successes -- Takes 8S damage.))

Jack is knocked off his feet as heavy voltage courses through his body. He falls backwards, off the Rover.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

((I removed Elliott's post and edited Drew's for continuity sake. Doc, you can let Tyros take the canister or try to interject--up to you.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **Drew Buddy**

Doc lets Tyros take the canister.

"Keep that thing shielded. I'll take the rover with the others, and then you'll meet up with us once I'm sure we've shaken any tail."

Sidestepping over bodies, Doc heads out the front door, turning his night vision back on and looking for hostiles as he goes.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

Tyros grabs the canister, giving it a good look over to make sure it is the one we are after, and then tucks it under his coat, where it disappears.

Tyros takes off running, a slight waver in the air following his invisible wake. As he moves, he fingers his RFID eraser over the canister and keeps the comm jammer active to make sure there is no tracking signal. Once clear of the garage, he heads south several blocks to where his bike is parked.

Leaving Jack out of the conversation,

<Where is our fallback point, gents?>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Still running desperately toward the rover, Max comms the group,

<So I take it *HUFF* Jack is taken *HUFF* care of? If he's not dead *HUFF* he will be. *HUFF* I know a warehouse *HUFF* about five miles east. *HUFF* Sometimes do hard interrogations there. *HUFF* Linking to your comms. *HUFF* Doc, Dash, see you there. *HUFF* If I arrive first, *HUFF* I'll come to you. *HUFF* Out.>

Max runs hard, his glance darting desperately for approaching security or Lone Star.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **GM Nick**

[Commercial District, Seattle]

A silver cylinder bobs in mid-air as it travels along the Seattle sidewalk. It hovers over a motorcycle for a moment before disappearing into a saddle bag. A troll in a greatcoat suddenly materializes on the motorcycle and lets out a deep breath, exhausted from the effort of sustaining his spell.

He kick-starts the hog and rips the throttle, taking off down a side-street.

Elsewhere, but not so far away, a disheveled and sweaty elf is panting his way across the street. Max slows as he nears the prostrate form in the street, next to the rover. Knowing not whether the figure is alive or dead, he keeps his Remington 990 trained on it.

Doc Adams emerges from the front door, jogging quickly. He slings his massive sniper rifle over his shoulder and hurries to catch up to the tense Max.

Dash is hanging back inside the Shiawase building, for reasons unknown to the others...

Jack stirs... moans and rolls over. A beam of moonlight penetrates the hazy sky and glints off of Jack's Predator, just a meter away.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **John**

Max shoots Jack twice as he rolls over on the ground next to the rover.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**

by **Drew Buddy**

Doc is still a few meters away when he hears the muffled report of Max's shotgun. He slows the last few steps, leaning over and resting his hands on his knees as he catches his breath.

"Jesus, man, you weren't kidding about that... Huh, well, maybe we can collect his share anyway."

Doc pauses for a second, before looking around with a worried expression and keying his comm.

< Dash, where'd you head off to? Don't tell me you're still in the damn building. What part of "daring getaway" were you unclear on? We're out of time; Get your ass out here now! >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-08-2011**
by **GM Nick**
[**Commercial District, Seattle**]

Max pumps the Remington 990, eyeballing down the iron-sights. He squeezes the trigger and the muzzle expels a deadly cluster of flechettes into Jack's body.

There's a wet coughing sound and then all is quiet.

Doc and Max take a second to catch their breath, but are interrupted by the sound of heavy vehicles approaching from the north-east!

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**
by **John**
[**Commercial District, Seattle**]

Running by Jack's smoking body, Max spits on what's left of him and says,

"So much for immunity, asshole."

Hopping in the driver's seat of the Rover, Max starts the ignition and peels out in the direction of the Shiawase building. Slamming on the brakes next to Doc, Max switches from the driver's to front passenger seat, cocks his shotgun, and gets on the horn,

<We've got incoming from the northeast! Blow the bridge, Dash-- buy us some time! That warehouse should be good to lie low for a while until we can head back to our Johnson!>

Turning to Doc, Max says,

"Get us back to Dash-- we grab him, blow that bridge, and get the frag outta' Dodge!"

Max cocks his shotgun as the rover starts to roll.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**
by **Drew Buddy**

Doc hops the curb and drives across the lawn, the rover bouncing as it moves across the grass. Pulling up to the front door, he switches on the comm.

< Dash, through the front door, NOW! Have your detonator ready! >

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

[**Commercial District, Seattle**]

Dash Danstar comes swaggering out of the front door, taking his bloody time. At about 3 meters out, he squeezes a handle on a small black remote.

All of the security glass on the front of the building blows out, shards dancing on a sea of smoke as it billows around Dash, who doesn't even turn around. The walls of the entrance sag, splinter and then collapse.

Without breaking stride, Dash produces another detonator in his opposite hand and squeezes it.

There's a slightly quieter explosion; almost like two concrete slabs colliding at high velocities. The Shiawase APC that had been crossing the bridge does a nose-dive into the water and remains stuck at an angle.

Dash grins maniacally and dives into the rover.

"Hit it, Doc! We're tail lights!"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

"Wang! Haul ass!" Max shouts as Dash bursts through the open hatch into the rover. "East! East! East! Get us the frag away from this trainwreck! And remember, we're going to pass Lone Star to the south, so after a few blocks you might wanna head north a few blocks too!" As Doc floors it, Max fumbles with the controls that operate the morphing license plate. Briefly considering "R1PJ4CK," Max settles on a formatted but random jumble of alphanumeric characters. Turning to Dash,

"Ready your weapon, you cocky drekstain! They could still come up on us!"

Bracing his shotgun against his shoulder, Max leans out the passenger side window, his elfin ears focusing intently on anything he can hear over the roar of the rover's engine and the din of its tires as they scream down the street, kicking up spumes of gravel and road-grit in their wake.

((Roll perception))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

Doc floors it, tires briefly squeaking as they claw for traction on the transition from the grass to the pavement.

Barreling down the street, he gives the smoke projector a puff before turning, concealing the direction of travel from anyone standing at collapsed bridge.

Once out of the immediate area, the vehicle slows to traffic speeds; they have five miles to go, and there's no sense in attracting attention.

"We should be okay. Jack was trying to steal the rover, which means he wouldn't have given them its description. With any luck, we should be off the radar."

He turns north for a few blocks before continuing east.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

"You know, Doc. That you think of thinks like your cloud of smoke is why you may be my new best friend."

Max produces a cigarette from a crushed pack in his breast pocket, lights one, and remains at the ready as his nerves settle.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

[**Uncle Bob's Furniture Emporium, The Barrens, 1:05 AM**]

The rover, having taken a back-roads route to reach the rendezvous, finally arrives and parks behind the Indian Pathfinder.

((Let me know if you guys want to do anything or head straight to the meet with Mr. Lo.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

Doc steps out of the car, and leans against it.

"I don't know about you fellas, but I'm a bit curious to take a closer look at the canister that we were shot at and sold out for. Hopefully that damn casing has warmed up a bit."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

Joining Doc outside the rover, Max concurs,

"I'm with Doc. I'd like to maybe get a better idea of what we're handing over to Lo. Any idea how long the contents of that canister will stay cool, Doc? We need to get it to The Golden Dragon before it gets so warm that it might be worthless to them. Tyros, I'm assuming that you got it here safely?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

Dash jumps out of the rover, picks a piece of egg roll out of his pocket and flicks it away disdainfully.

"Before you two gay lords turn into the fraggin' **Hardy Boys**, keep in mind that every chopstick-holdin' slope in the city is going to be looking for us. The sooner we get rid of that oversize soup can, the better."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

"I can't believe I'm saying it, but Dash has a point. We should probably get this show on the road and over with ASAP. Shit! I almost forgot!"

Without any real warning, Max punches Dash in the nose. Following the blow, his body language indicates that no further aggression is intended.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

Doc grabs the canister and turns it over in his hands, feeling every protrusion and imperfection.

((Roll Perception/Biology/Engineering or what have you. **ROLL EVERYTHING!!**))[hr]

Doc looks over the canister a bit longer before sighing,

"I have no fraggin' clue. The only thing I *CAN* tell you about this thing, is that it's built to keep curious third parties like ourselves from finding out what's in it."

He hops back in the rover, stashing the canister in the smuggling compartment, and fires up the engine.

"All right, kids. Let's get paid."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

Comming Mr. Lo, Max says

<We're en route, Mr. Lo. We'll see you in forty minutes.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

((For the sake of brevity I'll assume Dash has gotten back in the car))

Doc kicks the rover into gear and pulls back onto the grid, winding his way toward Chinatown, Mr. Lo, and 40,000 nuyen.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

[*The Golden Dragon, Chinatown*]

A steady downpour has developed as the Rover reaches the *Dragon*. Flickering neon lights reflect in the many puddles that dot the streets. Steam rises up through vents and everywhere you look, the downtrodden Chinese citizens mill about, faces downcast.

At first glance, the restaurant appears to be closed. As you approach, a bored looking Triad enforcer with cyber-eyes emerges from his hiding spot in the courtyard and opens the main doors for you. He gestures for you to enter and melts back into the darkness.

You re-trace your steps through the restaurant, weaving in between bus-boys wiping down tables and stacking chairs.

Mr. Lo is waiting for you in the back room. He nods as you file in, hands folded in front of him. A pair of heavily 'wared Triads flank him. They regard you with mild suspicion and more than just a hint of disgust.

"Gentlemen, I trust your mission was a success?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

Doc returns the disgusted look at the nearest Triad goon before turning his attention to Mr. Lo.

"That depends, do you have our money?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

Max looks over the room of Chinese gangsters and ignores the question of how the mission went.

"You made a bad call on Jack, Mr. Lo. When the mission got rough, he turned tail and called Shia in an attempt to broker safety for himself. He had to be dealt with, and the situation got very ugly because of him. I think the remaining four of us are owed his share as compensation for your poor judgment."

((Roll negotiation if need be.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

[*The Golden Dragon, Chinatown*]

Mr. Lo holds up a bundle of cred-sticks, tied with a silk ribbon.

"Indeed. I have your payment here. I see no problem with allowing you to divvy up Mr. Trade's share. However, it is essential that we make the exchange so that the canister can be preserved--"

He stops speaking. His eyes are fixed on a point behind you. The muscles in his neck tense and you see a vein bulge.

A Japanese man with a wild, unkempt haircut and a garish suit steps out of the doorway. Somehow, he made absolutely no noise coming in. He moves forward into the room, clapping slowly and loudly.

Mr. Lo hisses, "*Hishiro!*"

The Japanese man, Hishiro, grins at the runners. His eyes are psychotic--deranged and bright with malice.

"I must congratulate you on a spectacular display. I'd imagine the phone in Osaka is ringing off the hook... My men say you can see the smoke from the Space Needle."

The Triad enforcers both produce Ares Alphas in one synchronized motion and train them on Hishiro. A pair of laser sight dots appear on the shirt underneath his blazer.

Hishiro looks down at the dots with no falter in his maniacal grin.

"Don't bother," grumbles Mr. Lo. "*Spit it out, Hishiro.*"

The Triads look at each other, confused, and lower their weapons.

Hishiro snaps his fingers. "*That's better! I didn't come here for the service--it stinks. No, I came here for the canister.*" [color=#000000]He turns towards Doc. "You see, the item you stole was never Shiawase's in the first place. By stealing it from them, you are stealing from *me*. Of course, you couldn't have known that. In lieu of your ignorance..."[/color]

He traces a finger-tip along the faded wallpaper and examines it, brushing the dust off on his lapel.

"I'm willing to consider us even, should you hand over the canister. You'll be paid, of course. I'll match what Lo is paying you and make sure my organization forgets your earlier *indiscretion*."

Mr. Lo bristles. "*You fool, Hishiro! They'll never trust the Yakuza!*"

Hishiro snickers. "*They're not children, Lo. They can make up their own minds.*"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

Mr. Lo looks sternly at the runners.

"Hishiro is more than just a Yakuza captain--he's a liar and a psychopath. He will betray you at the first opportunity. Your only choice is to honor our arrangement!"

Hishiro scoffs.

"The Triads are losing territory faster than a BTL junkie burns brain cells. It's only a matter of time before they're crushed completely. Why not sign up with the winning team?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

"And what organization are you with, Mr. Hishiro? Yakuza? I haven't had much luck in dealing with you people in the past."

Thinking on the moment, Max pulls a cigarette from his pack and lights it, inhaling deeply and expelling a faint stream of smoke through his tightly pursed lips.

"So, if you want us to trust you, how about you trust us first? What's in this fraggin' canister?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

Doc looks at Mr. Lo, and then back at Hishiro,

"I have half a mind to take the creds *and* the damn canister if this keeps up. What makes you so confident in your position? What are you even bringing to the table here, except an empty promise to leave us alone?"

((Roll knowledge of Triads to confirm whether they're really losing territory to the Yakuza))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

((Good call, Drew-- roll general gang knowledge to see if I already know anything about this situation or this Hishiro.))

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

(([Doc, Hong Kong Triads = 4 successes](#)))

Hishiro sweeps back his hair.

"Unlike Lo here, I believe in full disclosure. Can't say I'm surprised you haven't told them what's in the canister. Inspiring loyalty was never your strong suit."

Mr. Lo steps forward so that he's face-to-face with Hishiro.

"Get out."

Hishiro makes a bemused noise and turns to Doc.

"To show that I'm not bluffing. $\zeta^{23/4}\zeta\cancel{\text{Yz}}$."

No sooner have the Japanese words left Hishiro's tongue than the canister, tucked under Tyros' coat, releases a burst of vapor and the first level of protection unlocks itself.

Hishiro grins. "Unlike your current employer, I'll tell you *everything*. Just bring the canister to the *Midnight Panic* casino."

Mr. Lo's movements are a blur. He withdraws a knife from inside the fold of his shirt and slashes Hishiro. The blade passes right through Hishiro, who arches an eyebrow. The illusion shattered, the Yakuza captain's image melts into the air and disperses.

"I hope you are not foolish enough to believe anything that mad man said," says Mr. Lo, turning towards the runners.

Your commlinks alert you to an anonymous incoming message.

<IF YOU NEED HELP DISPATCHING MR. LO'S BODYGUARDS, JUST CLEAR YOUR THROAT. ASSISTANCE WILL BE PROVIDED.>

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

"No more bullshit, Mr. Lo. Tell us what that was about. Tyros-- open the canister and show us what we stole from the Yaks tonight."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

"Mr. Lo, if we were to hand over the canister to you, we'd be making a very powerful enemy. What he said about Triad power in this city is true. Your operations are being shut down at an

alarming pace, and you're fighting a losing battle. If things continue as they are, the Yakuza will own this place, and you'll have no safe harbor. We stand to gain very little, and lose quite a bit by helping you.

If you want us to trust you, then you'll need to trust us."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

[*The Golden Dragon, Chinatown*]

Mr. Lo sighs and waves his hand. The Triad enforcers turn and leave the room. As soon as they're gone, Mr. Lo retrieves a small gray box from his shirt pocket and sets it on the table.

"What I'm about to tell you cannot leave this room. This is not just for my safety, but for yours as well. There are forces--powerful forces--that could crush you or I with very little effort in order to gain this knowledge."

Mr. Lo gestures for Tyros to place the canister on the table and turns to Max.

"What do you know about the Renraku Arcology?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

"Yeah, the SCIRE. Self-contained city in Seattle until an AI seized control and locked it down. By the time UCAS reclaimed the city, everybody inside was basically dead or turned into some kinda zombie technomancer. He wasn't making much sense, but Haneda was mentioning something about Renraku when he was bleeding to death in his own trunk."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

"That is correct. During the final days of the battle to take back the arcology, the construct known as *Deus* downloaded information into several of the survivors, into implants that had been installed without their knowledge."

"Once Renraku learned of this development, they created a team to track down and capture the survivors. They were successful. Renraku scientists attempted to remove the implants without success."

Mr. Lo manipulates a series of slides on the canister.

"Deus was far more creative than Renraku had anticipated. He fused the implant with the brain-stem, creating a power source and fail-safe at the same time. If the implant was ever severed from its connection, it would be erased."

The canister releases another puff of vapor as the outer casing is removed.

"This was Renraku's solution."

Mr. Lo removes the final-safeguard and carefully withdraws a protective layer from the canister. Underneath is a smaller plexiglass cylinder, filled with a solution of some type. Floating within that is a bundle of gray matter--a brain stem--connected to a slab of tissue with a dozen tiny filaments. A cluster of tubes and wires disappear into the base of the cylinder.

"This brain-stem is functionally alive. By keeping the bio-electric activity from ceasing, the data integrity is assured. It isn't a permanent solution, but it should suffice until the data is able to be pieced together..."

Mr. Lo gently replaces the protective layer and then the outer casing. He withdraws a square of plastic from the top of the canister.

"There are five such canisters. Each holds the same contents: a piece of brain being kept alive to preserve the data in its accompanying implant. Theoretically, all five implants constitute the entirety of Deus' legacy.

Even after being shutdown, Deus' influence continued. One of the lead Renraku surgeons was a secret member of the *Order of the Dawn*, a cult-like group of followers who were rumored to have been brainwashed during the shutdown.

The *Order* believes that Deus is God and that the only way to absolution from our sins is to reactivate him. They stole the canisters and scattered them throughout the country, until they can figure out how to harness the data within each implant."

He extends the plastic square on his palm.

"When Renraku built the canisters, they installed geo-locator tracking chips in each. As a precaution, only one canister can be tracked at a time and only by one other, specific canister. You have to be in possession of a canister to locate the others, and you must do it one at a time."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**
by **GM Nick**

Mr. Lo tosses the cred-sticks on the table.

"You have done well. It is my desire to employ you to recover the remaining canisters. My superiors wish to use them as leverage against the Japanese, to create a power vacuum with which we can reclaim our lost territory.

Hishiro and the Yakuza would sell the same technology back to Renraku, with disastrous consequences. Deus must not be reconstituted. Thousands died at his hands. If he were to re-actualize in an environment that was not constrained like the arcology..."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

Max shifts uncomfortably in his chair, needing a fix.

"Why the hell would Renraku reactivate Deus? Deus is the AI that took control of their facility and killed everybody in the first place."

A faint sweat has broken out on his brow.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

Mr. Lo sits at the table and folds his hands.

"Renraku feels that Deus represented a breakthrough in artificial intelligence and that the data he gathered during his experimentation would advance cyber and nanotechnology.

Their arrogance is overwhelming. They believe they can contain Deus. They vastly underestimate him."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

"So, how do you expect to leverage the pieces against the Yakuza to get your territories back? It sounds to me like you'd ultimately just wind up selling them to the Yaks anyway. The sum of your parts don't add up to a whole picture, Mr. Lo."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **GM Nick**

"The Yakuza has become a fractured organization. Dissension is a plague amongst their ranks. The new generation is impatient and entitled. If they don't earn a place of prestige within the first few years, they become restless. Many seek protection contracts with corporations, using family contacts to obtain them. Overall, many of the Yakuza's enforcers have allegiances that are conflicting.

If we were to sell the canisters to Shiawase, Yamatetsu, and Mitsuhamma, the resulting proxy conflicts would destabilize the entire organization to the point we could drive them out of our former territories--perhaps gain some of theirs."

Mr. Lo cuts the air with his hand.

"A house of cards."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

His anxieties getting the better of him, Max starts motioning to get up,

"Alright, Lo. I'm no friend of the Yaks, so you can count on my participation. For what it's worth, though, it sounds like you're playing a dangerous game. What if those groups don't fracture and begin the in-fighting war you suggest? Or even if they do, what happens when the dust settles on what's left of the organization and they now have all of the pieces to reconstitute Deus? Whatever happens, that needs to not. As for now, though,"

Standing now, Max looks across the table at his employer and to his sides at the surviving members of the team,

"I have to be on my way. There's still a drekstorm all around tonight's events, and I don't like that any member of any Yakuza factions knows who or where I am at the moment. Unless there's anything else, I assume you'll be in touch with me when you need me again?"

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Drew Buddy**

Doc rubs the bridge of his nose with his thumb and forefinger,

"Okay, I'm willing to play along with this plan. I'd prefer to withhold the final cylinder from the Yaks when we obtain it. Max is right, if cooler heads were to prevail within the ranks of the warring factions, they could be successful in resurrecting this monster.

But for now, the Yakuza will have it in for us, and I'm game for anything that weakens their position."

Doc grabs 40,000 nuyen, plus 10,000 from Jack's share.

"If we have no other business here, then I intend to drink and sleep the next few days away."

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **John**

Grabbing his creds, Max looks at the assembled party, nods, and says,

"Gentlemen,"

and with a pang of bitter sarcasm, Max smirks and says,

"and Dash."

Bobbing his cigarette in his teeth, Max turns and walks out of the room.

RE: Run #1: Big Trouble in Little Chinatown

Posted: **08-09-2011**

by **Elliott**

Tyros reaches across the table and takes his nuyen.

"I don't like the idea of this AI getting out again, not one bit. But it seems this path is the lesser of two evils for now. And what is one more powerful enemy hunting me anyway? You have my comm number, call when you need me."

Tyros quickly leaves the way he came, mounts his bike, and rides off towards the hovel he currently calls home, making sure to double back several times on the route to ensure he is not followed.