Run #3: The Pacific Rim Job

Posted: **08-30-2011**
by **GM Nick**
[Building Roof, Seattle]

Mr. Lo, per his instructions, is waiting for you on the roof of a skyscraper near the harbor.

The sky is an indifferent gray and a persistent drizzle permeates the air, adding a grimy feeling to the slick, industrial landscape of Seattle's downtown district.

The fixer is dressed in a smart gray suit, with the ubiquitous, matching mirror-shades they all seem to wear. He takes a draw on a cigarette and inclines his head slightly as the group approaches.

"We've located the next canister. Our luck could not have been better."

Mr. Lo walks to the edge of the building and flicks his cigarette into space. He leans against the railing.

"It happens to be in Seattle, only a few kilometers from where we're standing."

RE: Run #3: The Pacific Rim Job

Posted: **08-30-2011**
by **Drew Buddy**
Doc steps to the railing beside Mr. Lo, and looks out on the skyline.

"Hey, as long as we don't have to get there by plane, it's fine by me. Those things are *dangerous*."

Doc grins before turning back to the matter at hand.

What's the location?"

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max, still a little sore from his meeting with his debtor, is slightly put off by the appearance of a cavalier, somewhat pleased fixer. He gives Lo a hard once-over and scans the area with his newly upgraded vision and hearing augs. Max is unable to contain his suspicion,

"So far nothing has been that easy with these jobs, Mr. Lo."

Max pulls a cigarette from a pack in his inner coat pocket and lights it.

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
A new arrival slips quietly through the roof door and strides towards the group. She's a young woman--on the edge of twenty--with a cascade of pitch black hair and a fair complexion. Dressed simply in a black ensemble of high-end armored clothing, she exudes neither superiority or weakness. Despite her good looks, you can't help but notice the milky white eyes that dart from runner to runner as she sizes everyone up. She pulls her hands out of the front pockets of her jacket and slaps the railing.

"Hi Lo. Looks like you got some *proper* Shadowrunners. That's good. Can't say I'd ever want to live through the Chiba operation again."

She nods cordially at the others.

"I'm Milly. Hacker by trade. You noticed the eyes, I'm sure. Before you ask, I'm not blind. I just have a different sort of sight than most people. It'll be nice to be working with professionals."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max nods at her hesitantly,

"Max. Hacker, huh?"

Max sizes up the young woman, but senses no immediate threat. Turning his attention back to Mr. Lo, Max says,

"Chiba operation? It sounds like you've got a track record of organizing trips into hell, Mr. Lo."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **Drew Buddy**
Doc's ears perk up.

"'Bout time we had someone with proper technical skills.
Sometimes bangin' rocks together gets us only so far.

That guy," Doc points at Tyros, "is good at sneaking around and growling; 'Peaches' over there will talk the panties off of a silverback gorilla, or take them at gunpoint; Dash is... Well, Dash; and I specialize in malpractice lawsuits and long range surgery. Welcome to our merry little pirate gang."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max motions over his shoulder to Tyros,

"You forgot fainting. He likes to take impromptu naps."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
Mr. Lo points towards the harbor. Your eyes follow his gesture and come to rest on a gigantic ship, roughly the size of a small city. It resembles a black mountain, more than anything. All of the other ships in the harbor are dwarfed in comparison.

"You see that ship? It's a Renraku super freighter. The *Amaterasu*. It is one of the largest ships ever built. It has a working crew of about 5,000 and is powered by a nuclear reactor."

Mr. Lo folds his arms.

"According to our analysis of the canister you recovered from Alaska, the next lies within its hold."

Milly stares out at the behemoth of an ocean vessel.

"It's positively popping with data signatures."

Lo nods.

"The *Amaterasu* also acts as a redundant co-location for a bulk of Renraku's data. They host their own sub-matrix on it."

Milly whistles appreciatively.

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **Elliott**
Tyros's hulking form dwarfs eveyone else on the roof. He gives Max a glare for the fainting comment.

"Pleased to meet you Milly. General Smartass over there will be giving you orders in no time. Try to ignore him. The one called Dash will almost certain try to blow you up in he next 24 hours. And the one we call Doc somehow thinks ripping people open with knives counts as surgery. I guarantee he never made it through med school. As the only sane person in the group, I'll be happy to help if you need anything."

Giving a stern looks at Mr. Lo, "As Max points out, the last two operations have been far more complicated and dangerous than originally billed. Yet we have succeeded in retrieving the canisters. This monster of a ship looks worse than the office fortress and alaska combined. I cannot speak for everyone else, but the original $40,000 is absolutely insufficient to persuade me to board that ship. I will accept nothing less than twice that amount or I walk right now."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
Milly arches a brow.

"Where *is* this Dash character, anyway?"

Mr. Lo frowns.

"Mr. Danstar has been unresponsive over the past few days. We'll have to proceed without him, for now."

((Defaulting negotiation puts you at 0 charisma, Elliott. Negotiating with Lo is an impossibility!))

"As for your financial concerns, I am unable to budge. However, I can make a concession in lieu of Mr. Danstar's absence. Â¥55,000 is and will remain the payment for successful retrieval of the remaining canisters."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max shoots an incredibly annoyed look at the large troll standing to his left, then eases the disdain in his face as he turns to Mr. Lo,

"Mr. Lo, what my overstuffed counterpart here lacks in social grace, discretion, tact, subtlety, looks, smarts, and smell he... well... *begins compensating for* with the point at which he's driving. These missions have been fantastically dangerous and complicated, and 40,000-- hell, even 55,000-- is a fool's pittance for the complexity and importance of the assignments, the dangers involved, and the enemies we're making. So far we've more than likely been marked for life by both the Yakuza and the UCAS. Who's next, God? 80,000 is a more than reasonable request in trade for basically a lifetime's worth of very powerful enemies."

Max looks at Mr. Lo with grave earnestness on his face and inwardly hopes the tailored pheromones were worth the investment.

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **Elliott**
Tyros snorts at Max and then turns to Mr. Lo. Shrugging, "Mr. Lo, you mistake my words for negotiation, which this is not. I don't need this job, it is dangerous and I have saved my money. I walk unless I am paid $80,000. Negotiate with Max if you like. Let me know you decision in the next 2 minutes, which is how much longer I'll be on this roof."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
((Max, Negotiation + CHA - 2 [Previously discussed] - 3 [Result is harmful] + 1 [Tailored pheromones] = 0 successes))
((Mr. Lo, Negotiation + CHA = 1 success))

Mr. Lo's non-committal expression doesn't waver.

"Danger is part of the job, Mr. Overstreet. Surely a seasoned detective such as yourself would know this. Besides, my pockets and the pockets of my superiors are not endless. You are all free to walk, should you feel that it is insufficient."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max glares at Tyros out of the corner of his eye. The moment can't hold, though; Max needs the money and needs it badly. Clearly angry, Max folds his arms over his chest and responds,

"**Fine.** How do we get aboard this tanker? Any indication where the canister is located?"

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
"Therein lies the challenge. *Amaterasu* has an almost entirely automated security system--one that takes its cues from the arcology. It's common knowledge that it is equipped with sentry weapons and security drones. Additionally, while docked in the harbor, you can expect a security detail, not to mention harbor security and Lone Star.

I would recommend engaging in subterfuge if you intend to gain access while she's docked.

If straight-out infiltration is your intention, you may want to wait until the ship is in international waters. She's due for a trans-pacific voyage..."

Mr. Lo glances at his gold wrist-watch.

"Approximately 40 hours from now."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max nods in understanding.

"Have your people gathered any intel on any Renraku personnel we could sweat for access to the ship? Milly, is that something you could arrange?"

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
Milly lights up a deepweed spliff and takes a long drag. She blows a smoke ring and tilts her head.

((Milly, Computer Technology + LOG = 3 successes))

"If the *Amaterasu* hosts a sub-matrix, chances are good that there will be a data up-link while the ship is berthed. If I can get access to the hardware on the Seattle end of that up-link, I might be able to get something we can use. I have a friend that sometimes does *business* at the docks. I'll give him a ring and see what he can do."

She stubs out the spliff and walks out of ear-shot, speaking aloud to an unseen listener.

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max watches her walk off and returns to Lo,

"That leaves the matter of trying to locate the canister within the ship. Any leads?"

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **Drew Buddy**
"I'm willing to go the subterfuge route, if we can work out a plan. Even if we can't get full access, it will put us in a better position for infiltration when she sets sail. I don't know about you, but I'd rather not have to climb the hull of this ship from the water. It would be better if we were already inside.

The way I see it, we bribe or trick our way in while she's docked. That will put us halfway to the goal. Then once she slips her moorings (along with all the extra security), we start making our way deeper into the ship. I'd imagine the Deus fragment will be in a well protected area."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max is apprehensive.

"I'm uncomfortable with doing this at sea. What happens when, like our last two play dates, things turn to drek? We're trapped on a freighter for a week until it somewhere in the South Pacific? That's a long time to try to avoid detection. Subterfuge is definitely the way to go, but getting in and out in the next forty hours seems like the right call to me." Max is filled with smart-ass pleasure. "Besides, can Tyros even swim?"

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **Drew Buddy**
Doc nods,

"I'd be perfectly happy if we could get this done while she's still in port. We just need to be prepared for any unexpected delays, and have a plan for what to do if we find ourselves at sea.

Making guess here, but I'd think we could exfiltrate using one of the ship's own life boats if need be. For liability purposes, I imagine they'd keep them readily accessible."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
Milly returns, looking pleased with herself.

"My contact says he can get us into the harbor without authorization, but that even *his* guys don't go near the corporate area--that part is up to us."

Rummaging around in her pocket, she produces a handful of dime-size plastic dots with adhesive backings.

"These are stealth tags. If you put them somewhere on your person, I'll be able to keep track of your approximate location via satellite. They're encoded to a special RFID band, so only I can detect them."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
Mr. Lo hands Max a data-chip.

"Here are the tracking frequencies for the third canister. It's impossible to say where on the ship it is being held--though it is likely that Renraku is unaware of its contents, as the locator beacon is still active. This logic leads me to believe it will be in a storage compartment. Though, as I said, I can't be sure.

If at any point you wish to do some water-based recon, you can borrow one of our speed-boats. I've alerted my men that you may be stopping by."

He tosses a set of boat keys at Doc.

"Anything else you wish to know?"

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max reaches out and takes one of the tracking tags. Pulling up his shirt, Max places the tracking tag inside his skin pocket to make sure that at no point will he be separated from his ability to be

tracked by Milly. Nodding at Milly, Max affirms,

"That's a good idea. Don't worry-- this thing is filled with goo like a kangaroo's."

Turning his attention to Doc, who now holds a set of boat keys in his hand, Max says,

"How about you and I do some recon around the ship-- see what we can find out about security down on the docks and possible means of getting on and off the ship."

Max thinks about the situation and turns back to Mr. Lo.

"Sometimes on super-freighters it'll be possible for civilians are able to buy their way on to the ship as a means of traveling across the ocean. Any word on whether this thing doubles in some small part as a passenger freighter? If so, we might be able to buy a couple of cabins, stow a getaway speedboat in its cargo, and just slip on out after we're done."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **Drew Buddy**
Doc catches the keys, and pockets them, then takes a tracking tag from Milly.

"Recon is the way to go here. We still have almost two days before she departs. Maybe we can get an idea of not only the layout, but of the security procedures as well. I'm interested in who is getting in and out of the ship, as well as *how* they are doing so. We might be able to shadow someone with clearance as they enter the city, and nab their credentials. Assuming, of course, that we can't buy our way on as suggested."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
Max nods at Doc,

"I was thinking of grabbing somebody as they enter the city too. Definitely something to bear in mind."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **GM Nick**
Milly tugs on Tyros' sleeve.

"Hey, big guy. Why don't you and I team up and do some land-based recon? I'm sure there are some sort of magical defenses and we'll need you to tell us what they are."

Mr. Lo shakes his head at Max.

"I can't say for sure whether Renraku rents out space to civilians or not."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **Drew Buddy**
Doc looks around at the others.

"So, everyone know what to do? Max, let's go grab a boat."

RE: Run #3: The Pacific Rim Job

Posted: **08-31-2011**
by **John**
As Max heads out with Doc, he shouts over his shoulder to Milly,

"See if you can do some research and find a viable contact number for Renraku-- if we can just buy our way onto that ship it'll make things a lot easier for us!"

Max departs the rooftop meeting and heads down to the speedboat with Doc.

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **Elliott**
Tyros stares bullets at Mr. Lo, and then, almost imperceptably, nods his head as if finalizing a decision.

Taking the RFID tracker from Milly, he smiles, "Sure thing. Let's check out the docks. Everyone keep in communication and we'll meet up once the recon is finished to plan our attack."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
[Triad Hangout, Seattle Harbor]

The man at the door is Chinese, weathered, and fairly drunk. He sways slightly as he gets up to greet the runners. Tired actuators whir as his prototype cyber-arm raises up to put a palm flat against Max's chest. A gray fu-man-chu lends him the look of an extra from a bad Kung Fu movie. He regards the elf through blood-shot, rather cross eyes.

"Hol' up a minute, *laowai*. What's your name?"

A Triad enforcer, looking more like a body builder with an UZI IV, gets up from the hammock he was relaxing in. He shrugs apologetically at Max and Dock.

"Come on *jiu ren*, be nice. These are the people the boss told us about."

[Pier 15, Seattle Harbor]

Milly and Tyros arrive at one of the shadier parts of the dock and approach a rough looking troll dock worker. He's bare-chested, covered in scars and unloading crates from a cargo ship.

"You T-bone's guy?"

The troll looks at Milly, wipes the sweat from his brow and nods.

"What'cha need, little lady?"

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **Drew Buddy**
Doc nods at the enforcer.

"Good to see someone's paying attention. The boss man is letting us borrow the boat for some official business." Doc dangles the keys. "If you'd be so kind as to show us where it's parked..."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **John**
Max is really not in the mood for this kind of attitude, and says to the older enforcer as he pushes the mechanical hand away somewhat aggressively,

"Relax, pal. You don't wanna throw something out of joint."

Max turns to the second enforcer and changes his demeanor completely to a much more civil disposition.

"What can you tell us about harbor security? We're going fishing and want to make sure we don't have to throw back what we catch."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
The enforcer casts a baleful look at his older counterpart and then sits back down on the hammock.

"If you follow this jetty, there's a boathouse at the end. You'll find a hydrofoil in there. The boss mentioned something about that 'raku super-freighter. You'd better steer clear of it for the most part. Stay at least 100 meters at all times. The ship's got an automated defense system. Even with a hydrofoil, I doubt you could out-run a missle."

He rubs his chin and somewhat apprehensively says, "There's a Yakuza party boat that's been sitting on the edge of our turf. I can't do anything about it, on account of the truce. If you wouldn't mind... you know, maybe blowing it up, or something, I'd be really appreciative."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **John**
Max casts a surprised and somewhat enticed look at Doc,

"Uh, thanks for the tip. Lead the way."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
[Pier 15, Seattle Harbor]

Milly gestures to the Renraku super freighter.

"We need to get as close to *that* as possible. Preferably without actually being in Renraku's private section of the harbor. Specifically, we're looking for a mainframe. There will be a lot of cables going into the building."

The troll scratches his chin and squints; clearly the strain of thinking has afflicted him. His face is screwed up in concentration.

"I don't know about any place like that, but I can get you into the yacht section... T-bone has a lot

of wealthy clients that like product delivered directly to them."

He rummages around in his shorts and passes Tyros a slightly sweaty mag-card.

"This should get you past the main gate. You're on your own after that."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **Elliott**
Tyros takes the mag-card. "Thanks bud. Say, do you know anyone who actually gets to work on the super-freighter? There has to be a lot of hired local help with all the loading and unloading."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
The dock-worker rolls his eyes back and forth. He looks uncomfortable conversing and like he'd much rather get back to moving things.

"Umm... there are some corporate types that walk through the breeze way in between the dock sections. Suits, 'ware, expensive jewelry--that kinda thing. I don't know who they work for, though."

Milly elbows Tyros and whispers, "I don't think this guy is going to be much more help."

"Thanks," she says, raising her voice to a normal level. "Have fun ...moving crates."

The troll grins, a look of relief watching over his face. He nods and gives a thumbs-up before turning back to his menial duties.

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **Drew Buddy**
[Triad Hangout, Seattle Harbor]

"We'll see about the Yak boat. In the meantime, thanks for your help."

Doc pauses,

"By the way, do you think their security system would pick up and attack a small metal object? Something that's only about 5 centimeters across?"

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
The old Triad turns to Doc and peers at him.

"There used t'be fish in the harbor, ya know? Years and years ago. No more fish, cos' of all the pollution and chemicals. Died off. Gone away. The fish know better than to stay in the harbor."

The cyber-arm whirs erratically as he gesticulates.

"I hear those yaks got a special submarine. A *stealth* submarine. They use it to spy on transmissions going from ship to ship n' then blackmail people! I remember when this was a civil line of work--not all this underhanded business."

The Enforcer sighs. "Give it a rest, old man. They don't give a drek about your lunatic conspiracy theories."

"You should respect your elders," snorts the old Triad, but there's a look of defeat in his eyes. He turns towards Doc and Max. "They're probably listening to us right this very moment."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **John**
Max looks at the triad as if he's getting on in his years right before him.

"Right. Well, I think I've heard enough. Let's get this show on the road, Doc."

Max turns and exits the boathouse, heading for the hydrofoil.

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
The hydrofoil doesn't resemble a boat so much as an aluminum *spike,* designed by reasonably insane engineers to move through water at ridiculous speeds. A portion of the hull is scooped out and contains a semi-spherical plasteel canopy and a couple of uncomfortable looking bucket seats.

Speed Demon has been painted on the side of the vessel, which bobs tranquilly in the confines of the boathouse. The smell of gasoline fumes, salt water and pollution burn in the runners' nostrils.

There's a sound not unlike an explosion as Doc cranks the ignition. Hull shuddering, *Speed Demon* comes to life and idles like a metallic hornets nest.

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **Drew Buddy**
Doc gingerly inches the throttle lever forward, and steers the boat out of its mooring.

"That guy was having himself a proper ramble back there. Still, we've come across crazier people who gave us valuable information. We might do well to keep sensitive information off the comm channel while we're here. Yak submarine or not, I'm sure the superfreighter has its own electronic warfare and surveillance package. They're certainly paranoid enough to destroy anything that comes close."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
Speed Demon flits across the water at 40 knots, moving like a skipping stone on nova coke. Each crested swell explodes into a dove tail of atomized water particles, all the while the hydrofoil screams like a banshee.

As Doc and Max move out of the piers and towards the center of the harbor, they observe the *Amaterasu* growing larger and larger--that's when the scale of it finally hits them. This thing is *big.*

The super-freighter is polished obsidian, gleaming in the sun. Along the perimeter of its hull, near the water line, are giant bilge ports dumping thousands of gallons of recycled sea-water. The surface of the hull seems almost seamless the rest of the way up, with the exception of small fractures where viewing ports must lie. The deck is invisible from so far below, but there's a crown of radar equipment sticking out of the top-most structure.

Tearing their eyes away from the abomination proves to be difficult, but when they do, Max and Doc spy a yacht at the far end of the Triad's portion of the harbor. The faint undulations of loud electronic music thump across the water.

In addition, it's hard to miss several small patrol boats bearing the Lone Star insignia on barnacle-studded hulls. They weave in and out of the shipping lanes, decks manned with hard-looking guys with long-range optics.

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **Drew Buddy**
Doc gives an irritated look at the Lone Star boats.

"So, do you feel like taking care of the Yak boat? We already know that they're interested in our target, and they might try to interfere with our mission."

RE: Run #3: The Pacific Rim Job

Posted: **09-01-2011**
by **GM Nick**
[Breezeway, Seattle Harbor]

The breezeway is a sort of covered causeway, elevated high above the water, that joins the public and private sections of the harbor together. Sunlight streams in (that isn't caught in the ever present haze) and refracts from the hexagonal glass tiles littered across the top of it.

A handful of corporate types, boating enthusiasts and harbor staff mill about, some accessing the myriad of public terminals mounted on one side of the breezeway.

Milly watches the various pedestrians with keen interest.

"Maybe if we spot an obviously Japanese wage slave, we can extract some information from him. This is a high visibility area, so it might be better for me to hack his PAN."

A young Japanese woman in a sailor's uniform begins crossing the breezeway from the private side.

Milly pinches Tyros. "Distract her so that I can get into her personal area network. Be subtle, too." She nods her head at one of many surveillance cameras.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Elliott**
Tyros steps in front of the woman, looking down at her head three feet below his own with the friendliest look he can muster.

"Excuse me miss, but I am a little lost here. I'm looking to meet a friend at his yacht, but haven't the slightest clue where to go. Can you show me where the private boats are moored?"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
Milly stands just behind Tyros so as to remain inconspicuous. Her gaze seems to fixate on something invisible and her expression becomes one of intense concentration.

((Milly, Hacking + LOG (3) = 3 successes))
((Milly, Mask, Hacking + Stealth = 1 success))

Milly stretches her fingertips out towards the glowing golden box in the woman's pocket. Bits rearrange, much like a combination lock, until they line up just right. Time seems to slow and the golden box explodes its contents into a dozen columns of collated information.

She floats through the swirling miasma of data, glancing at various bit of information, trying to find something useful.

The sailor looks up at Tyros somewhat apprehensively. "Uh... excuse me, I'm in a bit of a hurry..." She moves to step around the big troll.

Milly tugs on Tyros' sleeve, indicating she needs more time.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **John**
Max spies the Yakuza yacht as some kind of party evidently takes place.

"You've got a point, amigo. Let's get a little closer and see what there is to see there."

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
Doc slows the engine down to a calm gurgle, and the boat slides closer to the floating Yakuza dance party.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
[Yakuza Party Boat, Seattle Harbor]

The rythmic bass tones grow louder as Doc and Max approach the party boat on an intercept trajectory. The explosion lows and nails-on-chalkboard highs of *You're My Plutonium* by Johnny

Nuclear and the Meltdowns assaults the runners' eardrums.

Gao no seibetsu is scrawled across the side of the ship in crude romaji. It's a typical luxo-liner--a yacht designed to make port *wherever* so its occupants can focus on more important things, like debauchery.

The hydrofoil's cacophonous engine captures the attention of the ship's crew, even over the mind-splintering sounds of Johnny Nuclear.

A shirtless Yakuza with a dragon tattoo, speedo, and designer sunglasses jumps up on the rail. He drags an Ares Predator around nonchalantly in one hand, which he waves as if he's forgotten he's holding it.

"Oy, oy. You party crashers? I don't remember ordering a pizza. Hey, Hiro, did I order a pizza? Or was that a stripper?"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
A wide grin spreads across Doc's face, as he holds his arms out to either side.

"Party crashers? Man, we *are* the party!"[hr]
An idea forms in Doc's head. He gauges the distance to the Superfreighter, and then turns his eyes back to the party boat, looking over each person in sight.

((Roll perception or even medical to spot the most inebriated person on the boat))

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
The Yak's arms shoot up and he grins wide. His sunglasses slide down and you can see his eyes are glassy.

"Party time! Everybody has a real good time! Come on board, have some sake!"

He stumbles drunkenly along the deck, pausing briefly to flip off the Lone Star patrol boat that flies by. Grumbling to himself in Japanese, he begins groping a wet bar, knocking over several glasses in the process.

((You'll have to get eyes on the other Yaks first!))

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
In a low voice Doc says,

"Well Max, shall we? I want to take a look inside, and goad the most boastful, sloppy drunk we can find into a race."

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Elliott**
Tyros sidesteps, keeping his huge baulk in front of the diminutive asian woman. "Please miss, it's very important I find my friend's boat right away or he will leave without me!" Tyros is now visibly excited, shuffling side to side and waving his arms. The acting is not top notch, but an eight foot tall, 500 pound troll jumping around is cause enough for concern.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
((Milly, Scan + Resonance = 3 successes))

Milly's matrix persona flits nimbly from node to node, quickly scanning the info files in the woman's comm-link. Each node opens like an orchid, releasing small fountains of text and video.

A series of Yamatetsu corporate documents expand across her field of vision.

<Drek. She works for Yamatetsu. Let's wrap this up and try another.>

Milly's trance is broken and she blinks, slips an arm around Tyros' enormous wrist and giggles nervously. "Oh, *there* you are Reginald! I was looking all over. Come, come, it's over this way."

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **John**
Max flings his arms in the air and let's out his most frat-boy sounding
"WOOOOOOOOOOOO!"

Shouting exuberantly at the partiers, he entices,

"Hold on guys! I've got some party favors!"

Kneeling down and rummaging through his pack, Max finds his reserve of bliss.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
[Yakuza Party Boat, Seattle Harbor]

The Yakuza crew are sprawled out on the rear deck, on a pile of lounge cushions in a circle around a tri-d projector. There's an amazingly accurate representation of an attractive, topless Japanese woman with over-sized breasts dancing on the tri-d.

All three of the other Yakuza are dressed similarly to your host, wearing various swimming apparel, covered in tattoos and all with mirror-shade sunglasses.

They hoot and holler at the tri-d dancer, stopping to cheer as your host introduces Max and Doc to the celebrations.

As soon as Max starts digging around in his pack, they all come to the railing and lean over, eager to see what the gaijin has brought them.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **John**
Max stands proudly and quickly whips the pills out of his pack!

"You guys wanna do some bliss? It'll make you feel *reeeeaaaal* good."

Max is pouring on all of his suggestive charm.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
Doc looks around appreciatively at the boat.

"Which one of you gets to drive this beauty?"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
The Yaks begin clapping and cheering.

"Bu-rissu! Bu-rissu!"

Your host, who has identified himself as Kato, jabs a thumb at himself.

"My boat!"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **John**
Max cheers and smiles joyfully. Calming himself, he says,

"Alright, alright. I can see you boys like to party! Plenty for everybody!"

Max dolls out three hits of bliss per Yakuza partier. Max pretends to take a couple hits himself and feigns the act of throwing them down the hatch with tremendous vigor.

((Roll palming if need be.))

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
Doc claps Kato on the back.

"Bet she's fast, especially with you behind the wheel. But I think I might just be able to beat it. Want to take a wager?"

Doc grins mischievously at the Yakuza man.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Elliott**
Tyros smiles at Milly, "Finally! I was getting worried! Let's go!" He turns away from the flustered Japanese girl with Milly on his arm and proceeds down the way. "Let me know if you want to try someone else, or if we should just find the server room...it can't be that hard to spot."

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
(([Max, Con + CHA + 1 [Advantageous] + 2 [First Impression] = 6 successes](#)))
(([Yakuza, Group Test, CON + CHA - 1 [Intoxicated] = 2 successes](#)))

(([Max, Palming + AGI = 3 successes](#)))
(([Yakuza, Group Test, Perception + INT - 1 [Intoxicated] = 0 successes](#)))

Not only does Max convince the Yakuza to slam down his proffered pharmaceuticals, but he also successfully pretends to take them himself.

The gangsters all smack their lips and down the pills with bottles of sake, high-fiving each other, Max and Doc.

Kato slings an arm around Doc. "You guys are alright--number one. We good friends now. Don't think you can race me and win! But this ship isn't as fast as--"

He points his sake bottle at the *Speed Demon*. "You let me drive your boat, yes? I'll show you what a real racer I am."

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
[Breezeway, Seattle Harbor]

Milly leans against a computer terminal and watches the people coming and going through the breezeway. Though Milly is technically blind, she can see the way that radio waves coalesce and part as people move through them, effectively remedying any visual handicap.

A nervous looking Japanese man in coveralls approaches a terminal adjacent to her and taps the screen. He pulls his baseball cap down lower over his face and furtively dabs at the terminal.

Milly winks at Tyros.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **John**
Max points at Kato and speaks at volumes only made appropriate by extreme intoxication.

"No no! You don't know this guy! You've never seen a worse racer in your life let me tell you!

You could be in a **_ROW BOAT_** and race circles around him!"

Max turns his attention to Doc,

"How about this, _I'll_ bet **_YOU_** that you can't beat our new friends here! Your boat versus theirs! What do you say to that??"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
Doc does his best to look suitably affronted.

"Hey! That was just that one time! Okay, and that other time... Drek.
And I knew I should have brought the boat in for a service. The ignition timing is still wonky.

But whatever, I can _do_ this! Kato, what do you say, man?"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
Kato's head snaps back and forth as he drunkenly observes Max and Doc's exchange. His body language indicates he is getting more and more invested in the excitement.

"Nobody ever beat me in a race! Ganbarou!"

He (clumsily) leaps to his feet and shatters the bottle of sake on the deck.

"Hey, all you guys!"

The other Yakuza cling to the railing and cheer.

"I'm gonna race now. Get ready."

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **John**
Max applauds.

"Yeeeeaaaaah!"

Excitedly, Max hops over the Speed Demon, giving doc a playful shove on the way over. Taunting Doc, Max says,

"I wanna be up close and person so I can see the look on your face when Kato *KICKS YOUR ASS!*"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
Doc grabs a bottle of sake, and hops back over to the speed boat. He turns back to the party boat full of Yakuza enforcers, and lifts the bottle high into the air.

"Let's Race!"

He takes a dramatic slug, and heads over to the controls, firing up the engine.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Elliott**
Tyros walks up to the Japanese man at the terminal, imposing himself between the two of them and jabs a finger into the man's chest. "Hey you! Did you just grab my girlfriend's ass at the yacht club!? I'm not sure where you're from, bub, but that doens't fly around here. You better explain yourself before things get physical!"

Tyros crosses his massive arms over his chest and leers over the little man.

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
The group on the boat explodes into thundering cheering as Doc takes a swig from the bottle. They all collapse on to the deck, looking more than a little intoxicated.

Kato dashes to the helm and grabs the steering wheel. He fixes his sunglasses and turns to Doc and Max. For a moment his face is very serious.

"Remember, guys: It is not the result that makes a man but giving his best to show great spirit."

A grin creeps up on his face and he flashes a thumbs-up.

"Where we race to?"

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **GM Nick**
[Breezeway, Seattle Harbor]

The man in coveralls looks over his shoulder, just to make sure the big scary troll did indeed mean him. He points a finger at himself and his lip quivers. "M-m-me? I wasn't in the yacht club! You must have me mistaken!"

Milly's expression goes hard again as she reaches out with her mind.

((Milly, Hacking + LOG = 5 successes))
((Milly, Mask, Stealth + Resonance = 1 success))

<Keep him busy for at least a minute!>

RE: Run #3: The Pacific Rim Job

Posted: **09-02-2011**
by **Drew Buddy**
Doc points to a line of buoys that run tangentially to the superfreighter's security radius, with a few of the markers passing about 75 meters away from the behemoth.

"Let's make our run along that, all the way to the end."

Doc crosses his fingers, counting on Kato's extremely inebriated state to prevent him from making the connection, or at least a reasonable estimate of distance.

RE: Run #3: The Pacific Rim Job

Posted: **09-03-2011**
by **Elliott**
Tyros points his finger at the little man, stepping even closer to him,"Don't play dumb with me! You think i'm stupid because I'm a troll! Now you're a womanizer and a racist! What's your name and who do you work for!? I am going to report you right now!"

RE: Run #3: The Pacific Rim Job

Posted: **09-03-2011**
by **GM Nick**

((Milly, Scan + Resonance = 2 successes))

Milly reaches out once again, her matrix persona zooming around the nodes, exploding data files from within. Images of a sad young man and letters home span across the horizon in front of Milly.

She feels a twinge of guilt for exposing his life, but that's how it goes with shadow-running.

An employment contract bearing the logo of Renraku stops dead center in her vision, as if time has slowed.

Bingo.

<Tyros, I got it. Better let the poor sap go before Lone Star show up.>

RE: Run #3: The Pacific Rim Job

Posted: **09-03-2011**
by **Elliott**
Tyros steps back from the little man, looking disgustedly down at his soiled pants.

"I'll let it go this time drekhead, but if I ever catch you snatching ass again, ill teach you a lesson you won't forget!"

With that, Tyros turn and stalks away, slowing after a few strides so that Milly catches up.

RE: Run #3: The Pacific Rim Job

Posted: **09-03-2011**
by **GM Nick**
Milly uploads the data file to the team's commlinks.

The first document is a standard employment contract, with salary and personal information. The second is a series of garbled letters and numbers.

<Looks like our friend is a security analyst for Renraku. I found some encrypted data that may be part of the sub-matrix IC routines. If Tyros and I can gain access to the Renraku sector, we may be able to tap into the transmissions going back and forth between the super-freighter.

We're going to need a distraction. Think you can handle that?>

RE: Run #3: The Pacific Rim Job

Posted: **09-03-2011**
by **GM Nick**
Kato revs the yacht's engine, spinning the boat and sending the other Yaks tumbling along the deck. He grins maniacally and grips the throttle.

"Ready? Set? Go!"

The Yak lurches the throttle to max and howls with pleasure as the luxo-liner takes off towards the buoys.

RE: Run #3: The Pacific Rim Job

Posted: **09-03-2011**
by **Drew Buddy**
Doc pushes the throttle forward, doing his best to match speed with the party boat. He pumps his fist and yells at the other boat, to maintain the carnival atmosphere.

He calls back to Max,

"We've got about 600 meters 'till we hit their defense perimeter. Hang on to the railing!"

< You want a distraction, Milly? Look out over the harbor, toward the back of the superfreighter. You're going to have your distraction in just a bit here. >

RE: Run #3: The Pacific Rim Job

Posted: **09-03-2011**
by **John**
Max holds on for dear life, keeping a sharp eye out for Lone Star. Yelling to the inebriates on the yacht, Max calls out,

"Surely you've got more juice than that!"

RE: Run #3: The Pacific Rim Job

Posted: **09-04-2011**
by **GM Nick**
Kato leans his full weight on the throttle, perched precariously near the prow of the yacht. He grimaces as sea spray pelts his face.

"I never lose!"

The two ships are quick approaching the ominous *Amaterasu*, closing on 100m now. Kato's

attention seems to be focused more on the increasing gap between him and the *Speed Demon.* He whoops triumphantly.

RE: Run #3: The Pacific Rim Job

Posted: **09-04-2011**
by **Drew Buddy**
Doc lowers the throttle ever so slightly, allowing Kato to slip ahead.
His eyes are now firmly on the Renraku superfrieghter. He mutters his distance estimates as they close in.

"150 meters... 130, 120, 110, *NOW*!"

He cranks the wheel hard to the left, and opens up the throttle. The hull of the boat digs into the water, violently whipping around, as the Yak party boat skips gracefully ahead.

RE: Run #3: The Pacific Rim Job

Posted: **09-04-2011**
by **GM Nick**
((Kato, Pilot Water Craft + REA (4) - 2 [Intoxicated] - 1 [Handling] = 1 success))

Kato grins, his eyes fixed on the invisible line that decides who will be victorious. A sudden change in engine revolutions from the *Speed Demon* causes him to cast a side-ward glance. His glee quickly turns to dread as he realizes in which direction he is rocketing.

The Yak spins the wheel hard to starboard, but doesn't react quickly enough. The luxo-liner lurches in the water, nose dragging too slowly to turn out of range.

An opening in the super-freighter's massive hull appears as obsidian-esque body panels retract. There's a puff of smoke and something small and shiny takes off out of the *Amaterasu* like an angry hornet.

In a matter of seconds, the Yakuza yacht explodes in a column of flames. The ship, now severed in two, slips into the Seattle harbor and disappears under the water with a smoky burble.

A nearby Lone Star patrol boat does a swift U-turn and heads to the scene of the carnage.

RE: Run #3: The Pacific Rim Job

Posted: **09-04-2011**
by **John**

Max responds to the success by stating the obvious to Doc,

"Get us outta here casually!"

RE: Run #3: The Pacific Rim Job

Posted: **09-04-2011**
by **Drew Buddy**
Doc turns the boat back toward the dock at a quarter throttle. The boat burbles along happily.

RE: Run #3: The Pacific Rim Job

Posted: **09-05-2011**
by **GM Nick**
The Lone Star patrol boat makes a bee-line for the *Speed Demon.* One of the cops says, in a cybernetically modulated voice, "Please turn off your engine. We need to ask you a few questions."

RE: Run #3: The Pacific Rim Job

Posted: **09-05-2011**
by **Drew Buddy**
Doc throttles down, and brings the boat to a stop.

He gesticulates wildly in the direction of the debris and calls out over the water,
"Golly, officer! Did you *SEE* that!?"

RE: Run #3: The Pacific Rim Job

Posted: **09-05-2011**
by **GM Nick**
[**Breezeway, Seattle Harbor**]

A dull boom and a plume of smoke attract all the pedestrians in the breezeway to one side, as they stare and talk amongst themselves. Even the guard assigned to the entrance to the private docks moves away from his post and begins shouting into his radio.

Milly dashes for the door.

"Now, Tyros!"

((Security Guard, Perception + INT - 2 [Distracted] = 2 successes))

((<u>Milly, Infiltration(Stealth) + AGI (2) = 3 successes</u>))

She slips behind the guard, unnoticed and then through the security door.

RE: Run #3: The Pacific Rim Job

Posted: **09-05-2011**
by **Elliott**
Tyros ducks down to lower his profile and checks to make sure everyone's head is turned towards the explosion. With a couple intricate gestures, he vanishes from sight (invis, f4 - don't forget my 3 extra drain resist dice).

Standing up, he moves quickly to follow Milly through the gate. "I'm here", he whisper, "lead on, I'm right behind you."

RE: Run #3: The Pacific Rim Job

Posted: **09-05-2011**
by **GM Nick**
((<u>Tyros, Imp. Invis(4) on Tyros, Spellcasting + Magic + 2 [Focus] = 7 successes</u>))
((<u>Tyros, Resist Drain (3), WIL + LOG + 2 [Focused Concentration] = 3 successes</u> -- 0S damage.))

((No point in rolling group perception for the crowd.))

Tyros slips past the crowd, undetected and follows as Milly jogs down a flight of stairs towards a chain-link fence.

RE: Run #3: The Pacific Rim Job

Posted: **09-05-2011**
by **John**
Max takes a more concerned and anxious approach than Doc.

"How can we help you officer? What happened to that boat?"

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **GM Nick**
((<u>Max, Con + CHA + 1 [Pheromones] + 2 [First Impression] = 2 successes</u>))
((<u>Lone Star Cop, Con + CHA + 1 [Suspicious] = 0 successes</u>))

The Lone Star patrol boat slides up alongside the hydrofoil. A hardened looking beat cop stares at the runners from behind the ubiquitous Lone Star helmet. He pats the assault rifle strapped to the front of his chest and rolls some chewing tobacco around in his mouth.

"Well, you don't look like you had anything to do with the explosion. I'll reckon that this Jap boat got too close. Funny. I thought they all knew each other."

He turns to Doc and spits the tobacco into the ocean.

"What about you sonny, you see anything strange? I can't imagine why they were headed that way in such a hurry."

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **Drew Buddy**
Doc pulls what he considers to be his best slack-jawed tourist impression.

"Dunno, sir. We were out on our rental here, and those Jap fellas pulled alongside us. They were whooping and hollering and egging each other on. Now, I don't want to tarnish their good name, but they looked to be pretty deep in their cups.

Well, they started jetting ahead of us, heading right toward that big boat over there, maybe on a dare or something. I tried catching up to warn them, but I don't think they heard me over their dancing party music. And well, after that, I wasn't going to follow them in... I suspect you saw the rest at that point."

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **GM Nick**
The beat cop nods and makes a notation on his pocket computer. He glances at the remnants of the Yakuza yacht floating on the now oil-slicked water and shrugs.

"Alright boys, let's pack it in. The report has been submitted."

Max and Doc breathe a sigh of relief as the patrol boat skitters away.

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **GM Nick**

[Private Docks, Seattle Harbor]

Milly runs along the access corridor behind the private docks, following the Renkraku logo when she spies it. Not all of the mega-corps are represented in the harbor, but most of the Japanese corporations have their own private sections.

The corridor is mostly deserted, with the exception of a lone security guard.

Milly peeks from behind a crate.

"Think you can deal with him, Tyros?"

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **John**
Max turns to Doc as Lone Star speeds off.

"I think I've had about enough boating for the moment. Let's get back on solid ground."

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **Drew Buddy**
Doc lets out a big breath, and nods his head.

"Right there with you."

He pauses for a second, lifts the bottle of sake, and proceeds to pour it onto the deck of the boat.

"Rest in peace Kato. We didn't deserve you."

He turns the boat toward the dock and heads in.

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **GM Nick**
[Triad Hangout, Seattle Harbor]

The Enforcer whistles and nods approvingly as Doc and Max pull the hydrofoil into the boathouse.

"Wow. You guys sure know how to take care of business. I wasn't really being serious when I said *blow it up,* but now that you actually did it, I have to hand it to you--that was the best way to deal with the situation. Now the old man and I can resume picking up product from South America."

He tosses a data-chip at Max. "A little present for you. This is a list of clients in the area. A couple of them are walk-ins from Renraku that usually buy novacoke and cram. We only have their commlink frequencies, but it should come in handy."

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **John**
Max catches the chip and turns it over in his hand. Looking up at the Triad enforcer, Max says,

"Thanks-- should come in handy."

Getting on his commlink, Max raises Milly and Tyros,

<An unexpected benefit of our little diversion-- a Triad here just gave us a few commlink frequencies of Renraku employees who buy novacoke from them. I'm thinking we should set a little trap. What are you guys finding?>

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **Drew Buddy**
Doc chimes in,

< Milly, if you take a look at this list, do you think you'd be able to dig up a bit more background on these people? It'd be nice to know which of them have higher security clearances >

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **Elliott**
<"Hold on a second, I've got to ice a Corpo guard.">

Tyros moves up slowly towards the guard, unsheathing his Claymore as he goes. Stopping about five feet away from the guard, he takes the sword in both hands and swings the flat of the blade (stun damage) at the guard's head.

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **GM Nick**
((Tyros, Swords + AGI + 2 [Weapon Focus] + 2 [Reach] = 5 successes -- 13S.))
((Security Guard, Unarmed Combat + AGI - 6 [Attacker Unseen] = Defense not possible. 13S - 2 [Helmet] = 11S))

The security guard tenses and then crumples to the floor, unconscious. As he falls, a magnetic pass-key tumbles from his vest pocket and clatters on the floor.

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **GM Nick**
Milly steps carefully over the unconscious security guard and stalks down the corridor.

<I don't have anything to cross reference those names with. *Yet.* Tyros and I are trying to find the up-link mainframe for the super-freighter. I might be able to get an access control list for you once we access it.>

RE: Run #3: The Pacific Rim Job

Posted: **09-06-2011**
by **Elliott**
Tyros reaches down and snatches up the pass-key. He does a quick once over of the guard's body looking for a commlink, taking it and putting it in his ear so he can here the security channel communications. Examining the rapidly expanding black and blue welt on the guard's head, he tries to estimate how long the guard will stay unconscious (roll medical skill has necessary). He then hefts the guard over his should, looking for some sort of store room or out of the way place to stash him.

"Lead on Milly, lets find this mainframe, get in and get out!"

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Max waits patiently with Doc. They have nothing to do at the moment (or so it seems). Breaking the silence, Max's voice brims with regret as he says,

"Kind of a shame, really... Kato was pretty cool. And those other guys? Man, they were alright... Real bummer what we had to do..."

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **Drew Buddy**
Doc nods solemnly.

"Yeah, I feel kinda dirty; like we kicked a puppy or something."

Doc rolls a rifle round thoughtfully between his thumb and forefinger.

"Well, we're going to need a place to regroup and compare notes, and possibly even lay an ambush. Know of any more skeezy motels in the area?"

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Max thinks about the area and answers...

((Don't forget my area knowledge focus!!))

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **GM Nick**
The corporate section of the Seattle Harbor is a grid of warehouses, protected by 5 meter high chain-link fences looped at the top with razor wire. The narrow walkway in between sectors is largely unguarded, but the same cannot be said for the properties on the other side of the fence.

Tyros and Milly prowl along the fence until they locate the Renraku docks. It's a wide expanse of concrete built on an enormous sandbar, stretching its way into the Pacific ocean. The length of it is dotted with warehouses, and a few container ships are moored along it's expanse. At the very end of the dock is the super-freighter, silent and motionless like an alien artifact.

A swarm of Renraku Red Samurai patrol the foremost warehouses, adorned with high-tech full body armor and carrying cutting-edge ordinance, ranging from assault cannons to Ares MP lasers.

Milly grips the chain-link fence and peers through dismally.

"This is going to be a lot harder than I thought. Tyros, why don't you scope out the astral and see if there are any magic defenses?"

<Guys, it's Milly. We have a problem. Think you can meet up with us? I have a feeling we're going to need to pool our resources to get in undetected.>

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **Drew Buddy**
< Any recommendations for getting into the private docks? We've used up all of our exploding boat distractions, I'm afraid. >

Doc can just barely see the entrance to the private docks from where he an Max are sitting.

((Roll perception if there are any other potential entrances))

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Just as Max is about to speak, the comm from Milly comes over the air.

<Should we come to you now, or do you want to meet up to work on how to proceed? I know sleazy little place called The Dock Rat pretty close by. They've got a basement there which, it just so happens, can't be bugged. I've attended a couple of unsavory meetings there.>

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **Elliott**
<"I think it best if you guys head here now. I have a key card and can open a side enterance for you.">

Tyros hands Milly the mag-key. "Why don't you go get them, and I'll search out any magical defenses in the mean time.">

Turning his attention back to the Renraku area, Tyros switches to astral preception and walks slowly around the perimeter looking for signs of magical wards or alarms. ((not sure what the right skill is for this, ascensing?))

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**

by **GM Nick**
Milly sneaks along the access walkway, keeping her head down as far as possible to avoid detection by the myriad security guards patrolling their respective sectors. Her pupil-less eyes scan the multitude of radio waves cascading over chain-link.

A security guard stands on the public side of the access walkway, in front of a chain-link gate. His arms are folded behind him and his gaze fixed dead ahead.

<Harbor security directly in your way, Max. Tyros and I can't open the gate without alerting him. It's your show.>

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **GM Nick**
Tyros concentrates and expands his mind, probing outward with his senses.

A bright, golden hexagonal structure made of light covers the entire hull of the *Amaterasu*. Probably astral barriers--designed to defend against magic attacks. From the intricate weaving of the energy, they look very advanced.

There are a number of dimmer, less noticeable astral barriers protecting the Renraku section. These seemed intended more to keep curious astral entities out, rather than a defensive precaution.

((Tyros, Assensing + INT = 0 successes))

That is all that Tyros is able to make out.

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **Elliott**
Tyros studies the magical fields with curiosity.

<"There is magic all over the place out here, but i'm going to need to get closer to make anything out. I should at least be able to keep us from tripping anything nasty along the way.">

Tyros leaves is vision in the astral plane so that as the party moves forward he can ensure advanced warning before crossing any of the barriers.

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Max comms back in response,

<Understood. Leaving comm channel open so you guys can hear what's going on.>

Max turns to Doc,

"I'm gonna try to sweet talk us in here, but be ready to put this guy down if need be."

Max breathes deeply to calm himself, and then proceeds to approach the fence. Calling out to the guard, Max says,

"Hey bud! Excuse me! Can you help me out, I need to get through here!"

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **GM Nick**
The guard remains stoic, eyes unseen behind the visor on his helmet. He rests a hand on his sidearm.

"This entrance is for Harbor security personnel only. If you're doing work for a corporation, you'll want to enter through the breezeway."

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
((Please roll security companies knowledge to know the companies associated with security in the harbor.))

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **GM Nick**
((Max, Security + LOG = 3 successes))

((Max knows that the Harbor security is contracted out to Iron Wolf, a private security corporation that specializes in marine defense and operations. Their employees are well-trained, fiercely loyal, generally ex-military and almost always have a low tolerance for bulldrek. Iron Wolf's bottom line, however, has been hurting these past few years due to the tendency for

---

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Max gives a look of mild exasperation in the guard's direction.

"Take a look at me, pal. Do I look like some corpo wageslave? We're private security contractors called in by the higher ups at Iron Wolf to tighten up security so that maybe you guys can stop bleeding money to aeronautics shipping. Please let us by-- we're running late here."

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **GM Nick**
((Max, Con + CHA + 2 [First Impression] + 1 [Pheromones] = 2 successes))
((Security Guard, Con + CHA + 1 [Suspicious] = 4 successes))

The guard smirks at Max.

"Nice try, elf. I'm a priority Bravo. I'd know if anything like that was going on. If you have valid business in the harbor, you'll have proper access. I suggest you use it..."

He jerks his thumb.

"In the breezeway."

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Max scans the area for security cameras and other security personnel in the immediate vicinity.

"You're making a big fraggin' mistake here, bub. Your supervisor is gonna hear about this and you'll be looking down the barrel of a drop in paygrade."

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **GM Nick**

Max's roaming gaze spots two security guards in an adjacent sector, about a dozen meters away. Close enough to hear a scream, at the very least.

There is a solitary security camera overlooking the security entrance to the walkway.

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Max gives the security guard one last nasty look and turns. Once they are without earshot, Max says over the comm,

<Frag me. It's like all those years of spontaneous erections back in high school flooded back to me in all of their socially awkward majesty. Talking our way in is a no-go, and I spotted two other guards within earshot and a camera surveilling the gate. We're gonna need another way in to avoid things getting messy. Any bright ideas? Can we retrace the route you guys took to get in there?>

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **Drew Buddy**
Doc addresses Max, and opens the comm,

< At least we might have a shot with the other guard. If I were to guess, more people probably pass through that gate, and he'll be less likely to know all of the faces going through. >

Doc looks toward the front gate to see whether there are other people in the vicinity at the moment.

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **GM Nick**
Doc and Max head towards the breezeway, mounting the stairs as inconspicuously as possible.

The inside is much the same as it was when Milly and Tyros passed through. There are a dozen or so people milling about, and one guard standing against the door to the access walkway.

RE: Run #3: The Pacific Rim Job

Posted: **09-07-2011**
by **John**
Max approaches the situation the same way he attempted to handle the first, walking up the guard and saying,

"Excuse me, we need to get by. The higher ups at Iron Wolf have called us in to help them tighten up security."

Everything about Max's body language says that he's in a hurry.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Drew Buddy**
Doc strides up behind Max, and gives the guard a dismissive look. He says to Max,

"Is there a problem? They're expecting us inside in five minutes."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Max, Con + CHA + 2 [First Impression] + 1 [Pheromones] = 4 successes))
((Security Guard, CON + CHA + 1 [Suspicious] = 3 successes))

The security guard looks in between Max and Doc, an expression of confusion and anxiety on his face.

"I... I wasn't advised of any such..."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max let's forth with an outburst of impatience.

*"Step quickly son! We're running **late** here!"*

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**

The security guard fumbles with the door and holds it open for Max and Doc.

"I... what exactly are... who.."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max's irritation erupts, as he turns to Doc.

"*Fraggin' hell!* You see this *drek!* This is why we were called here in the first place!"

Max directs all his ire at the security guard.

"What you were *apparently never told* is that we were called in by Iron Wolf to tighten down the security at these docks!" Calming a little, Max continues, "Your company has been taking a huge hit due to ever-decreasing shipment contracts with sea-based shipping firms, and part of the reason is because security at these docks is utter drek! This isn't your fault though, pal. Your superiors should have told you-- you're not in any trouble. Your commanding officer, however, is in for it. We appreciate your cooperation."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Drew Buddy**
Doc starts to step through the doorway. He pats the security guard on the shoulder, and gives him a reassuring smile.

"Don't take it personally, buddy, he gets like this when we have to clean up other people's messes. Look on the bright side, there might be a vacancy higher up the food chain soon."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
The team convenes on the access walkway, crouched behind a pile of rigging spools. Milly waves Doc and Max over and gestures to switch to commlink communication.

<I've been watching this patrol route and there's a gap for about 60 seconds every time the guards pass each other. This path is also the most direct to what I *think* is the up-link node. Does anyone have a way to get through the fence discretely?>

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max, not knowing exactly what might be called for since he hasn't been observing the route, suggests,

"I've got wire clippers with me if it's chainlink."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Milly nods.

"Go for it, but keep it as quiet as possible. I'd imagine that at least one of these guys has hearing 'ware."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max nods in affirmation and darts his gaze around the crew, making eye contact with everybody. If this doesn't go well, it's gonna get real ugly. Max crouches and waits for the guards to pass one another and get clear of the fence, indicating his opportunity to move. Staying crouched, Max keeps low and sticks to cover as best he can, making his way to the fence Milly had indicated. Taking his clippers from his bag, Max begins snipping away a small segment of chainlinks that the team will be able to pull back and slip through.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Max, Infiltration + AGI = 2 successes))
((Red Samurai, Group Perception Test (2), Perception + INT - 3 [Small/Obscure/Muffled] = 1 success))

Max works quickly, snipping links in a shape large enough for he, Milly and Doc to pass through. He slinks back behind the spools as the guards return to their side of the patrol route. Tyros won't be able to fit through unless Max goes back for another round of snipping.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max comms the team,

<Alright, I've snipped the fence enough for everybody but Tyros to slip through. I'm gonna take another pass at this thing-- give me another couple minutes here.>

Max waits for the guards to clear out again and, wiping the sweat from his brow, goes about making the whole large enough for the massive troll to slip through.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Max, Infiltration + AGI = 2 successes))
((Red Samurai, Group Perception Test (5), Perception + Int = 3 successes))

Max resumes clipping the fence, until there is a Tyros sized hole. Once done, he promptly rolls back to the safety of their hiding place.

The guards cross once again, neither having noticed Max's activity.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Milly waits until the guards are walking away from each other and grabs the cut-away bit of the fence, setting it down gingerly. She looks left and right cautiously before stalking the distance to the small building across from the runners.

((Milly, Stealth + AGI = 4 successes))
((Red Samurai, Group Perception Test (6) = 2 successes))

Once on the other side, she gestures for the others to follow.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max lets out a tremendous sigh. He can barely seem to think straight today; his faculties seem aflutter and unreliable for some reason-- maybe he's all broken up over Kato. Max once again waits for the guards to move clear of the fence and slips through himself, making his way for cover on the other side of the chainlink. As he passes through, he is struck with an uncanny

feeling that things will not go as he anticipates. Mumbling to himself, Max recalls famous words
"I've got a bad feeling about this."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Max, Infiltration + AGI = 1 success))
((Red Samurai, Group Perception (3), Perception + INT = 1 success))

Max quickly closes the distance to where Milly is waiting, his passage unobserved.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
((OKAY. What the fuck is this faggot shit going on with my Invisible Castle rolls??))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Tyros creeps across the gap between fence and building.

((Tyros, Infiltration + AGI - 1 [Defaulting] = 1 success))
((Red Samurai, Group Perception (14), not worth rolling.))

The invisible troll creeps over to join Max and Milly.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Drew Buddy**
Doc waits for the next gap in the patrol, and pads over to the fence to join the others.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Doc, Infiltration + AGI = 2 successes))
((Red Samurai, Group Perception (4), Perception + INT = 4 successes))

One of the Red Samurai turns abruptly, cocking his head to the side. He unslings the Panther assault cannon from his shoulder and levels it. From his movements, it's obvious that he's had extensive reflex augmentation.

"ã ‚ã ªã Ÿã ¯ã ã‚Œã‚'è žã ã ¾ã —ã Ÿã ‹ï¼Ÿ"

RE: Run #3: The Pacific Rim Job
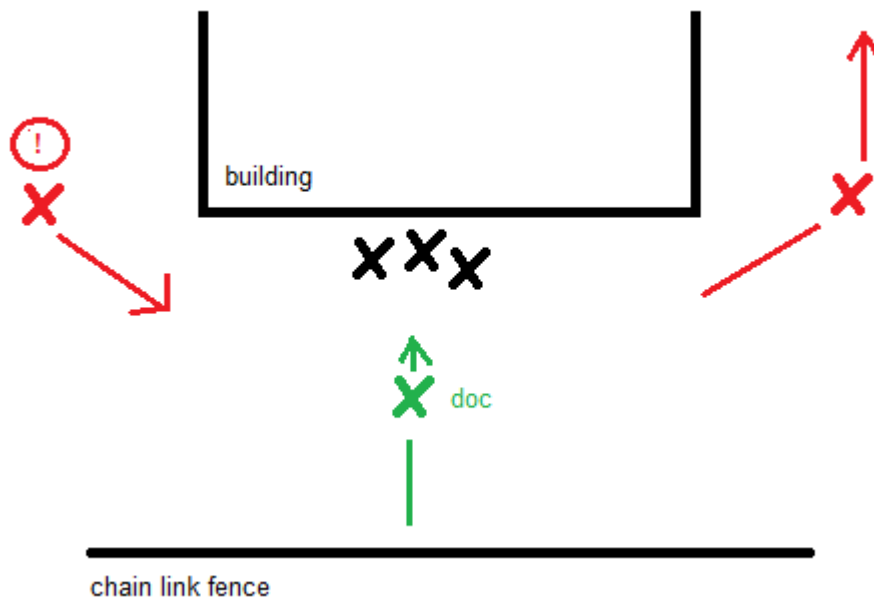
Posted: **09-08-2011**
by **Drew Buddy**
((Have they fully seen me, or just heard me?))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Heard you, hasn't seen you--yet. This is all taking place almost simultaneously.))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**

by **Drew Buddy**
Doc sprints the last few steps while reaching into his bag. He pulls out his second (and last) Bust-a-Move drone, and tosses it on the ground. Tapping into the pilot program, he queues up a sequence of commands.

The little plush doll starts running, hauling its fuzzy ass around the corner.

"You'll never get me pot of gold!" it squeaks, running past the guard.

It goes cavorting down the walkway leading the guard away from the team.

((If it's not destroyed, it will find the nearest nook and/or cranny and try to hide there, going dormant))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Doc, Gymnastics + AGI (3) - 1 [Defaulting] = 3 successes))

Doc dives forward, tossing the toy drone behind him. It lands with a squeak and then, following the VR commands desperately issued by Doc, jumps to its feet and scurries at the quickly advancing Red Samurai.

The perplexed guard stares down at the little plush animal that slips between his legs. He turns around and crushes the toy beneath his boot, scattering springs, servos and a tiny plastic eyeball.

"å ˜ã ªã‚ã Šã‚ã ¡ã‚ƒ."

((Doc, Infiltration + AGI = 2 successes))
((Red Samurai, Perception + INT (4) - 1 [Distracted] = 3 successes))

Doc manages to slip out of the Red Samurai's field of view while the guard deals with the Bust-a-move.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
In the tension of the moment, Max draws his shotgun and aims it at the corner of the building where the guard is having his attention diverted. Scanning the area, Max looks for a place for the team to take cover when the guards' patrol routes bring them back around this side of the building.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Milly, back against the building, peeks around the corner. There is an access door on the Eastern side of the building, protected by a mag-lock system.

She withdraws her head.

<Frag! The door is on an internal circuit. Can anyone circumvent it?>

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
There is a pang of anxiety in Max's voice as he responds,

"I've got a sequencer here, but using it is gonna be tight. We need to get inside *FAST!*"

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Milly bites her lip and risks a glance around the corner again, jerking her head back abruptly.

<They're converging on us. They'll spot us in a manner of seconds. If I can get into their comm channel, do you think you can come up with something to divert them, Max?>

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
((Max scans the area frantically for anything that could be a worthwhile diversion.))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Elliott**
((FYI, I can basically fly using a force 1 levitate, so if there are fences to climb, no need to cut me a whole.))

Tyros growls, "I'll take care of them."

Stepping out to where he can see the one approaching from the west, he waves his hand, thumb and pointer finger extended (centering), and reaches out with his mind to the guard (control thoughts, F6) ((With centering and my qualities, i should have +3 dice to resist drain).

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
((Granting that [which I don't know should be granted], wouldn't it be better to help you navigate the world in a way that won't result in you possibly taking stun damage?))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Tyros peers around the corner, eyes fixed on the approaching Red Samurai.

((Tyros, Control Thoughts (6) on Red Samurai, Spellcasting + MAG + 2 [Focus] -2 [Sustaining] = 4 successes))
((Red Samurai, WIL = 1 success))
((Tyros, Resist Drain, WIL + LOG - 2 [Sustaining] = 4 successes -- 1S damage.))

((FYI, I typed this up before you posted, but I doubt you'll complain. You now have control of the guard...))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
The guard seizes in his stride and goes still. Taking it as a sign of opportunity, Max sneaks quickly around the west side of the building and begins removing the housing over the maglock so that the sequencer can work its magic on the electronic guts inside.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Max quickly removes his tool-kit and sets the requisite parts on the ground beside him. Selecting a flat-bladed implement, he attempts to crack the housing open.

((Max, Extended Test, Hardware + LOG (2) - 1 [Defaulting] = 2 successes))

The casing pops free and Max deftly unscrews the panel mechanism so that the electronic guts of the lock are exposed. He sets to work hooking up his sequencer.

The progress LED on the sequencer is stuck at 0%.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max struggles with the sequencer, cursing under his breath. Max looks around feverishly and takes special note to observe the guard. While he's still under, he definitely looks like the trance is beginning to fade. The sequencer still doing its voodoo, Max says to Tyros,

"Drek! We can't let him wake up yet-- we need to be inside! Can't you do anything? Doc? Anybody!"

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Elliott**
((Well yes, i want to avoid stun damage, but an F1 levitate causes like 1 drain, which i should be able to resist))

Using his mind, Tyros wills the guard to drop his mag-passkey and walk quickly around the building towards where his partners are approaching.

Moving up to them and directing them back towards their patrol path, "Nothing there, must have an echo in these new hearing mods, gotta go get them checked out once i'm off duty. Let's get back on the patrol schedule, I'll follow along at the usual interval." He then walks back to where the party is hiding.

((Question, does the guard remember all this happening, or does he just have a blank spot in his memory when the spell ends?))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Drew Buddy**
Doc slips on his shock glove, and walks up behind the mind controlled guard. He places his hand a few centimeters from the guard's neck, and waits for any sign that the guard's senses are returning.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
The Red Samurai jerks slightly, his movements bizarre and as though he were a marionette. He seems to absently reach into his pocket for something that isn't there, before marching around the corner to deter the other trooper.

((Max, Extended Test, Hardware + LOG + 1 [Sequencer] - 1 [Defaulting] = 1 success, 1 more hit needed.))
((Red Samurai, Resist Spell, WIL = 0 successes, 2 hits left.))

((I'd imagine that they're consciously aware of what they're doing but not able to do anything about it, as this is *control thoughts* and not the spell *influence.*))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
Max works furtively with the sequencer.

((Max, Extended Test, Hardware + LOG + 1 [Sequencer] - 1 [Defaulting] = 0 successes))
((Red Samurai, Resist Spell, WIL = 2 successes))

The Red Samurai seems to shake off the effects of Tyros' spell, his frame relaxing and his head beginning to move to turn around.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Drew Buddy**
Doc grabs the guard's neck, and discharges the shock glove.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max is getting extraordinarily irritated with the sequencer.

"If this doesn't work I'm fraggin' going home. *COME ON YOU PIECE OF DREK!*"

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Doc, Unarmed Combat + AGI - 1 [Defaulting] = 2 successes -- 7S damage -4 [Full Body Armor] = 3S damage taken.))
((Red Samurai, Resist Incapacitation, BOD + WIL (3) = 2 successes))

The Red Samurai grunts and collapses as his muscles begin to spasm.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Elliott**
((Ok, at this point the posting is happening too fast...i should have had a couple actions there before the spell wore off on the guard.))

As Tyros senses his spell beginning to fade, he orders the guard to remove his helm so that Doc's shock gloves have clear access to his skin.

((I'll just try to keep in the flow of events I guess rather than do something cooler))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((Max, Hardware + LOG - 1 [Defaulting] + 1 [Sequencer] = 2 successes))

The LED's on the sequencer finally flash green and the mag-lock key beeps. A series of actuators whir behind the door, which pops ajar.

The Red Samurai's fingers clench and unclench as he begins to regain control of his muscles.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**

by **John**
"Fraggin finally," Max growls as the LED readout flashes from red to green. Now responding the melee behind him, Max peers over his shoulder at the guard as he twitches and leaps into action. Taking all of his frustrations out on the samurai, Max pounces on him while he's still on the ground and chokes him, pinning the guard with his knees and the weight of his body.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
((No point in rolling combat if he's incapacitated.))

Max's hands tighten around the Red Samurai's throat until he loses consciousness, after which he releases them.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max backs up off the guard and returns to the maglock panel.

"I'm gonna put this thing back together so it'll look normal to any guards who pass by. Somebody quickly grab him and stick him in a locker or a vent inside the building or something!"

Max sets about disconnecting his sequencer from the maglock and putting the housing enclosure back onto the electronic device. Looking at Doc, Max gestures to the sequencer,

"One of these days I'm gonna get around to reading the instruction manual for this gizmo."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Elliott**
Tyros removes the guards commlink and hefts the body over his shoulder. "Doc, why don't you give this feller a tranq patch to keep him under for a while."

Once done, Tyros moves inside the door and stashes the body someplace out of the way.

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Drew Buddy**

Doc pats his pockets. "Drek, forgot to pick any up at the B&E Emporium during our downtime."

((Roll medical to determine if the guard is going to be out for a while))

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **GM Nick**
The inside of the small building is cramped and frigid. It is, as Milly suspected, indeed a data node. The walls are lined with rack upon rack of quietly humming computer equipment. A maze of towering super-computers runs through the interior. A VR station stands in the center.

Milly strides to the VR rig and touches bits here and there, as though one would inspect a new car.

"This isn't the up-link station. It's a sub-matrix repeater. I think fortune is smiling on us--there should be less security precautions in here."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max slips inside the building and closes the door. Max is clearly a bit nervous that the previous two minutes of clusterfrags will go unnoticed by other guards in the area.

"We may not be out of this yet. The other guard will more than likely notice that his pal is gone, and will probably call that in. Tyros, you think you can astrally project and take control of the other guard? I've got my chokin' hands all warmed up and their appetites are voracious."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **Drew Buddy**
Doc says to Milly,

"Well, good thing we have you then. Fortune is usually screaming and throwing plates when it's just us around.

How much time do you need? We'll set up a defensive perimeter while you go to town on that thing."

RE: Run #3: The Pacific Rim Job

Posted: **09-08-2011**
by **John**
Max chuckles,

"You dated that chick too, huh?"

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Elliott**
Tyros goes limp as his astral persona leaves his body, heading out of the building he catches up to the other patrolling guard and takes control of his thoughts (F6). He then leads them both back into the data room and returns to his physical state.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
Max stands against the wall and watches Tyros's stare go from ten, to 1,000, to 100,000 yards. Listening hard with his elfin ears, Max remains ready for anything that may come their way.

"Doc, how about you give a quick look to the rest of the building and see what other exits we may have to be guarding here? I'll wait for our next security guard pal to show up and welcome him when he arrives."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
"On it."

Doc walks down the isles of server racks and super computers, keeping to the outer wall when possible. He keeps an eye out for windows, doors, ventilation shafts, or even floor panels that look different. He keeps his rifle raised to deal with any trouble.

He stoops down, and pulls a small black box from his pack. Opening it up reveals the tiny, delicate looking drone sitting inside. Jumping into the Dragonfly in full VR, he navigates it up toward the ceiling to get an aerial view of the room.

((Roll perception for anything I find))

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
Tyros experiences the inexplicable sensation of leaving the corporeal plane. His senses surge until all he feels is the ebb and flow of the universe. Drifting up from the husk of his physical self, he can clearly make out the auras of his comrades below him.

The troll takes off, headed straight through the wall of the building... and collides with an astral barrier!

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
Milly climbs up on to the VR station and sits cross-legged on top of it. She folds her hands in her lap.

"Here goes nothing."

The world explodes into data streams as her consciousness plunges amongst them, diving and probing for the encrypted tunnel containing what she seeks.

((Milly, Hacking + LOG (4) = 3 successes))
((Milly, Avoid Detection (4), Stealth + Resonance = 2 successes))

Milly's attempts to break into the tunnel fail and the system is alerted. She desperately attempts to disguise her digital signature but fails!

((IC, Attack + System = 1 success))
((Milly, Armor + Resonance = 3 successes))

The system sends IC to intercept and destroy her. The attack program sends a series of shutdown commands, which bounce harmlessly off of Milly's persona.

((Milly, Attack + Resonance = 5 successes))
((IC, Armor + System = 1 success))

Light spreads from Milly's fingertips as she channels a logic bomb program. The IC is overcome and dissolves back into the ether.

((Milly, Hacking + LOG (4) = 4 successes))

Milly penetrates the tunnel and hovers over the enormous data-stream being transferred to and from the sub-matrix.e

"I found the data," she says absently. "Encrypted. Need time."

It's time to break out the big guns. Milly clears her mind and focuses all of her mental energies on compiling a sprite. Tendrils of data undulate from her fingertips and snake their way through the matrix, searching out the elusive constructs.

((Milly, Compile Sprite, Compiling + Resonance = 4))
((Crack Sprite, Pilot = 1 success))

Grudgingly, a matrix construct emerges and glowers at her. "What do you want?"

Milly smiles, as best as a matrix persona can. "Come with me, there's encryption to be broken."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Elliott**
Tyros grudgingly returns to his body, "Max, open the door for me a second." returning to astral space, Tyros tries to find the other guard again.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
Max opens the door a crack and peers out with the flexicam mounted on his shotgun.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
((FYI, the astral barriers surround the building, door included. They block astral presences from entering/exiting. You can attack the astral barrier, if you wish.))

((Milly, Decrypt + Resonance (8) = 2 successes))
((Crack Sprite, Decrypt + Pilot (6) = 5 successes))

Milly and the crack sprite begin hammering away at the shell of encryption protecting the data stream tunnel.

The unconscious Red Samurai's c0mm-link chatters.

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RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Elliott**
Tyros stands up, mumbling something about hating astral space.

"I'll just go get that guard normally."

He slips out the door and heads in the direction of patrolling guard. Once in sight, Tyros wiggled his fingers at the guard (centering) and snatches his mind away (control thoughts, f6).

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
Through Doc's thorough analysis of the inside of the building, he locates a duct system underneath the raised floor, pumping cool air in from an unseen source. The duct is large enough to accommodate a person, but with great difficulty. The entrance to the duct is protected by a tamper-proof panel, installed to keep drones and curious parties out.

As Tyros pops outside to neutralize the second Red Samurai, he spies a group of figures moving quickly towards their position.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
Hearing the radio chatter (but not seeing the guards outside, obviously), Max says to Milly with some urgency,

"You might wanna make this fast, Milly-- I have a feeling that our daring infiltration hasn't exactly gone unnoticed."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
((Milly, Decrypt + Resonance = 4 successes))

The protective encryption shell shatters and Milly jumps into the tunnel, pulling data at random and spreading it across her field of vision.

"The longer you can give me, the more useful information I can get."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
With his mind still inside the Dragonfly, floating high above the computers, Doc comms,

< Looks like that's our only entrance and exit. The only other thing I could find around here was a ventilation shaft, but we'd probably have to blast it open to get access. If security comes knocking, we're going to have to make a stand here. I don't see anywhere for us to retreat to. What's the situation outside? >

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Elliott**
<"we've got company incoming folks! more than I can handle alone!">

Tyros slips back inside and looks at the passed out guard. "Anyway we can get him back up? Stim patch, Doc?"

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
((Doc should have smelling salts in his med kit, stim patches are typically reserved for ignoring stun damage while conscious.))

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
((I've got lots of medkits too, but do we really think it's a good idea to wake this guard up? Since he was aware of everything that was happening, won't he probably mention that he lost control of his body/mind, was shocked and then strangled?))

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Elliott**
"Wake him up and I'll take his mind again and send him out to divert the guards!"

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
Max is stunned at what a good idea Tyros has just had.

Hastily, Max pulls the guard out of the locker in which he been gingerly placed. Pulling a smelling salt from his kit, he holds it under the guards nose and looks at Tyros.

"You ready?"

Not waiting for confirmation, Max snaps the small packet and backs away quickly, drawing his gun on the downed guard. With uncertainty in his voice, Max says to Tyros,

"If this works I'm gonna buy you the snuggliest blanket you've ever seen for your next siesta."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
Doc orders the dragonfly's pilot program to hover over the room, and jumps out of the drone. He hoofs it back to where the others are gathered near the entrance, and takes up a firing position.

Doc asks Tyros, "If the guard walks out the door, and through that barrier, will you still be able to maintain the connection?"

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
A sudden darkness shrouds the runners. One by one, the lights on the super-computer clusters wink out. An eerie silence pervades where once there was a consistent humming.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
Doc switches on his low-light vision, and says in a low tone,

"I've got a bad feeling about this."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
Milly shivers and emerges from her techno-trance.

"Wasn't me. I hate it when that happens--feels like being in a tomb. Someone cut the power from outside."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
In the stillness and silence of the dark building, the runners can hear voices from outside.

"Open the door, maybe he went inside?"

"It's not responding... the light isn't even on. I don't think there's any power."

"Well go get someone to fix it. He hasn't reported in, so we have to thoroughly search the area."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
As the guard begins to stir, Max issues a desperate plea to Tyros over the subvocal comm channel,

<Possess this fragger and have him report in!>

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
Doc can hear his blood pounding in his head. He sights in on the grainy green crack of light coming from the doorway, and places his finger gently on the trigger, waiting.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**

Milly taps the side of her head.

"We got what we came for. I say we make a break for it. Doc, can you get that miniature drone through the air duct?"

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
((Nick, will my toolkit be enough to open that panel? Or maybe using the Dragonfly's small cutting tools? Just trying to get an idea of how sturdy/flimsy that tamper-proof panel is.))

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
Responding to Milly, Max says,

"We'd be wise to do this with as little confrontation as possible."

Max's gaze darts to Doc,

"Do you have thermal vision? Can you maybe see through the wall to tell us how many there are?"

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
Doc responds to Milly,

"I'm not sure, I didn't get a good look at the grate, but I'll give it a try."

Doc commands the dragonfly to latch onto the grating and use its vibro-blades to cut through.

Turning to Max, he says,

"Heat will probably diffuse too much through the wall to get an accurate count, but I suppose it couldn't hurt."

Doc switches on thermal vision, and scans across the wall.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
((Your tool kit should suffice to remove the grate-cover, power is out so the anti-tamper system isn't a consideration. Your thermals won't penetrate walls.))

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
"Max, I've got nothing on thermal. Their body heat isn't going to show through that wall. Keep sharp, I'll be right back."

Doc hops up and runs over to the panel that the drone is slowly trying to cut through. Commanding it to move away, Doc removes a small pry bar from his toolkit, and levers the panel up and out of the way. He sends the drone into the duct, and returns to his position in front of the door.

"Milly, the drone is in. What do you have in mind?"

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
((<u>Doc, Hardware + LOG (2) - 1 [Defaulting] = 2 successes</u>))

The cover pops off, complete with anti-tamper sensor. Good thing the power is out...

Milly sticks her head in the duct.

"Send your done through. If you can get it outside, we can keep an eye on the front of the building. When the coast is clear, we lever the door open and make a break for it."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
Doc jumps into the drone, and orients himself. The air duct looks like a massive corridor from inside the the drone. At the nearest junction he picks a path that heads toward the outer wall.

((Roll perception or just let me know when I spot an opening))

"Okay, I'm... I mean it, is heading toward the outside of the building. I'll open the camera feed on our channel, so that you guys can take a look.

Milly, could you pop that panel back on? If the power comes back, we don't want that tampering sensor to trip."

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **GM Nick**
The dragonfly drone sails through the air-ducts and slips through a slot in a vent on the compressor side. Leaving a small utility shed not far away, it ascends to several meters above the roof tops before stopping to hover above the building that the runners are in.

Two Red Samurai can be seen walking away from the building, arguing silently.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **Drew Buddy**
"Are you guys seeing this? I've got two heavies moving away from us. We might have our chance soon."

Doc maneuvers the drone in a circle around the building, looking for any other guards in the vicinity, before returning to its original position.

RE: Run #3: The Pacific Rim Job

Posted: **09-09-2011**
by **John**
Hearing the good news on the comm channel, Max looks down at the guard who is fuzzily coming to after the smelling salt and hits him as hard as he can in the head with the butt of his shotgun.

"Naptime 2-- NAP HARDER!"

RE: Run #3: The Pacific Rim Job

Posted: **09-10-2011**
by **Elliott**

"Ok, what's our plan? Do we make for the ship now since we are past security or retreat, regroup and plan a new enterance? Me, I'm for going in now. They will be on high alert once this guard tells then what we've been up to."

RE: Run #3: The Pacific Rim Job

Posted: **09-10-2011**
by **John**
Max tentatively agrees.

"It won't have been the prettiest infiltration, but unless there's some compelling reason to retreat and formulate a new plan, we should press through. Milly-- did you find anything useful that we should catch our breath and sort through on shore?"

RE: Run #3: The Pacific Rim Job

Posted: **09-10-2011**
by **Drew Buddy**
Doc briefly jumps out of the Dragonfly, and nods in agreement.

"It does seem like we're past the point of no return here, and getting past the outer security will be a lot harder the second time around. I'm ready to head in deeper, if we've found where to look. Milly?"

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
Milly shakes her head.

"I found a couple things. Amongst one of them was an inventory list for defense drone replacement parts. The arsenal they have on that ship is just terrifying. I don't think we're going to be able to sneak in.

Here's the good news: One of the documents that I found is a memo about a group of high profile shareholders that are getting a tour of the non-high clearance areas of the super-freighter. That's a ticket on board for one person at least, maybe two. We can improvise on the way. What do you guys think?"

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**

by **Drew Buddy**
Doc compiles the information.

"Milly, how high profile are we talking about? If they're hoity-toity enough, I'm sure they'd be expected to have assistants with them. That might get the four of us inside. Also, is there any chance you might be able to spoof the IFF of an outside drone? It might be good to have some backup."

Doc looks down at his lined coat thoughtfully.

"If we're heading out and regrouping, we might think about picking up some new threads. After all, we'll have to look our best."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **John**
Max likes the sound of this.

"We always seem to do better talking our way in than sneaking. Let's get out of here and regroup at the dive that I know a little ways away."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Elliott**
Tyros nods, "alright let's do this!"

Moving at speed, Tyros opens the door at a run and does a summersault through it and away from the enterance along the wall.

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
Once the coast is clear, the runners slip through the door and re-trace their footsteps to the public part of the harbor. Dodging a heightened Red Samurai patrol, they sneak back along the access walkway.

"I'm sure there are riggers staffed onboard," Milly says offhand to Doc. "All drones are probably monitored. If we can figure out the flight patterns, you may be able to drop a drone in undetected."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Drew Buddy**
"We probably won't be able to take a wheeled drone in with us without raising suspicion, and a larger flying drone isn't likely to work too well inside. But if I can get a flying drone patrolling the perimeter with the others, it might give us another option if we have to fight our way out."
Doc replies to Milly.

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Elliott**
"So, where do we find these VIP tickets? I'm not much for bluffing, so we better get one for everyone and make sure they are legit. Questions being asked or photo IDs attached and it's suicide."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
((The group is making their way back to the causeway. Fear of Renraku patrols is a non-issue at this point.))

Milly grins.

"I've got the attendee list inside my noggin. A couple of them live in high-end luxury apartments here in the city. We can go pay them a visit and try the blackmail or shakedown route. Or just beat them all black 'n blue. Up to you guys.

One of the shareholders is a precious metals tycoon. I recognize the name from his heavy investment in matrix technology. He's a notorious philanderer and party-goer.

The other attendee is a woman. She's a politician of some kind, involved in a pro-metahuman activist movement. Not much more info on her."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **John**
Max considers the information,

"We might all want to pose as different attendees. Milly could be the politician, obviously. Doc

and I could maybe pose as the shareholders. I'm not sure about Tyros-- he's gonna stand out pretty significantly if I had to guess."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Drew Buddy**
"The woman is a pro-metahuman activist. She'd probably want to be seen publicly with metahuman aides and bodyguards to show her commitment."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **John**
Max nods,

"That's a hell of a good call, Doc."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Elliott**
"Agreed. So long as the VIP ticket allows for a bodyguard, we are in good shape. Milly and I will go secure the woman's ticket, Doc and Max can grab the rich guy's. We meet back here an go in together."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
Milly frowns.

"Fine. But I'm not wearing a dress and I have no idea what to say. Someone else should do all the talking."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Drew Buddy**

Doc grins,

"Don't worry, Max here can never keep his trap shut anyway. He'll be the face of our little group.

I think we should meet up offsite after grabbing our respective passes. We might need a nicer getup if we're to pass for high society types."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **John**
Max wants to get moving.

"Alright, it sounds like we know what we're doing here. Milly, where are Doc and I headed? Link me all the intel. Doc, let's get moving!"

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
((Having traversed the public section of the harbor, the team is now in the parking lot.))

"The metal tycoon, Stephen Vandevere, lives in a high-rise condo complex for up and coming millionaires. It's located in uptown Seattle. Security on the building will be pretty tight.

Sophia Rezvenovich is our other mark. Her address puts her in a suburb for the elite, about twenty minutes east of Mr. Vadevere. I'd imagine security is lax but the neighborhood is almost certainly under contract with Knight Errant or a private security firm. Any suspicious activity could bring swift retribution."

Milly straps on her motorcycle helmet and straddles her Suzuki Mirage. She twists the throttle and the bike's turbocharger screams as it spools.

"Who is going where?"

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Drew Buddy**
Doc hops in the Rover.

"Like Tyros suggested, Max and I can take the high-rise. Does that still sound good?"

He starts the car, and holds out his hand. The Dragonfly that had been ordered to follow him out settles on his palm, and shuts down.

"Max, you ready?"

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Elliott**
Tyros hops on his racing bike, "Lets hit the suburbs. You lead Milly."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
[Pleasant Terrace, Seattle]

Milly's mirage weaves in and out of traffic, breaking off suddenly to rocket on to an off-ramp. The bike slows and idles as she cruises up to the gated community of *Pleasant Terrace.*

The streets here resemble another planet. Gone is the ubiquitous urban dystopia of Seattle proper. There is actual grass alongside the road and trees--*real* trees. A herd of finely appointed track homes cower together under a rectangular ferro-iron gate. Here and there, signs warn that the fence is electrified.

A bored looking Knight Errant with a pristine (probably never fired) sub-machine gun is bouncing a baseball off the side of a parking kiosk; it seems to be the only entrance.

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
[Tower to Heaven, Seattle]

Slogging through rush hour traffic in the Rover leaves Max and Doc in a foul mood. It seems like the smog is particularly thick today... or maybe it was the homeless, burnt out hacker that kept trying to wash Doc's windows?

The Rover rolls up to the guarded entrance to a parking garage at the foot of a forty-story behemoth of a building. An all glass structure, *Tower to Heaven* gleams in the nuclear orange light of the Seattle sky, like some middle finger to the working class.

Every so often, a glass elevator on the building's corner will ascend, no doubt bearing some socialite back to their lavish, five-star digs.

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Elliott**
Pulling up alongside Milly, "Can you add our names to the visitor database so that we can have the guard open the gate, or should I just bash him upside the head and open it myself?"

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **John**
[Tower to Heaven, Seattle]

((Roll area knowledge for this part of town/this building.))

Max looks at the building and has a look of deja vu on his face. He looks as if he's trying to place a face on a memory, but seems to not be able to just yet.

"So, how are you thinking of attacking this thing? It might be wise to get ourselves some nice looking clothing before even attempting to talk out way in there."

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **GM Nick**
[Pleasant Terrace, Seattle]

Milly cracks an evil grin, barely visible beneath her helmet visor. She removes the helmet and shakes out her hair.

"I *got* this."

Putting on her best damsel-in-distress demeanor, Milly swaggers up to the Knight Errant guard. He looks up, somewhat embarrassed and stows the baseball behind him. Adopting (and overcompensating) an authoritative tone of voice, he says,

"What's your business in..." sounding strained, "--*Pleasant Terrace*, today?"

Milly puts her hands on her hips and pouts.

"Well, you know, I'm totally lost. I was just biking around, looking for a good place to grab a bite... is there a Burger Bonanza around here?"

The Knight Errant grins and stands up, puffing his chest out noticeably.

"No, not around here. You'd have to go to a--say, is that your Mirage?"

Milly dons an artificial look of excitement. "It sure is. Are you a rider, too?"

"Only everyday. I've got a BMW Vantage... custom pipes, sprocket, had a supercharger fitted..."

Milly slaps his arm playfully. "Oh get out, that is too flash. Hey, you smoke?"

"Of course," says the guard, sounding full of swagger.

With a coy smile, Milly hands the Laes cigarette to the guard and then pats her jumpsuit. Her face dons a mask of forgetfulness. "Oh, that's right. I bought a new pack. It must be in my bike. I'll be right back. Don't wait up, I don't mind."

The Knight Errant, looking a little too excited, fumbles in his pocket for a lighter. "Okay, beautiful. Hurry back. I want to talk shop about bikes."

One she reaches the corner, Milly throws a knowing smile at Tyros.

A moment later, the unconscious security guard falls face-first into the pavement, sending the lit cigarette spinning away.

RE: Run #3: The Pacific Rim Job

Posted: **09-12-2011**
by **Drew Buddy**
[Tower to Heaven, Seattle]

The engine idles as the Rover sidles to the curb in front of the building.

"That would be a good call. We're not getting into this place unseen. You know of any good shops around here to get a suit? Also, how should we approach this? Maybe run the security auditor angle again?"

Doc squints at the guard post.

((Roll perception to determine what security company is in charge here))[hr]
Doc's eyes briefly go wide.

"Drek. We've got Golden Rangers handling security here. Figures the rich bastards here would

hire mercs like these to protect their precious asses.

This is going to be a tough nut to crack. These guys have seen every trick there is. We can still try to con our way through, but it's not going to be easy."

Doc scans the skyline, looking at the roofs of the surrounding buildings, searching for one that's within 75 meters of the top of the tower.

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**
The realization dawns on Max as he snaps his fingers and points enthusiastically.

"That's right! I know where I recognize the name Tower to Heaven-- I heard that some employees were running Nova Coke out the employee entrance in the back. We may be able to weasel our way in back there. As for some new threads, Fashionable Seattle and a couple other spots are just down the street a couple of blocks. I'm assuming you can afford some nice clothing for this? Let's head there first."

Max gets on his comm and places a call to his dealer.

<Carmine-- it's Max. Wondering if you know anything about the guys selling Nova Coke out of the back of Tower to Heaven downtown, and what it'll cost for you to hook me up with those guys ASAP.>

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Drew Buddy**
Doc looks relieved.

"I knew there was a reason that a fine upstanding gentleman like myself works with criminal scum like you." He flashes a toothy grin and pulls back into traffic, heading toward Fashionable Seattle.

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**
Max prods back.

"Eat me, Sawbones."

As they drive toward Fashionable Seattle, Max removes his lined coat and armored vest, stripping functionally down to his undershirt, utilitarian pants, and boots.

"It'd probably be best if we didn't look like hired guns when we walk into this place."

As they pull up in front of the store, Max gets out into the Seattle night air. Dropping his cigarette to the sidewalk, Max stamps it out with his foot and proceeds inside, immediately greeting the nearest sales-person charmingly.

"Excuse me, my friend and I are looking to get outfitted in some fine clothing. We've a meeting tomorrow morning and our bags were lost in the luggage!"

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Elliott**
Tyros lifts the guard up and stashes him some bushes, taking his passkey in the process. Coming back to the guard station, he flips the switch on the gate mechanism and takes note of the community layout to pinpoint the target house.

"Let's go Milly!", he jumps on his bike and rides through the gate towards he house.

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Drew Buddy**
Doc ditches his coat and vest, and follows Max in.

He sniffs, "that's the last time I fly United Continental Airways."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
The sales associate at *Fashionable Seattle* had been having a good day. That morning, the barista had made his soykaf *just right*. He finally got the phone number of that pretty elf girl that stopped by the store every Friday. Hell, his debtors hadn't even paid him a visit in over a week!

Things couldn't be going any more swimmingly. Until the two, rough looking mercenary types waltzed into his store. Unseemly cyberware! Ungainly mannerisms!

The man covers his mouth with a manicured hand and makes distasteful noises at Max and Doc.

"You boys look a wreck. It's going to take a miracle to bring you back from the abyss... let's start with some measurements..."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
[Pleasant Terrace, Seattle]

Milly glances at the brass street number on the placard, around which fake ivy has been installed to add a rustic look. She scowls, subtly.

"This is the address the invitation was sent to."

She glances over her shoulder at a couple of kids playing in their front yard. They occasionally look over at the horrendously out-of-place Tyros.

"How do you want to play this, big fella? Good cop, bad cop? Bad cop, bad cop?"

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**
Max does his best to remain outwardly unaware of the salesman's snobbery.

"You're telling me! We're in a bit of a hurry, though-- so we could probably skip the finer points of measurement and fitting and pinpoint something a little more general but functional. We're both pretty normal sized guys, so that shouldn't be too tough I suspect."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
The salesman plucks some attire off of a rack with a flourish.

"This matches your eyes... and this matches his facial structure..."

After an excruciating 15 minutes, you're provided with a Vashon Island Synergist Business Line suit for Max at Â¥1,500 and a Mortimer of London Berwick line suit for Doc at Â¥2,850.

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Drew Buddy**
Doc shares a pained expression with Max, and transfers the money.

"Thank you for your assistance. You've been most helpful."
To Max, "We'll actually be on time, if we hurry."

With his worn "work" clothes draped over his arm, Doc strides out of the store to the Rover.

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Elliott**
"We play this as she tells me everything we want to know and does exactly what I tell her to without any choice about it. My only problem is what to do with her once we get what we want. She seems a decent type, so I'd rather not kill her, but we can't exactly have her alerting the corp while the job is underway. Oh well, we'll figure something out."

Tyros walls up to the front door and knocks a few times.

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
[Pleasant Terrace, Seattle]

A man dressed in designer clothes with a decidedly middle class style answers the door and looks dubiously at Tyros and Milly.

"Uh... can I help you?"

Milly smiles pleasantly. "We're with the local board of agriculture... and uh... we're going door-to-door inspecting... there's a been an outbreak of virus among a certain fern. It's... uh... it's very infectious. It's..."

The man's face clearly shows that he's not buying the pitch that Milly is selling.

"We uh... we... aw, hell. Tyros, just punch him."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Elliott**

Tyros unsheathes his claymore in one smooth motion and brings it's swinging around one handed into the aide of the butler's head (flat of the blade for stun damage).

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
((Tyros, Swords + AGI + 2 [Weapon Focus] + 2 [Reach] = 3 successes -- 11S damage.))

The flat of Tyros' claymore connects with the man's skull and he crumples.

Milly steps over the unconscious man and strides into the house.

"I don't think anyone else is home," she says. "Let's search the place and be quick about it."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**
Back outside, Max tries his comm again.

<God dammit, Carmine. You getting me?>

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
Carmine, a little perturbed, responds:

<Yeah, brother, I'm here. Can't a man get some sleep? I don't know any of the kids running nova near that area, but the supplier has got to be *Big Z*. He and I ain't so friendly anymore, but you can try dropping his name. Hope it helps.>

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**
Max responds to the drug dealer,

<Thanks Carmine. We'll be in touch.>

Turning to Doc as they climb back into the rover, Max says,

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Drew Buddy**
"Now we're talking."

The engine jumps to life, and they drive back toward the tower.

"How do you want to handle this?"

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Elliott**
Tyros drags the unconscious butler inside and shuts the door.

"Well, we kinda need her for information and we can exactly have her showing up at the same time as us or reporting the ticket missing. So let's search the place while we wait for her."

Tyros continues to drag the butler towards the kitchen where he searches around until he finds some ducktape. Binding the butler's hands and feet, he gags him and removed any comm wear. Then, not trusting the butler won't wiggle away, he crams him into a pantry closet.

Satisfied the butler will no longer be a problem, Tyros begins a careful search of the house, focusing on any room that looks like a study or work area.

"Milly, see if you can find a computer and look for anything useful."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
[Pleasant Terrace, Seattle]

Something shiny catches Tyros' eye. On the coffee table is a sheet of electronic paper, displaying a gold star and the Renraku logo. Text scrolls across the bottom:

[font=Tahoma]...formally invite you to an exclusive event aboard...[/font]

Meanwhile, Milly moves to the window and pulls back the curtain, peeking beyond.

"Uh oh."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**
Max thinks long on the subject of how to approach the dealers.

"Well, I figure we engage them as if we're trying to buy some nova coke and go from there. We may have to then pretend to be enforcers for Big Z. Let's just get over there and see what happens."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Drew Buddy**
"'See what happens;' I'm good at that kind of plan."

Doc drives the rover back to the tower, and parks a block away.

"Let's get to that employee entrance."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
[Tower to Heaven, Seattle]

As Doc and Max round the corner to the employee entrance, they encounter a couple of off duty bellhops looking conspicuous in an alley parallel to the parking garage.

One of the bellhops perks up and wipes off his vest.

"The visitor and resident entrance is just around the corner, sir, if you'll follow me..."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**

Max sniffs aggressively.

"We're, uh... not looking for the visitor entrance..."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Elliott**
Tyros runs over and grabs the invite, scanning it quickly to see if it includes a +1 for a bodyguard.

"What's up Milly?"

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
Upon closer inspection, the invitation does grant the invitee permission to bring a guest.

Milly points out the window to the Lone Star beat cop who is walking around Tyros bike, examining it.

"We're going to deal with Officer Huckleberry out there... what's that you've got?"

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
[Tower to Heaven, Seattle]

The bellhops exchange glances.

"I... uh... I'm not sure what you mean, sir. Are you here to meet with the management staff?"

Bellhop #2 surreptitiously checks over his shoulder.

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**

Max's glance darts nervously around.

"You know... we're lookin' to hold some *product*."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **GM Nick**
Bellhop #2 nods at Bellhop #1, who adopts a completely different attitude. His posture relaxes and his expression relapses to one of casual indifference.

"Â¥100 for a single dose, Â¥400 for an eight-ball."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **John**
Max nods, and produces the creds.

"Lemme' get an eight ball-- it'll last us all weekend."

RE: Run #3: The Pacific Rim Job

Posted: **09-13-2011**
by **Elliott**
"I've got the invitation. Do we need anything else here? You want some of her clothes maybe? Do you have enough background info to pass as her during a cursory inspection?"

Tyros walks to the window and peers out, watching the Lone Star officer. "Let me know when you're ready to go. Hopefully this drekhead goes away, otherwise I'll take care of him."

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **GM Nick**
The Bellhop hands an electronic ink business card to Max.

"Transfer the nuyen to the account on this card, then go around to the dumpsters at the back of the parking garage and ask for Tyrone."

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **GM Nick**
[Pleasant Terrace, Seattle]

"This woman is all over the news... shouldn't be too hard to pull off impersonating her enough to get in the front doors."

Milly pushes the front door open an inch.

"We should get out of here."

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **Elliott**
Tyros opens the front door and walks out towards his bike. Making a swift gesture (centering), Tyros reaches out with his mind and laches on to the cop's (control thoughts, f4).

With the guard firmly under control, Tyros orders him to report all clear to his station, remove his comm devices or heartbeat monitors, go inside the house and stab himself in the throat with a kitchen knife.

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **GM Nick**
((IC is down.))

((Tyros, Control Thoughts (4) on Lone Star beat cop, Spellcasting + Magic + 2 [Focus] = 5 successes))
((Lone Star, can't resist))
((Tyros, Resist Drain, WIL + LOG + 2 = 7 successes -- 0S damage))

Tyros gains control of the beat cop's thoughts. He goes rigid and stares through the troll.

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **GM Nick**
((You typically can't coerce people into harming themselves as the mind's natural defenses recoil against it.))

The Lone Star, looking very much a zombie, mumbles into his comm and drops it at Tyros' feet.

He shambles into the house and slams the door.

Milly watches the beat cop go and shakes her head.

"Creepy."

<We're all done here. It was much easier than expected, how are you two fairing?>

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **John**
[Tower to Heaven, Seattle]

Max ups the ante and changes his tone completely. Getting closer to the bellhop and posturing to make himself as large as he can be, Max aims for outright intimidation and deception.

"We'll get to that, but for the time being Big Z wants us to check out your operation and clientele. We're going inside the building, and if you want to continue having product to push, you'll step the frag aside."

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **GM Nick**
((Max, Intimidation + CHA + 1 [Pheromones] = 4 successes))
((Bellhop can't possibly resist.))

The Bellhop goes white.

"Y-yeah, chummer. Just follow me. There's a directory of residents in the employee foyer."

The nervous young man slides a mag-key and the employee door opens with a pneumatic whoosh.

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **Drew Buddy**
Doc follows the man in.

"And next time, don't be so quick to spell out -in no uncertain terms- that you're selling product. You're no good to Big Z if you get busted. If the customer wants to buy, let them spell it out."

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **John**
Max brushes past the bellhop wordlessly, annoyed and aggressive.

Entering into the building, Max checks the information linked to him by Milly and heads to the appropriate location.

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **GM Nick**
[Tower to Heaven, Seattle]

Doc and Max ride the elevator to the thirtieth floor. The evening sunlight refracts through the corners of the elevator and bathes them in warm, nuclear glow. The city of Seattle sprawls out below, oblivious to their presence.

Arriving at its destination, the elevator comes to a near imperceptible stop and makes a pleasant ding.

The doors slide open to reveal an ornately appointed hallway leading to a singular penthouse suite.

There's a video-intercom of some kind next to the door.

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **Drew Buddy**
((I'm assuming we're alone here))

Doc steps out of the elevator and turns to Max.

"Okay, how should we play this? We need to get inside, and preferably with minimal fuss. I'd imagine that brute force will set off any number of alarms in this place."

Doc pulls out his camera neutralizer.

"I can try using this thing to fry the camera on that video intercom, and we could pose as a repair crew. He won't be able to see us until he opens the door. We could also skip that, and pose as a

---

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **John**
Max responds,

"Frying the camera may just be a stroke of genius. Give it a try."

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **Drew Buddy**
Doc opens the comm,

< Milly, we're still getting in. I don't suppose you can break into the tower's communication network? Just enough to give our mark a call, and let him know that he should be expecting a repair crew soon. Something to do with a vid phone fault showing up on the maintenance computers. It might help our story. >

Doc sets the neutralizer on a hallway table with a clear line of sight to the video intercom, and activates it.

RE: Run #3: The Pacific Rim Job

Posted: **09-14-2011**
by **Elliott**
((I thought they just got a willpower test to resist if they are ordered to do something against their nature. Otherwise I think it's a willpower test to reserve every force rounds.))

"Just a second Milly," Tyros grumbles as he walks back into the house. Tyros orders the cop to bind himself with ducktape and lock himself in a closet.

Leaving, he jumps on his bike a follows Milly out of the neighborhood. "<Where are we meeting up, gentlemen? Should we head straight to the ship?">

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**

((Doc, ECCM + LOG (2) + 3 [Neutralizer] - 1 [Defaulting] = 2 successes))

An LED flashes atop the neutralizer, indicating it is working properly.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**
Milly comms,

<Sorry, Doc. I'm not anywhere near a terminal right now. There should be a data cable run near the video-phone, if you want to prevent him from making any outbound calls.>

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **John**
Hearing the transmission, Max takes action.

Locating the data cable running near the video-phone, Max swiftly cuts the cable. Looking over his shoulder to see that Doc is prepared, Max whispers,

"Get out of immediate sight so when he opens the door he doesn't notice you right away."

Pressing the intercom button on the video-phone, Max transmits,

"Building maintenance, sir. Our system alerted us to a malfunction with your video-phone system."

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**
((Max, Con + CHA + 1 [First Impression] = 3 successes))
((???, CHA = 0 successes))

After a moment, an educated voice responds through the intercomm.

"Oh... yes, just give me a moment."

The sound of a heavy lock being drawn behind the door echoes into the hallway.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **John**
Max gives Doc a look that says it all,

'Play it cool for now...'

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**
The door swings open and a middle-aged man in a polo and slacks steps into the hallway. His eyes sweep across Doc and Max and instantly register alarm.

"I told Zavchenko that I didn't want anything to do with his business. I'm not a criminal and no amount of bribery or threats will change that."

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **John**
Max quickly scans what he can see of the apartment behind the man.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**
Behind Vandevere, Max can see a large ante-room, in the center of which is some kind of post-modern iron sculpture. There's a large vid-screen on the wall just behind that.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **John**
Max moves swiftly to the man to clasp one hand firmly over his mouth, and his other hand grabbing behind the back of the man's head.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**

by **GM Nick**
Vandevere reverses Max's grip using a Judo technique, attempting to re-direct his movement into a toss.

((Max, Unarmed Combat + AGI = 1 success))
((Vandevere, Unarmed Combat + AGI = 2 successes -- 4S damage - 6 Impact, = 0S.))

Max is re-directed, slammed into the wall and dazed, but unhurt.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **John**
Max cries out as he hits the wall.

"Drek!"

Spinning back around, Max lunges for the surprisingly agile man.

((I'm gonna get a good roll sometime god fucking dammit.))

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**
((Combat, IP1))
((Doc: 37))
((Vandevere: 24))
((Max: 24))

((Initiative Tie, Max: 1, Vandevere: 3))

Doc's muscles tense as he watches his comrade get thrown!

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **Drew Buddy**
Doc dashes forward, and makes a grab for Vandevere with the shock glove.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**
((Doc, Unarmed Combat + AGI - 1 [Defaulting] = 1 success))
((Vandevere, Unarmed Combat + AGI = 3 successes, 5S damage - 6s = 0s damage.))

Vandevere grabs Doc's forearm, below the shock glove and twists his arm, sending an elbow into his face.

After his counter-attack, the man dashes into the interior of his condo.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **Elliott**
((Just to clarify, the suites Max and Doc are wearing have 6 impact armor? Gotta get me one of those!))

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **Drew Buddy**
Doc blinks the stars from his eyes, and dashes into the condo.

"Go after him!"

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **John**
Max gives chase into the condo, drawing his gun.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **GM Nick**
As Max charges into the condo's ante-room, he is met with a blaring klaxon and flashing strobe lights. Vandevere is nowhere to be seen. There are two hallways splitting off from the room; a hallway that appears to terminate in a living room and another in a kitchen.

RE: Run #3: The Pacific Rim Job

Posted: **09-15-2011**
by **Drew Buddy**
Doc draws his gun and taps Max on the shoulder (with his non-shock-gloved hand).

"I'll check the kitchen, you sweep the living room. If I don't find anything in the kitchen, I'll meet up with you. There are probably rooms splitting off of the living room. This guy has had training, so watch your back."

Doc creeps forward toward the kitchen with his gun leveled.

RE: Run #3: The Pacific Rim Job

Posted: **09-16-2011**
by **John**
Max proceeds as suggested at the ready.

RE: Run #3: The Pacific Rim Job

Posted: **09-16-2011**
by **GM Nick**
As soon as he steps foot in the kitchen, Vandevere lunges at Doc, swinging a kitchen knife.

((Ini, Doc = 43))
((Ini, Vandevere = 33))

((You can choose to reserve your complex action for Full Defense, if you wish.))

RE: Run #3: The Pacific Rim Job

Posted: **09-16-2011**
by **Drew Buddy**
Doc backpedals out of the kitchen, and holds the rifle like a staff, desperately fending off the attack.

"Max!"

RE: Run #3: The Pacific Rim Job

Posted: **09-17-2011**
by **John**
Hearing Doc's cry, Max runs for the kitchen with his shotgun at the ready.

RE: Run #3: The Pacific Rim Job

Posted: **09-18-2011**
by **GM Nick**
Vandevere hurls the kitchen knife at Doc, before diving into an adjacent room.

((Vandevere, Throwing Weapons + AGI = 1 success))
((Doc, REA = 2 successes))

Doc leans back as the knife whistles past his face and embeds itself in the wall.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **John**
Understanding that he's going to eject an unused shell, Max opts to cock his shotgun for dramatic effect. The mechanical SHUK SHIK of the weapon is enough to loosen any man's bowels.

Max gestures with his head for them to sweep across the room at its walls. Max begins to proceed along the right wall of the kitchen, actively scanning for any signs of movement and listening aggressively.

"Look, pal. We can do this the easy way or the hard way. The easy way might just let you walk outta here."

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **GM Nick**
Vandermere's voice carries from the next room,

"You have about two more minutes before a platoon of armed Knight Errant charges the condo. As I'm sure you're aware, there is only one exit. I suggest you leave."

((Max, Perception + INT = 4 successes))

Max's augmented ears pick up the tell-tale sound of a clip being inserted into a pistol.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **John**

Max is sick of this fraggin' cat and mouse drek and sweeps decisively into the room, his suppressed shotgun at the ready. With any luck, he will not have chambered a round yet.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **GM Nick**
((Combat; IP1))

((Doc = 48))
((Vandermere = 31))
((Max = 29))

Doc and Max turn into the room, weapons at the ready.

Vandermere is crouched behind a leather recliner, pistol perched on top and aimed at the doorway.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **Drew Buddy**
Doc aims around the doorframe and takes two shots at Vandermere.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **GM Nick**
The snap of rifle-fire echoes around the condo as Doc unleashes a shot.

((Doc, Sniper Rifle + AGI + 1 [Smartlink] = 3 successes -- 11P))
((Vandermere, REA + 4 [Good Cover] = 2 successes))

Vandermere reels back, blood spurting from a gaping hole in his throat.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **Drew Buddy**
Doc runs up to the fallen man, taking care to not let any of his blood spurt on Doc's suit. He begins to go through the man's pockets.

"Help me hide the body!"

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **GM Nick**
Doc recovers a cred-stick in the man's front pocket (Â¥1,100) and a mini-computer.

He and Max move the body into a nearby bedroom and jam the corpse into a large armoire.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **John**
Max tidies up any signs of struggle in the apartment and moves a couch to cover the blood spots on the floor. Scanning the rooms he knew the man to be in, he looks for any sign that security could have been called. After all, didn't he cut the phone line? He listens for approaching guards with a fierce determination. Going back to the front door, Max closes it to make everything look just peachy.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **GM Nick**
((You are correct, however, Vandermere didn't know that you severed the data line!))

Whilst combing the scene for signs of carnage, Max discovers a data-chip on an end-table, labeled "investment opportunities" with marker.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **Drew Buddy**
Doc fires up the mini computer to see if there is anything useful stored on it.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **John**

With the apartment door closed and his fears slowly allaying as he hears no approaching Knight Errant guards, Max rifles through the apartment but is careful to put things back in an orderly fashion.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **GM Nick**
Having discovered the data-chip on the end-table, Max slots it into his comm and reviews the information. The bulk of it is financials and news bytes, but the group of documents on Renraku's holdings are particularly interesting.

In addition to the invitation to tour the super-freighter, he also finds a blurb about the recent acquisition of a precious metals mining company and zoning documents referencing a warehouse near the harbor.

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **John**
Max calls out to Doc,

"Got some information that looks relevant here. You turning anything up amigo?"

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **Drew Buddy**
Doc fumbles with the controls on the mini-computer.

"Not sure, lemme check. I got a computer off this guy, but we might need Milly to see what it contains."

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **GM Nick**
Indeed, as Doc thumbs the controls, the device requests a password.

Milly comms,

<We're all done here. What's your status?>

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **Drew Buddy**
< Milly, Tyros, we got what we need here. Unfortunately, we had to kill the mark. Let's meet up at that place that Max suggested. I have a computer here, and need your help accessing it. >

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **John**
Max walks over to where they stashed the body and says to Doc,

"You know, we should probably do something with this. It'd be a little awkward if we're parading around as this guy on the Renraku freighter and somebody calls in his body. Let's look around for some suitcases. Maybe we'll get lucky and he'll have a full-sized wardrobe, but if he doesn't we may have to cut him up and put him in suitcases."

RE: Run #3: The Pacific Rim Job

Posted: **09-19-2011**
by **Drew Buddy**
Doc looks at Max for a few beats, before saying,

"That's a deeply troubling and disturbing line of thought... I like it!"

Doc pockets the mini computer and begins searching the house for any large containers or bags.

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **John**
Likewise, Max digs through the house for luggage-- starting with the bedroom and storage closets.

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Elliott**

Tyros' voice comes across the comm, <"Gentlemen, we need to get moving and board the freighter because the owner of the pass we picked up may come back and discover our theft at any time. Stop dilly dallying and let's meet at the dock enterance where the tour starts.">

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **John**
Rummaging through the apartment, Max comms back with annoyance,

<I'm glad yours was a walk in the fraggin' park, but getting in and out of here hasn't been easy. We're done when we're done. Do you want us getting caught because we left a body behind?>

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **GM Nick**
Max and Doc stare at the two black, designer suitcases in the back of the Rover. Chopping up a human body isn't easy or pleasant. Add to the fact that it had to be done in a marble bath tub, which proved quite slippery, and what you have is two tired, pissed off shadowrunners.

One of the suitcases falls over from improperly distributed weight. A single drop of blood oozes out of the lock and collects on the Rover's carpeted trunk.

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Drew Buddy**
Doc keys the comm,

< Tyros, things went more smoothly than anticipated. We're on our way. >

Doc pulls the bag upright. "Well, that was an unpleasant way to spend the evening. Let's go."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **John**
Max comms to the group,

<We found some information that Milly would be the best choice to sort through. Meet us at the location I previously linked you to in twenty minutes.>

Max stares contemplatively out the window. After a few pregnant minutes of silence, Max asks Doc,

"When you were a kid, would you ever have imagined yourself sawing up the dead body of an industrial tycoon?"

The moment, as Max considers it aloud, is bereft of irony or humor.

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Drew Buddy**
Doc stares 10,000 yards out the windshield as the Rover slips through the streets.

His holdout pistol presses into his hip, his 'wares hum silently in his skull, and two suitcases full of dismembered human parts rock gently in the back of the vehicle.

"No. I was going to be an astronaut."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **GM Nick**
[Harbor Parking Lot, Seattle]

Milly's mirage coasts to a stop next to the rover. She dismounts and whips off her helmet.

"You said you had something for me to take a look at?"

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **John**
Max hands over the palm computer and the datachips recovered from the apartment and says,

"See what you can make of these."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **GM Nick**

Milly takes the chip and mini-computer and sits cross-legged on the asphalt next to her motorcycle. After a few minutes of staring into space, she shakes it off and hands both back to Max.

"It seems Renraku was courting our friend Vandermere. Apparently he had discovered something of theirs in a mine in Arizona. There aren't too many details on the mini-computer, but Renraku was offering him a pretty unbelievable return on subsidizing his mining operation.

There's an address for a warehouse nearby that belongs to a Renraku shell corporation called *World Minerals Inc.* Vandermere was investigating them prior to your visit."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Elliott**
Tyros rubs his chin, "that is interesting, but I don't think we have time to go wondering off on some tangental exercise in exploration. Let's get on that freighter, get the canister, and then maybe we can check out what sort of activity is happening in that warehouse. Shall we proceed to the enterance for the private tour? Do we need any more prep? Seems like the basic plan is to request the tour take us to the storage area where we believe the canister is located, neutralize the tour guide/retrieve the canister undetected, and get the hell out of dodge. Am I missing anything?"

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **GM Nick**
Milly shrugs.

"Vandermere has a pretty murky link with Renraku. Something is definitely afoot. We might be able to use that as leverage to get on board, we might not. I agree with Tyros that our time is counting down so we should decide on a course of action quickly."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Drew Buddy**
"I agree, let's get our primary mission done before the absence of either of our VIPs is noted. The sooner we get in and out of there, the better."

Doc opens the back of the rover, and strains to drag a heavy object out. The Ford LEBD-1 drone hits the ground with a metallic *CLANG*.

"Don't know if we'll need it, but I'd like to have some backup ready to go at a moment's notice."
He says as way of explanation.

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **John**
Max dissents but ultimately plays along,

"Personally, I'd prefer to know as much about Vandermere's involvement with Renraku as possible, but if the team is moving the team is moving. Hey-- if it doesn't work out again, we can always start shooting."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Drew Buddy**
Doc mulls over the situation for a second.

"He might have a point. So far, the retrievals of these canisters has wound up being more complicated than anticipated. If there is additional information that might help us avoid --for example-- a squad of violent shriners during our mission, then we should probably pursue it. Too many groups have their fingers in this pie, and most of them are hostile to us."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Elliott**
"The problem is we dont know if this Arizona connection is anything or not. I'm not sure it makes sense to risk the time and confrontation for such an uncertain outcome."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **GM Nick**
Milly pulls a bundle of fabric out of the Mirage's storage hatch.

"Well, I got a dress. Tyros' coat should be fine. You two gentlemen certainly look dapper. There's never been a better time to pretend to be upstanding citizens. What's the consensus?"

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **John**
Max fidgets impatiently,

"I'm inclined toward further exploration of possible avenues of attack, but there's a mounting impatience here that I'm willing to humor. I'm for getting aboard and pushing on, I guess."

RE: Run #3: The Pacific Rim Job

Posted: **09-20-2011**
by **Drew Buddy**
Doc pauses, then lets out a breath.

"Well, I guess I am all dressed up for the show. Shall we?"

RE: Run #3: The Pacific Rim Job

Posted: **09-21-2011**
by **Elliott**
"Let's do it. Where does the invitation tell us to go...", Tyros says, as he flips open the invite for the address and heads for the door.

RE: Run #3: The Pacific Rim Job

Posted: **09-21-2011**
by **GM Nick**
[Renraku Corporate Reception, Seattle Harbor]

Milly, looking extremely uncomfortable in her designer dress and heels, strides into the reception area of the Renraku administration building. She glowers under the stares of several Red Samurai posted near the back of the room.

A gaunt looking Japanese man sitting behind a large desk looks up.

"How can I help you?"

Milly elbows Max in the ribs.

RE: Run #3: The Pacific Rim Job

Posted: **09-21-2011**
by **John**

Max smiles accommodatingly,

"We're here for the tour of the freighter."

Max hands over the invitation and stands as regally and with as much superiority in his stance as he can muster.

RE: Run #3: The Pacific Rim Job

Posted: **09-21-2011**
by **GM Nick**
((Max, Con + CHA + 2 [Bargaining Chip] + 2 [First Impression] + 1 [Pheromones] = 5 successes))

"Oh, yes. I see. Mr. Vandermere, I presume? Please, follow me. One of our PR associates will be conducting the tour. I will notify him that you are here. Who is this?"

The man gestures at Milly and Tyros.

RE: Run #3: The Pacific Rim Job

Posted: **09-21-2011**
by **Elliott**
Tyros towers over the assembled, looking down at the Renaku wage-slave. He hands the invitation over with a huff, "This is Ms. Rezvenovich, I am her security. Mr. Vandemere is her good friend and has agreed to handle the interface with you for this tour as Ms. Rezvenovich is in a period of mourning for her lately departed, beloved friend, Ms. Whiskers. Please respect her grief and only address her through Mr. Vandemere." Tyros nods to Max gratefully.

RE: Run #3: The Pacific Rim Job

Posted: **09-21-2011**
by **John**
Max nods in agreement.

"I advised her to stay home to mourn, but she insisted that she needed to come aboard for the tour. Her vow of silence will not stop her from performing her business. Can you tell me what the name of the PR associate is? I always prefer to conduct business on a first name basis."

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**

by **GM Nick**

The runners area lead down a corridor, tightly packed with grim-faced, military-equipped Red-Samurai.

"Our super-freighter represents over a decade of conceptual continuity and is a testament to Renraku's superior research and development departments. It is capable of fully sustaining a crew of over 1000 for up to 12 months at sea with no other resources than natural sea water."

A massive set of plasteel ramps form a gangplank into the behemoth itself. There are a couple dozen security forces milling about, making last minute checks and securing cargo. A pair of hulking *Prometheus* drones, resembling 2 meter spiders with attached auto-cannons, watch the group as they walk past.

"Renraku aims to be the best provider of cutting edge technology, on land, air or sea. Ah, here is your guide for the day. May I introduce Juro Toriyama."

A short, clean-cut man in a suit with an obvious data jack bows to the group.

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **John**
Max offers his most polite salutations,

"Pleasure to meet you, Mr. Toriyama. My name is Vandermere."

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **Drew Buddy**
While Max is handling the introductions, Doc is scanning the sky, tracking the patrol patterns of the airborne drones.

Once satisfied that he has the pattern down, he signals the LEBD-1 sitting behind his car. A few looped instructions later, and the drone eases into the flight pattern of the other patrolling drones. Being a frequently used police design, Doc hopes that his drone will remain inconspicuous.

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **GM Nick**
((Doc, Pilot Aircraft + LOG - 1 [Defaulting] = 2 successes))
((Group Senor Test, Renraku Drones, Sensor = 1 success))

Doc's drone hovers through a gap in the patrol route, undetected.

Toriyama bows to each member of the tour group in turn and gestures towards the cavernous corridor that acts as the entrance to the ship.

"Shall we?"

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **John**
Max nods graciously.

"Lead the way, Mr. Toriyama. We appreciate your hospitality."

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **GM Nick**
Toriyama walks the group through a surreal, umbilical hallway that's rimmed by cables and octagonal panels.

"Renraku started construction on the Amaterasu in 2057..."

The man trails off, but your attention is centered primarily on getting your bearings so that you can ascertain the likely resting place of your objective.

"...will take us through the engine room, research labs, navigation, and the bridge..."

((Let me know at what point in the tour you guys want to act, or sit back and enjoy the ride.))

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **John**
Max follows the tour guide and does his best facsimile of an attentive industrial tycoon, meanwhile paying close attention to any and all security details and procedures he may see.

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**

by **Elliott**
Tyros catches Max's eye and uses his subvocal comm to the team, <"Max has the tracking frequencies for the canister, can someone pick them up and let us know when they get strong enough that we are close?">

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **Drew Buddy**
((Can we assume that Max has already downloaded the data from the chip, and can send the frequencies to one of us?))

RE: Run #3: The Pacific Rim Job

Posted: **09-22-2011**
by **GM Nick**
Milly comms Max sub-vocally.

<Send me the frequency and I'll see if I can attune to it. It'll be easiest for me to find it. Also, get this guy talking about their sub-matrix system--I want to know more about it.>

RE: Run #3: The Pacific Rim Job

Posted: **09-23-2011**
by **John**
Max links the tracking frequency for the container to the rest of the team as he begins to draw the information Milly is after out of the host,

"Please tell me about your sub-matrix system, Mr. Toriyama. What are its data handling and security capabilities like?"

RE: Run #3: The Pacific Rim Job

Posted: **09-23-2011**
by **GM Nick**
As the group walks down the strange, tunneling corridors, Toriyama yaks on and on about sub-matrices and data transfer. Milly listens intently, while the others are more focused on observing the plethora of security that Renraku has invested in the super-freighter.

Security guards--much more relaxed than the Red Samurai--stand at attention every so often throughout the vessel. They all seem to be equipped similarly: flak vest, Ares predator and a stun baton.

What *does* stand out are bundles of long barrels, connected to ammunition boxes and bundles of wires. Sentry turrets. There seems to be one at every tunnel intersection.

"We're approaching the central reactor now," says Toriyama. "This is where we generate the power for all of *Amaterasu's* operations. The fuel rods are cooled by using sea-water, which is filtered, stripped of radiation and sanitized before being..."

Milly gives Tyros a look that says *we're getting close.*

RE: Run #3: The Pacific Rim Job

Posted: **09-23-2011**
by **John**
Max catches the look that moves between Milly and Tyros and queries,

"What sorts of stores do you have in and around the central reactor? I'm assuming there need to be vast supply rooms for things like auxiliary fuels and the like."

RE: Run #3: The Pacific Rim Job

Posted: **09-23-2011**
by **Elliott**
Tyros puts a meaty hand on the guides shoulder, friendly-like, "My lady has always had a keen interest in nuclear reactors, she won't say it now, but I think it would raise her spirits to be able to see it. Can you take us on a tour, maybe to a viewing area?"

RE: Run #3: The Pacific Rim Job

Posted: **09-23-2011**
by **Drew Buddy**
Doc continues to play the silent bodyguard, taking note of the layout of the halls they pass through, and the composition of the security forces.

((Just checking in!))

RE: Run #3: The Pacific Rim Job

Posted: **09-23-2011**
by **GM Nick**

Toriyama flinches under Tyros' mighty hand.

"Of course, this way..."

The reactor itself is shielded by a dense cylinder of reinforced plasteel and lead, but the tour group weaves right through the engineering sector. A group of Japanese workers glance up from terminals and equipment as you pass through.

"The isotopes we use for..."

Milly comms, <We're damned close. The signal seems to be coming from an area beyond that wall. See if you can figure out what's on that side of the ship--but be subtle.>

RE: Run #3: The Pacific Rim Job

Posted: **09-24-2011**
by **John**
Max interrupts,

"Excuse me, Mr. Toriyama, but you said that room was called..."

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
Toryiama turns to Max.

"This is the reactor, we're on the engineering deck. The captain's quarters and crew barracks are nearby, since many of the engineers are on call at all times."

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
An aide approaches Toriyama and whispers something in his ear. Toriyama nods and turns to the group.

"Deepest apologies but there is an urgent matter that requires my attention."

He gestures to a security guard who has been following the group from the rear.

"Mr. Matsui here will escort you to the canteen, where you will be provided with refreshments. I will return shortly."

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
Max nods at Toriyama and watches him walk off. Turning to the guard, Max says,

"Thank you for your escort, Mr. Matsui."

As he speaks to the guard, Max scans the room for other security, witnesses, and places to stash a body. Subvocally, Max says to Doc,

<Prepare that wonderful little shock glove of yours.>

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
The runners are standing in a semi-spherical room that serves as the monitoring station for the main reactor. There are half a dozen technicians plugging away on terminals or checking readouts on high-end equipment.

Any sensors or cameras are most definitely hidden and would require further scrutiny to detect.

Matsui, a stocky (nearly overweight) Japanese man in a security vest and helmet, rocks back and forth on his heels and waits patiently for the group to begin following him.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
Satisfied that there's nothing to be done here without alarming the entire ship, Max says,

"Lead the way, Matsui-san."

Subvocally, Max stays in contact with the group,

<We take this guy the moment we've got enough privacy.>

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**

by **Drew Buddy**
Remaining silent, and toward the rear of the group, Doc slips the shock glove over his hand. His eyes lock on the back of Matsui's neck, and he waits for the signal.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **Elliott**
Tyros subtly shakes his head, <"No, no. Let me do it. Better to have him lead the way than wander around alone.>"

Tyros follows along until no one is watching and prepares his mind to dominate the guard.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **Drew Buddy**
Doc nods subtly at Tyros, and falls back.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
Max indicates nothing directly, but gradually allows his pace to slack and let's the large troll take the lead. Keeping an eye out for a place to stash a body, Max waits for the team to make its move.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
Milly stops dead in her tracks and the color drains from her face.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
Max notices the change in Milly's countenance and stops, wrought with concern,

"Ma'am-- what is it? Are you alright??"

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
<They *know*. I intercepted a priority comm signal. There's a Red Samurai detachment coming to apprehend us. I don't know how they know, but they know!>

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
((What are our surroundings like? Any security personnel other than the dude who's escorting us? How many civilians?))

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **Drew Buddy**
Doc connects to his drone that's patrolling outside, and uses it to look for any movement or activity outside or on top of the ship.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
When Milly stopped, the group was in a hallway connecting the Engineering deck with the common area. Aside from Matsui, there are no other personnel.

Matsui leans in and murmurs something to Max.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
Max bursts into a gale of laughter that turns to vehement annoyance,

"*What!* That's *preposterous!* I've known this woman for years-- she's an old dear friend of mine! Clearly you're mistaken, and if you don't stop this ridiculous incursion into this fact-finding investment endeavor of mine, I'll pull my support of Renraku faster than the sun sets over Mt. Fuji! And if you think Renraku is going to continue gainfully employing the offending security guards who cost them millions of nuyen, you're mistaken! You get on the line with your supervisor right this instant and put a stop to this *lunacy!*"

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
Matsui goes for his stun baton.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
Seeing the pudgy guard reaching for his stun baton, Max puts all he's got sucker punching Matsui in the gut.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **Drew Buddy**
Doc stands ready with the shock glove, but holds back.

"*Now*, Tyros!"

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **GM Nick**
((Max, Unarmed Combat + AGI = 1))
((Matsui, Unarmed Combat + AGI = 1))

Max's blow collides with Matusi's arm, and the man drops the stun baton as the two fumble.

RE: Run #3: The Pacific Rim Job

Posted: **09-26-2011**
by **John**
Max regroups himself as he wrestles with Matsui. Collecting his wits, Max tries to land a proper punch.

RE: Run #3: The Pacific Rim Job

Posted: **09-27-2011**
by **Elliott**
Tyros briefly wiggled his fingers (centering) and casts control thoughts on the guard (f4).

"Let him go, he's mine now. Milly, give him directions to where you got the signal from the canister and let's follow him." Tyros programs the guard to lead us toward where Milly indicates using his knowledge of the ship.

RE: Run #3: The Pacific Rim Job

Posted: **09-27-2011**
by **Drew Buddy**
Doc breathes a sigh of relief.

"Tyros, can you make them talk when they're like that? If we could send out a message over his commlink in his voice, we might be able to misdirect the security teams, and buy some time."

RE: Run #3: The Pacific Rim Job

Posted: **09-27-2011**
by **Elliott**
Tyros nods to Doc and forces the guard to comm into the security channel that he is leading the intruders to a ship exit well away from the reactor area.

RE: Run #3: The Pacific Rim Job

Posted: **09-27-2011**
by **GM Nick**
((Tyros, Control Thoughts (4) on Matsui, Spellcasting + Magic + 2 = 5))
((Matsui, WIL + CHA = 3))

Tyros now has control of the security guard.

RE: Run #3: The Pacific Rim Job

Posted: **09-27-2011**
by **John**
An unfortunate matter of timing, Max's punch to the guard's kidney lands home just as Tyros takes control of him. Drek happens.

RE: Run #3: The Pacific Rim Job

Posted: **09-27-2011**
by **GM Nick**
The security guard limps down the hallway, under Tyros' control. The group moves through a snake-like corridor towards the crew barracks. Rounding a bend, they find themselves at an intersection.

The sentry gun in this intersection is most definitely *not* dormant and appears to be actively scanning.

RE: Run #3: The Pacific Rim Job

Posted: **09-27-2011**
by **John**
Max stops.

"Shouldn't we be heading back to the reactor toward the tracking beacon?"

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Drew Buddy**
Doc ducks back into the hallway, out of sight of the sentry.

"Milly, I'm assuming the beacon is in this direction? Can you directly access the turret at this distance, or would we need to find a control node?"

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
Milly seems a bit on edge. She bites her lip.

"The sentry guns are on internal circuit, we'll have to find a place to tap in. I'm getting a weird sort of feedback. I think there are riggers here that jump into those things, so we better steer clear.

From what I can tell, the canister is probably being held in the crew quarters. Which part, I can't say... getting a lot of interference..."

In the corridor cater-corner to the sentry gun, an elevator dings.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Elliott**
"Shit, let's go another way, we can't get into a fire fight right now. We need to at least get the canister before shooting our way out of the ship."

Tyros orders Matsui to lead them another direction and avoid sentry guns if possible.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
Milly runs her fingers over the carbon and plasteel wall panel.

"The fraggin' thing must be just beyond here. Tyros, can't you just keep slamming the wall with magic until there's a hole? The shortest path between two points is a direct line..."

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Elliott**
Tyros frowns at the wall, wondering if a powerball or three could melt the panel. "Worth a try, I suppose. Stand back!"
Tyros moves the group away from the wall so as to be outside any blast area. Weaving his arms in a continuous pattern (centering) he launches a glowing ball of power towards the wall (Powerball, F6, and I want to control the area of effect so that it is limited to just short of the height of the wall).

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **John**
Max stands back, aghast that the team may be come upon at any moment from a group of red samurai guards. Not wanting to be caught with his pants down, Max readies his shotgun.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Drew Buddy**
Doc gets down on one knee in a firing position, covering the other side of the hallway.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
((Tyros, Powerball (6), Spellcasting + MAG + 2 = 8))
((Barrier, Armor x 2 = 5))
((Tyros, Resist Drain, WIL + LOG + 3 = 4 - 2S dam.))

A wave of kinetic energy crackles from Tyros' finger tips and dashes against the carbon-plasteel wall of the tunnel.

There's a cacophonous --boom-- and the wall gives way, creating a large enough hole for the team to slip through.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **John**
With his shotgun up, Max slips through the wall quickly, wanting to get away from the source of the thunderous explosion that seems likely to bring the fury of Renraku down upon them.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
After a brief delay, the emergency response system turns on and hidden sprinklers begin misting the interior of the deck with fire retardant.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **John**
Inside the room a bit, Max scans his surroundings with his elfin eyes and synthetically augmented visual and auditory senses.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Elliott**
"Oops, forgot to turn on my white noise generator to dampen the sound. Sorry about that!" Tyros ducks through the hole in the wall, as he orders Matsui to round the corner to the elevator, throw his stun baton at whoever is there and run the other way down the corridor, hopefully leading his pursuers on a merry chase.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
The runners swat away clouds of smoke and atomized carbon-plasteel as they emerge into the crew barracks.

A dozen or so confused looking crew are sitting up in bed or struggling to put on clothes, all eyes on the runners.

A group of four Red Samurai enter the barracks from the opposite side of the room at exactly the same moment.

There's a brief moment where everyone just stares at each other, totally silent. Then, everything goes to drek.

((Combat!))
((Doc = 40))
((RS 1 = 36))
((RS 2 = 33))
((Max = 32))
((RS 3 = 32))
((RS 4 = 30))
((Tyros = 21))
((Milly = 20))

((The explosion scattered a number of bunks and lockers, providing cover if desired.))

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Drew Buddy**
Doc feels like a kid caught stealing a cookie.

The Red Samurai are still bunched up at the doorway. A malicious grin spreads across Doc's face as he pulls the trigger on the underbarrel grenade launcher.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
((Doc, Heavy Weapons + AGI = 1 - 11P))

THOMP. A mini-grenade arcs across the room.

((RS1, REA = 2))
((RS2, REA = 1))
((RS3, REA = 3))
((RS4, REA = 4))

All but a solitary Red Samurai dive out of the way as the grenade hurls towards them.

((Scatter, 3d6 = 0))
((Red Samurai, BOD + 10 [Full Body Armor] - 2 [AP] = 1 - 10P dam.))

There's a flash as the grenade detonates and sends the Red Samurai into the wall. He collapses, mortally injured.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Drew Buddy**
Doc shrugs, and fires another grenade at RS1.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
((Doc, Heavy Weapons + AGI = 2 - 12P))
((RS1, REA = 4))

The second mini-grenade explodes a row of lockers behind the intended target.

The Red Samurai levels his Alpha and fires on Doc.

((RS1, Full Auto (6), Firearms Group + AGI + 2 [Smartlink] - 4 [RC] = 3 - 15P))
((Doc, REA = 4))

Doc tucks in as the bullets rake over his head, having avoided certain death.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **John**
His shotgun already raised, Max fires on Red Samurai 3 before grabbing Doc by the arm and pulling him into a dive for full cover from the hailstorm of bullets that is surely to follow.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 [Smartlink] = 7 - 14P))
((RS3, Dodge + REA = 3))
((RS3, BOD + 10 [Full Body Armor] = 6 -- 8P dam.))

The shot collects on the center of the Red Samurai and knocks him over, splattering blood as it does so.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
((RS3 used his complex action for full defense.))

The fourth Red Samurai fires on Tyros, the largest of all the targets.

((RS4, Full Auto (5), Firearms Group + AGI + 2 [Smartlink] - 3 [RC] = 3 -- 14P))
((Tyros, REA = 2))
((Tyros, BOD + 10 [Armor] = 9 -- 5P dam.))

Tyros takes a bullet to the shoulder.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **John**
Max sees Tyros take a bullet and, much to his surprise, is dismayed by the turn of events despite the fact that he's a troll.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Elliott**
((Don't think you updated my character's armor, he has 13B armor from all the extra guard plates he put on his form fitting suit))

Tyros drops down behind some overturned lockers, "Motherfucker ruined my coat!" Passing his hand over his torn up shoulder (centering) he mends the wound together as the bullet pops out of his knitting flesh (heal, F5).

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
((Tyros, Heal(5) on Tyros, Spellcasting + MAG + 2 - 1 [Wound] = 3 - 3P healed over 3 combat turns.))
((Tyros, Resist Drain, WIL + LOG + 3 - 1 [Wound] = 4 - 0S dam.))

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
Milly, lacking any combat skills, hurls a piece of bed frame at the Red Samurai that shot Tyros, hoping to distract him from the fight.

((Milly, Throwing Weapons + AGI - 1 [Defaulting] = 1))
((RS4, REA = 1))

"Frag you!"

The bed frame bounces off the Red Samurai's shoulder, but succeeds in distracting him.

Milly dives for full cover, next to Tyros.

((Ini Pass 2))
((RS3 = 37)) < 8P
[s]((RS4 = 36))[/s]
((Doc = 36))
((Max = 34))
((RS1 = 33))
((RS2 = 27)) < 10P

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
Red Samurai #3 fires a full volley at the location where Tyros and Milly are taking cover.

[color=#FF0000]((RS3, Full Auto (10), Firearms Group + AGI + 2 [Smartlink] - 8 [RC] - 2 [Multiple Targets] = 1 -- 17P))
((Milly, REA + 4 [Full Cover] = 2))
((Tyros, REA + 4 [Full Cover] - 1 [Wound] = 2))
[/color]
The shots scatter across the top of the overturned locker.

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **GM Nick**
Red Samurai #4 fires a volley of suppressing fire on Doc and Max's position.

((Complex action, suppressing fire.))

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **John**
((RS3 should have had an additional -2 wound modifier, no? Not that it mattered.))

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **Drew Buddy**
Doc keeps his head down, and blindly lobs a flash-bang toward the other side of the room.

((Saving remaining action))

RE: Run #3: The Pacific Rim Job

Posted: **09-28-2011**
by **John**
Max uses his mounted flexicam to peer around the cover and find a red samurai. Once he gets a solid bead on where on of them is standing, he reaches his hands around the corner and unloads two slugs in his direction.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Max, Shotguns + AGI = 5 -- 12P))
((RS4, REA = 1))
((RS4, BOD + 10 [Full Body Armor] = 6-- 6P dam.))

The Red Samurai reels as the first shot peels a hole through his body armor.

((Max, Shotguns + AGI - 1 [RC] = 5 -- 12P))
((RS4, REA - 2 [Wound] = 1))
((RS4, BOD + 10 - 2 = 4 -- 7P dam.))

The second shot from Max's Remington opens up the Red Samurai's jugular for a kill shot.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
Doc's flash bang rolls to the feet of the remaining Red Samurai and detonates in a dizzy array of sparks, light and sound. It seems to have no effect on the cybernetically engineered soldiers.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
((I'll use my action, now that the suppressing fire is gone))

Doc pops up and fires a rifle round to finish off the second Red Samurai.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
Max shouts over the melee to Doc,

"It's about time this fraggin' flexicam came in handy!"

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Doc, Rifles + AGI + 2 [Smartlink] = 2))
((RS2, REA - 3 [Wound] = 3))

Doc's shot ricochets off of a locker.

RS1 tosses a grenade at Doc and Max's position.

((RS1, Throwing Weapons + AGI = 5))
((Base Scatter, 1d6 = 6))

((<u>Scatter Range, 1d6 = 1</u>, 0 meters.))

((Hand thrown grenades detonate on the next initiative pass, according to the character's initiative score.))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
The fourth Red Samurai fires a full auto volley from his position on the floor.

((<u>RS4, Full Auto (8), Firearms Group + AGI + 2 [Smartlink] - 3 [Wound] - 2 [Multiple Targets] - 6 [RC] = 1</u>))
((<u>Max, REA + 4 [Full Cover] = 3</u>))
((<u>Doc, REA + 4 [Full Cover] = 5</u>))

The Red Samurai's spray 'n pray attempt yields no injuries.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Combat Phase 2, Ini Pass 1))
((<u>RS1 = 42</u>))
((<u>Max = 38</u>))
((<u>Doc = 36</u>))
[s]((<u>RS3 = 30</u>))[/s]
((<u>Milly = 29</u>))
((<u>Tyros = 20</u>))
((<u>RS2 = 19</u>))

((Tyros, at the end of this pass you'll have healed 2P damage.))

The HE grenade detonates!

((Doc, Max, do you guys want to use full defense?))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
As the grenade rolls to their position, Max's eyes widen. This is a hell of a far cry from private eyeing! Max dives out of the way behind some alternate cover within the room.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Max, Full Defense, Dodge + REA + 4 [Full Cover] = 9))

Max vaults and somersaults over the closest locker, tucks into a roll, and hides behind cover.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
Doc dives in the opposite direction. He curses, but it catches in his throat, making a "GRK!" sound.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Doc, Full Defense, Dodge + REA + 4 [Full Cover] = 7))

Doc dives and tucks into a roll, avoiding the cloud of shrapnel and incendiary particles released in the explosion.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
Red Samurai #3 lays down a cascade of suppressive fire on Milly and Tyros' location.

((Complex action, suppressing fire.))

Milly clamps her hands over her ears and winces at Tyros.

"Can't you do something?"

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Elliott**

Given a break in the bullets rattling his makeshift cover, Tyros peaks over the lip and, while making an intricate symbol with his left hand (centering), hurles a small pulsing yellow ball of energy at the red samurai firing at him (manabolt, f6).

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Tyros, Manabolt(6) on RS3, Spellcasting + MAG + 2 - 1 [Wound] - 2 [Sustaining] = 6 - 12P))
((RS3, BOD - 2 [wound] = 1 -- 11P dam.))

The mana bolt consumes the Red Samurai, who dissolves in the blast.

((Tyros, Resist Drain, WIL + LOG + 3 - 1 [Wound] - 2 [Sustaining] = 2 -- 1S dam.))

Tyros' head begins to pound.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
Red Samurai #2 claws his way to the door, dragging a pool of blood as he goes.

((Phase 2, Initiative Pass 2))
((Doc = 41))
((RS1 = 39))
((Max = 36))
((RS2 = 26))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
Seeing the manabolt tear through the Red Samurai, Max is of course glad that there's one less gun firing on him. Still, though-- he's more than a little miffed that a troll stole his kill.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
Doc zeros in on Red Samurai 1, and opens fire.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Doc, Rifles + AGI + 2 [Smartlink] - 2 [From Cover] = 5 - 13P))
((RS1, Dodge + REA = 4))
((RS1, BOD + 10 - 3 [AP] = 3 -- 10P))

Doc's first shot goes right through the Red Samurai, causing a spectacular exit wound that splatters blood across the wall.

((Doc, Rifles + AGI + 2 - 2 - 1 [RC] = 2 - 10P))
((RS1, REA = 2))

The second shot veers to the side and implodes a locker.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
Max pops out, sneers and shoots once at Red Samurai 1, mocking him in the process.

"Dodge *this*, drekbag."

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 [Smartlink] = 8 - 15P))
((RS1, BOD + 10 - 3 [Wound] = 5 -- 10P dam.))

Red Samurai #1 staggers backwards as the shot penetrates his helmet, stumbles forward a step and then drops to the ground, dead.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
Max shouts to the group and gestures to the door the guards piled through,

"Drek! Something's coming this way down the hall! Sounds like a drone to me!"

As he finished speaking, he unceremoniously shoots the red samurai dragging himself out the door in the back.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 [Smartlink] = 3- 10P))
((RS2, REA = 2))
((RS2, BOD + 10 - 3 = 4 -- 6P dam.))

Max's second shot kills the Red Samurai where he lies.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
Doc slaps a magazine of high explosive grenades into the underbarrel launcher, and a magazine of AV ammo into the rifle. He cycles the action on each to load the new rounds in.

He stoops back down behind the barricade of rubble, and sights in on the door.

"What I wouldn't give for a few EMP grenades right about now."

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
The Red Samurai now all dead, Max runs swiftly to the door where the last one was shot and looks both ways down the hall with his shotgun's flexicam. Shouting back over his shoulder, he responds to Doc,

"Tell me about it, amigo!"

((Can we assume the civilians have all fled at this point?))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
Max stops dead in his tracks as a hulking security drone stomps through the doorway. It's an impressive sight at 7 feet tall and 4 feet wide. The drone is plated from top to bottom in sintergel

pads and sports two mini-guns on each arm. An aperture on the drone's muzzle opens and focuses. An artificial voice says in a matter of fact manner, "ENGAGING."

((Combat, Initiative Pass 1))
((Max = 41))
((Doc = 40))
((Milly = 23))
((Tyros = 20))
((Prometheus = 17))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
((Can we all get perception rolls to see if we can determine any weak points on this fraggin' killdozer? Every miniboss has weak spots! In the meantime, Max is gonna react!))

"HOLY DREK," Max squeals as Death (Now with Actuators!) arrives on the scene. Hardly thinking at all, Max shoots for one of the metallic monster's twin miniguns hoping to disable its ability to kill everything within a five mile radius in the *snap* blink of an eye. After squeezing off the round, Max dives as far away from the thing as he can and still wind up behind full cover.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
With the freshly loaded AV rounds, Doc fires at the Doombot while simultaneously willing himself to not void his bowels.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
((Haha! Can we only refer to this thing as a Doombot from now on?))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 [Smarlink] - 3 [Called Shot] = 6 - 13P))
((Doombot, BOD + 18 [Armor] = 13 -- 0P dam.))

Max's shot fails to damage the mini-gun barrels.

He dives behind an overturned locker.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Elliott**
((Not that it probably matters, but manabolt is resisted by will, not body. At this point how much damage do I have on me? I think 2P and 3S?))

Tyros grits his teeth against the dull throbbing in his shoulder and the mounting pressure in his head. Dropping his connection with Matsui he gathers his energy and traces a sign in the air (centering) before dissapearing (invisibility, F6).

"Milly, where is the damn canister!? We need to find it and get out of here, we can't fight the whole god damned super freighter!"

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Twice, Doc?))

((Doc, Rifles + AGI + 2 [Smartlink] - 2 [From Cover] = 3 - 11P))
((Doombot, Pilot = 1))
((Doombot, BOD + 18 [Armor] - 6 [AP] = 9 - 2P dam.))

Doc's shot manages to make it through a sintergel pad and into the drone.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
Milly huddles against the locker she's hiding behind.

"It's *past* that thing!"

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**

As he hides behind the locker, Max scours the room for any environmental elements that might be of use. Loose electrical wires that he could use to fry the thing, explosive liquids, anything!

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
Doc takes aim at the Doombot's sensor cluster and looses another round.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
Max also wracks his memory ((Remember my memory focus!!)) for any nearby rooms they passed that might have had any useful environmental devices.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Doc, Rifles + AGI + 2 [Smartlink] - 1 [RC] = 3 - 11P))
((Doombot, Pilot = 3))

Doc's second shot grazes the behemoth drone.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Tyros, Imp. Invis(6) on Tyros, Spellcasting + MAG + 2 - 1 [Wound] = 6))

Tyros' vanishes from sight.

((Tyros, Resist Drain, WIL + LOG + 3 - 1 = 1 - 3S dam.))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
Milly concentrates and attempts to scramble the myriad of radio waves bouncing around the room, in an attempt to confuse the Doombot's sensors.

((<u>Milly, Jamming + LOG = 4</u>))
((<u>Doombot, Sensor = 0</u>, modifier of -4 for combat this phase.))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
Doombot's twin mini-guns sound like a billion angry hornets as they spin up to operating velocity and unleash a metric ton of leaden death.

((<u>Doombot, Arm 1, Full Auto, Attack + Sensor - 4 [Jamming] = 2</u> - 18P))
((<u>Max, REA + 4 [Good Cover] = 1</u>))
((<u>Max, Hand of God (Karma Burn), 10d6 = 5</u>))

For a moment it appears as though it's the end of Max Overstreet. But, with a burst of super(meta)human speed, the elf rolls out of harm's way.

((<u>Doombot, Arm 2, Full Auto, Attack + Sensor - 4 [Jamming] = 1</u> - 17P))
((<u>Doc, REA + 4 [Good Cover] = 2</u>))

Doc narrowly avoids the hail storm of bullets.

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **GM Nick**
((Initiative Pass 2))
((<u>Doc = 37</u>))
((<u>Max = 31</u>))
((<u>Doombot = 9</u>))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
((How deep in the ship are we? I don't suppose by any stroke of luck that there's any way to maneuver my LEBD in here?))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**

((Not likely. Keep in mind a combat round is ~3 seconds. It'd be many, many rounds before it arrived.))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **Drew Buddy**
Doc ducks down behind the barrier, while he considers the situation.

((Saving actions for full defense, if necessary))

RE: Run #3: The Pacific Rim Job

Posted: **09-29-2011**
by **John**
((Delaying action.))

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Drew Buddy**
((If it is possible to damage one of the miniguns (cut the Doombot's damage output to half?), then:))

Doc considers what Max had tried before, and figures that he might have a better chance with armor piercing ammunition.
He sights in on one of the Doombot's cannons, and fires at its motor.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **GM Nick**
((Doc, Rifles + AGI + 2 [smartlink] - 3 [called shot] = 4 - 12P))
((Doombot, Pilot = 1))
((Doombot, BOD + 18 - 6 = 2 - 10P dam!))

The mini-gun explodes in a shower of sparks.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Drew Buddy**
"Not so tough now, eh, Gimpy?"

Doc has a go at the other gun.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **GM Nick**
((Doc, Rifles + AGI + 2 [Smartlink] - 3 [Called Shot] = 3 -- 11P))
((Doombot, Pilot = 5))
((Doombot, BOD + 18 - 6 = 8 - 3P dam.))

Doc's second shot is true and mini-gun #2 is destroyed.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **John**
Max pops up from cover and fires a shotgun slug for a small space between the Prometheus's armor plating, trying to go for its softer (so to speak) innards.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 [Smartlink] = 6 -- 13P))
((Doombot, BOD + 18 [Armor] = 8 - 5P dam.))

Max's shotgun blast tears through the sintergel.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **John**
A grin begins to spread across Max's lips. Their victory over this behemoth is beginning to look imminent. Max takes another shot at the Doombot, shooting once more for a seam in its armor plating.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 - 1 [RC] = 5 - 12P))
((Doombot, Pilot = 2))
((Doombot, BOD + 18 [Armor] = 7 -- 5P))

A shower of sparks explodes from the opening created by Max's shotgun. The Doombot shudders and shuts down, mechanical limbs going limp as electrical charges short out.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Drew Buddy**
Doc flops against the locker, and lets the rifle fall to his side. He lets out a long breath.

"That was too close, too fraggin' close."

A weary grin spreads across his face, "but damn, we're good!"

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **John**
Max is exhausted and frazzled, but is also really irritated. He turns around to the general area where he knows Tyros to be and shouts,

"You wanna' maybe actually help us fight in the future, Tyros?! The moment you got hit you just *checked out!* And the ***GIANT MECHANICAL FRAGGIN' DEATH*** walks through the door and what do you do?? *'Oh no, gotta' go invisible for a few minutes guys be right back,'* and ***ZAP***, you're MIA! *What the frag, man!*"

Max turns back around and storms to the doorway just beyond the downed drone. Peering both way around the corners, Max says to the group in a quieter but still fairly loud tone,

"Let's get this canister and get the frag off this ship!"

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Elliott**
((Not my fault you guys get 3 combat actions to every one of mine!))

Tyros gives Milly an invisible hand up. "Shut up Max. There were too many bullets flying to do

anything but get out of the way. Besides, my magic isn't very effective against machines, that why I bring you along. And let's not forget I'm the only one here that's bleeding!"

Slipping through the door, Tyros moves sideways along the wall as he takes in the room (switch to astral perception briefly to see if there are any magical auras).

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Drew Buddy**
Doc snaps himself out of his daze, and remembers his job.

"Tyros, let me know when you're coming back to the world of the visible, and I'll finish patching you up."

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **John**
((To clarify, I'm fine with the way combat went. It's just Max who's annoyed. Also, do you have first aid, Drew? I do, and I thought you only had medicine. Seems like my skill is more applicable here.))

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Drew Buddy**
((Ah, you may be right about that. Though it does seem to be a bit silly to separate the two so completely like that. A trauma surgeon who doesn't know how to suture a wound?))

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **GM Nick**
Milly leads Doc, Max and Tyros through a common area and into a hallway to the Quartermaster's cabin.

"There, the canister should be in that--"

A breeching charge rumbles somewhere nearby.

"--room. We probably ought to hurry."

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **John**
Max pushes to the front of the group, puts an ear against the door, and kicks it in.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Drew Buddy**
Doc's rifle swings up as he enters the room, scanning from right to left.

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **GM Nick**
A man in a black and gold uniform, whirls around as the door flies inward. He points an Ares Viper at Max in a trembling hand.

"Freeze! Don't take a step closer."

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **John**
Max stands tall and firm at his intimidating best with his shotgun raised on the man and bellows forth,

"DROP IT OR DIE, DREKBAG!"

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **Drew Buddy**
Doc steps to the side so that the group isn't too closely bunched up, and keeps his rifle trained on the man's chest.

"Gun on the ground! On the ground, NOW!

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **GM Nick**
((Max, Intimidation + CHA + 2 [First Impression] + 1 [Pheromones] + 2 [Shotgun] = 4))
((Quartermaster, Intimidation + CHA = 1))

The Quartermaster drops the pistol and puts his hands in the air.

"Don't kill me!"

RE: Run #3: The Pacific Rim Job

Posted: **09-30-2011**
by **John**
Max moves to him quickly,

"We don't want to kill you pal. However, we need you to sit down and shut up."

Max snaps a set of restraints on the quartermaster and pushes him to the ground.

"Face the wall!"

Max goes about searching through the room for the canister.

RE: Run #3: The Pacific Rim Job

Posted: **10-01-2011**
by **Elliott**
Tyros searches the quartermaster head to toe, he is not gentle.

RE: Run #3: The Pacific Rim Job

Posted: **10-01-2011**
by **Drew Buddy**
Doc follows suit, going over everything he can in the room.

He switches on thermo vision and glances around, looking for any part of the room that is distinctly colder than the rest.

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **GM Nick**
((Max, Perception + INT = 4))

Whilst searching the cabin, Max notices a set of scuff marks on the carpet.

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **John**
Motioning to the scuffs, Max says,

"Hey, might have something here-- check these out."

Max searches around for clues as to where or what the scuff marks indicate.

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **Elliott**
Tyros looks at the quartermaster intently. Making a small gesture (centering), Tyros bores into the unfortunate man's mind, sifting through thoughts and memories (mind probe, f6), looking for anything and everything he knows about the canister, it's location, history, protection and future.

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **Drew Buddy**
Doc feels around the scuff marks, looking for seams in the carpet, or alternately, a direction that the scuff marks lead in.

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **GM Nick**
((Elliott, let me know if you still want me to roll for your spell.))

Doc lifts a square of carpet to reveal a hatch. Inside the hatch is a small arrangement of parcels and boxes, amongst which is the cryogenic canister. A hose trails away from the canister and plugs in to an outlet mounted inside the hatch.

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **Drew Buddy**
Concentrating intently, Doc traces the hose with his fingers.

((Roll engineering to see if Doc recognizes what the hose does, or even if it strikes him as a "don't just yank this out" kind of thing))

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **GM Nick**
Doc attempts to determine the purpose of the hose.

((Doc, Engineering + LOG = 4))

From his deduction, he comes to the conclusion that the hose is supplying cryogenic coolant to the canister. If unhooked, the sample will start to degrade after 20 minutes.

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **John**
Max frowns,

"Looks to me like that needs to be there..."

RE: Run #3: The Pacific Rim Job

Posted: **10-03-2011**
by **Drew Buddy**
Doc sits back up and gives the canister an annoyed look.

"Well, that figures. This canister is a different setup than the others. It must have a cooling jacket around the sample chamber that's filled with cryogenic liquid. If we just yank the hose, the liquid will drain, and the sample won't last long."

He taps his finger on his knee as he thinks.

"We might be able to make it last a little bit longer if we seal off the hose to keep the liquid in there before we disconnect it. Hang on."

Doc pulls out his toolkit and starts rummaging around for vice-grips, hose clamps, or anything else that could be used to pinch or cap the hose.

((I'm assuming this is doable? Or does it need a constant flow of fresh coolant to last for more than 20 minutes?))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**
((Yes, i would still like the spell to go off. I'm particularly interested in what this guy knows about the canister, who else knows about it (like those crazy monk fantatics) and what his/their plans were for it))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Suddenly remembering the sound of breaching charges a few minutes ago, Doc also checks the visual feed from the LEBD patrolling outside the ship, to see if there is any activity on the waterfront.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((Tyros, Mind Probe (6) on Quartermaster, Spellcasting + MAG + 2 [Focus] = 5))

Tyros feels the inexplicable sensation of being ripped from his body and plunging into someone else's mind. His senses are overcome with a barrage of memory, disjointed thoughts and fragments of emotion.

After several moments of wearing a troubled expression, the troll's eyes snap open.

((PM'd you your mind probe results.))

((Tyros, Resist Drain, WIL + LOG -1 [Wound] + 2 + 1 = 3 -- 2S dam.))

Tyros' temples throb and his vision swims.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
Max peeks his head back out into the hallway for any approaching guards. This is taking too long.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
Milly yanks the canister out of the holding area. The hose comes free and skitters around the bottom of the compartment, venting cryogenic gas.

"Frag this. Let's roll."

The sound of shouting voices is very close now.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
Max grins and says to Milly with great urgency,

"Milly-- give that canister to Tyros-- he'll be better able to protect it!"

With that, Max slips out the door to the room and begins to his way out of the ship.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Doc's mouth opens and closes a few times before he shakes his head.

"Eh, frag it, indeed."

He gets back up, and brings his rifle to the ready.

((Is there anything of interest going on outside that my drone can see?))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**

Tyros comes quickly out of his reverie, shaking his head to try and clear it's pounding. Taking the canister and tucking it under his greatcloak, where it dissapears into the invisible material, "Follow me, I know the quickest way out of here." Giving verbal direction, Tyros leads the way towards the nearest point of exit.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
Milly reaches out to grab the invisible coat.

"If you zapped some sort of layout out of that fragger's brain, why don't you use your magic to impant it into mine? I can interface it with any comm traffic I pick up and the stealth tags you guys are wearing."

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
Max follows closely next to Tyros, shotgun at the ready and prepared to protect their objective.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Doc is all eyes and ears as he walks with the group, the trigger itching under his finger.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
After subduing (read: sucker punching) the Quartermaster, the group follows Tyros down the hall to a maintenance shaft. The big troll punches a series of numbers on a keypad with his sausage fingers and the door slides open.

A long ladder ascends upwards into darkness and ultimately, the main deck.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**

((Not sure I have a spell to implant ideas...can I use some sort of reverse mind probe?))

Just as he is about to walk out of the room, Tyros turns almost as an afterthought, and unleashes a swing of his claymore at the side of the Quatermaster's head (flat of the blade).

"Can't have him following us..."

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
Max ascends the ladder carefully and as quietly as he can.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((You could use control thoughts and implant what you want!))

Milly, last to ascend the ladder, lets out a shout.

"We've got company! Climb! Climb!"

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
Doc's LEBD1, having found a gap in the patrol drones' sensor ranges, hovers high above the ship. There are a few Red Samurai running to and fro across the main deck, but that is the extent of the external activity.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
Max glances back to get whatever kind of glimpse he can and hastens his ascent to the limit of his ability.

((Anybody got a grenade to drop???))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Doc slings his rifle over his shoulder, and hops on the ladder, pulling himself up as quickly as possible.

"This time, let's get out of here before we find out who's trying to kill us!"

As an afterthought, he tests the signal range to his Rover's rigger system.

((My lethal grenades are being used as ammo for the launcher. Is it possible to use one as a regular, thrown grenade?))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((Max, Climbing + STR (2) = 2))
((Doc, Climbing + STR (2) = 2))
((Tyros, Climbing + STR (2) - 1 [Defaulting] = 2))

Max, Tyros and Doc climb quickly and easily, but Milly climbs much more slowly...

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Doc pauses and looks down,

"Milly, come on! Move your ass!"

((How far from the top are we?))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((About 1/3 of the way up.))

A light appears at the bottom of the tunnel and shines upwards.

Doc looks down to see Milly with an urgent expression.

"DOC!"

((Combat))
((Doc = 36))
((?1 = 35))
((?2 = 35))
((Max = 29))
((Tyros = 20))
((Milly = 16))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
((Can I drop frag grenades, or are they considered to be launcher ammo only?))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((They're only armed if fired from the launcher.))

Milly pulls herself as close to the ladder as possible. ((Free action.))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
With his right arm hooked around a stringer on the ladder, Doc aims ((Take Aim, since this is kinda' dicey)) downward, and fires a grenade.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**
"Doc, give me a stim pack and i'll get us out of here!"

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((Doc, Heavy Weapons + AGI + 1 [Aim] = 4 - 14P))
((?1, REA = 4))
((?2, REA = 4))
((Grenade, Scatter, 3d6 = 6 meters - 8 = 0))
((?1, BOD + 10 [Full Body Armor] -2 [AP] = 1 - 13P dam.))
((?2, BOD + 10 [Full Body Armor] -2 [AP] = 4 - 10P dam.))

A blinding flash of light ignites at the bottom of the shaft as Doc's grenade explodes. There's a scream and then relative silence.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**
((Understood, but if I can ignore the damage modifiers, I can probably resist the drain that casting the spell which gets us out of here will cause))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Over the ringing in his ears, Doc calls down,

"Milly, you okay?"

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
There's an intense ringing in his ears as Max drinks in the moment. A plume of smoke scales the path of the ladder and rushes past them to freedom. Regaining a handle on the situation, Max shouts,

"Go! Haul ass!"

And so he keeps moving.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
One of the two assailants fires a full auto column of bullets upwards at the runners.

((?2, Full Auto (6), Automatics + AGI + 2 [Smartlink] - 2 [Multiple Targets] - 3 [RC] - 3 [Wound] = 1 - 12P))
((Group Test, REA + 2 [Partial Cover] = 2))

Bullets ricochet around the runners, but no hits are registered.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**
((Guess that means combat is over))

As soon as Doc applies the Stim Patch, Tyros let's go of the ladder as he raises his arms above his head (centering). He seems to hang in mid air for a split second, before gravity appears to reverse itself and the whole party begins to fly up the tunnel (levitate, f6. each success lifts 200kg, so I probably only need 3 to get everyone. movement speed is 6meters x number of successes per round - fucking fast).

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((Combat isn't over, but you're welcome to levitate the party after Max acts.))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
Drek! They weren't dead after all! Max reels from the missed shots and steadies himself, aiming carefully down the shaft and shoots a volley of lead in return.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**
((Yes, I want to make the whole party fly. And come to think of it, we could fly right off the ship if we feel like it and don't think we will get shot down...))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
((It seems to me like us just flying of the ship would be, I dunno... a little anti-climactic [assuming we aren't shot down, which I suspect we would be].))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
((We might have the drones to worry about for the latter part of that. Though if Max's shot hits, then we can hopefully climb up normally, and save your stun damage))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 [Smartlink] = 5 - 12P))
((?2, BOD + 10 - 3 [Wound] = 0))

Max's shot is well aimed and explodes a cloud of brain and skull all over the bottom of the tunnel.

There's a deafening explosion, followed by a cloud of dust as a giant mechanical fist comes out of a hole in the shaft wall. Another Prometheus!

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
Max blurts out,

"Frag! Get us out of here, Tyros!"

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Doc reaches for a side pouch on his pack, and fishes around for a stim patch. Finding one, he tosses it up to Tyros.

"Do your thing!"

((Stim patch is rating 5))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**
"Think happy thoughts!", Tyros screams, as he casts his spell.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((I'm assuming you've dropped invisibility...))

((Tyros, Levitate (6) on Max, Doc, Milly, Tyros, Spellcasting + MAG (4) + 2 - 2 [Wound] = 5))

The group floats up and away from the ladder and begins to climb the tunnel at a rate of 30 meters per second.

((Tyros, Resist Drain, WIL + LOG + 3 - 2 = 0 - 4S damage.))

The corners of Tyros' vision darken and he feels a lump in his throat.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
As they fly upward through the shaft, Max squeezes off a futile round at the arm the sticks through the wall, but it's obvious from the sound that the slug makes on impact that it hasn't found its home.

((Also, can we get word on Tyros's naptime meter?))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
The group sails upwards through the near darkness at eye-watering speeds. Just as it appears that Tyros is going to collide with a dead end, he lifts his arms above his head and smashes through a hatch.

Daylight floods around the runners as the foursome burst through the opening and land nimbly on the ferrocrete deck.

Immediately, they are beset on two fronts: a swarm of airborne drones is converging from the sky while a foot patrol of Red Samurai scramble for cover behind various bits of nautical equipment.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
On their way up, Doc tests the signal to the Rover waiting in the parking lot just outside the docks.
He jumps into the rigger system, and fires up the engine, maneuvering the vehicle closer to the docks, and positioning it so that it will have a straight run through the security area outside the ship if necessary.[hr]
((Can we get an idea of the layout? Are we exiting via some gangplank to get off the ship?))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((You're on the primary deck, which is about 30 meters above the surface of the ocean. You're a good 100 meters from the dock, as an umbilical walkway connects the ship to the docks. I can draw up a quick layout of the part of the deck you're on.))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
Doc sends a command to the LEBD's pilot, ordering it to fly down to their position.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Elliott**
((I'm confused why I still have a -2 damage modifier. I only have 2p and the stim patch should have taken care of the 4s I had...))
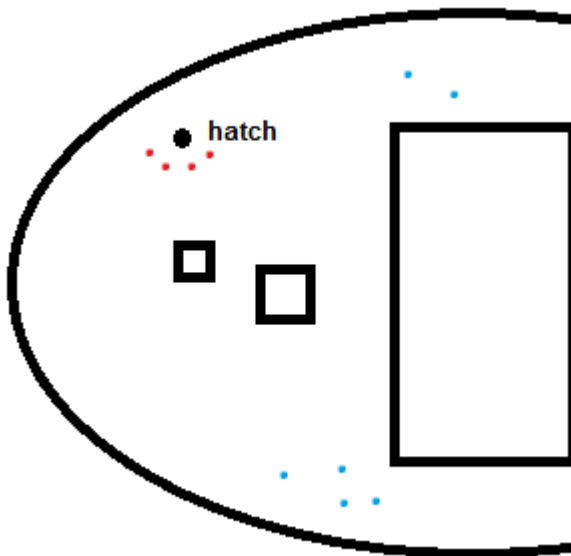
Tyros scans the deck with dread as he sees impending doom approaching from every angle. "Don't we have a mini nuclear bomb? Now might be a good time to use it...could give us a bit of a distraction while I fly us out of here."

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((You're about 25 meters above the umbilical, so you'd need to jump or scale down the smooth hull, which would prove practically impossible.))

((Here's a top-down view of the situation.))

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
A familiar voice lights up your comms.

<You sorry sons of bitches look like you could use a ride on the **Danstar Express.**>

The faint outline of an Ares Dragon helicopter appears in the distant horizon.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **John**
At Tyros's suggestion, one can practically see the lightbulb flash into existence over Max's head as he sets the QUARK off toward the four Red Samurai approaching the group's position.

Max exalts,

<Dash! You miserable cunt! Get us out of here!>

The drones seeming like the more pressing matter for an aerial escape, Max runs for cover as he fires on the nearest piece of metal he can see in the sky.

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **GM Nick**
((Elliott, by my count: 2s from the powerball, 3s from imp. invis and 4s from levitate.))

<Hey guys, I'm doing max speed in this thing, but I can't just charge into that cloud of drones. You'll have to hold out for a few minutes until I can find a safe vector to approach on.>

RE: Run #3: The Pacific Rim Job

Posted: **10-04-2011**
by **Drew Buddy**
((Let me know if this is doable, or if any tests need to be made. I'm also assuming that there's a bit of a blind spot in the missile defense system around the dock. I can't imagine they'd set it so fire missiles into crowded walkways))

Doc jumps back into the Rover's systems, and sends it hopping up the curb and hurtling down the dock. The smoke projector activates to add to the mayhem and confusion. The Ram plate smashes through the security fence, and the vehicle skitters to a stop in front of the walkway. With a signal, the Steel Lynx pops out of its rack, and bounces to the ground, wheels already

spinning. Doc commands its pilot strafe the boat with the AK-98, and draw attention away from the group.

"Fly, my pretties!"

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
Time seems to slow as several events occur simultaneously:

A group of about 10 drones drop out of the sky and rocket towards the runners' position on deck. Doc's LEBD1, at its current trajectory, will penetrate the cloud of drones any moment.

The Red Samurai take defensive positions along the deck and open fire. Unnoticed, the tiny insect-like QUARK hobbles its way into the center of their group.

Body panels slide open on the side of the *Amaterasu,* vibrating the deck as they do so. The ship's defensive systems are warming up to deal with whatever the hell is happening on the docks, beneath the smoke screen.

((Combat!))

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
((Time until Dash arrives: 2:00))

((Doc = 38))
((LEBD1 = 38))
((RedSam1 = 35))
((RedSam2 = 34))
((RedSam3 = 34))
((RedSam4 = 33))
((Max = 23))
((Milly = 21))
[s]((Drone 2 = 17))[/s]
((Drone 6 = 14))
((Drone 4 = 13))
((Drone 8 = 12))
[s]((Drone 3 = 9))[/s]
((Drone 9 = 9))
((Drone 5 = 9))

((Drone 7 = 8))
((Tyros = 7))
((Drone 10 = 7))
[s]((Drone 1 = 4))[/s]

((I'm going to omit the IC rolls for combat here, as otherwise it would take me all day. Doc, take it away!))

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **Drew Buddy**
((Sorry, folks. I was in a meeting all morning))

Seeing the QUARK making its way over to the Red Samurai, Doc orders the LEBD1 to focus its fire on the most closely packed cluster of drones that it can find. Taking cover, Doc opens fire with his armor piercing rounds at the nearest lone drone.

((I'm assuming the Lynx will continue its diversionary tactics until I tell it otherwise. Hopefully that'll keep some of the heat off us.))

[hr]
((Also, doesn't my gun have an additional -4AP modifier?))

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
((How many targets do you want the LEBD1 to engage?))

((Doc, Rifles + AGI + 2 [Smartlink] - 2 [Moving Target] - 2 [From Cover] = 4 - 12P))
((Drone1, BOD + [5] Armor - 6 [AP] = 0 successes))

Doc's shot blasts clean through the drone, which loses control and crashes into another drone and the pair drop into the sea.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **Drew Buddy**
((The launcher is semi-auto, right? I figure, just fire at the middle drone in a cluster, and then switch to the next target if the first is destroyed))

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
The LEBD1's launcher swivels and fires.

((LEBD1, Pilot + Targeting - 2 [Moving Target] = 0))
((LEBD1, Pilot + Targeting - 2 [Moving Target] = 2))
((Drone3, Pilot = 2))
((Drone3, BOD + 5 - 3 [AP] = 0 -- 10P dam.))

A precise grenade from the LEBD1 detonates a drone in the center of the cloud, which careens and collides with another.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
The Red Samurai detachment opens up full auto fire on the runners' position.

((RedSam1, Full Auto (6) at Max, Firearms + AGI + 2 [Smartlink] - 3 [RC] - 2 [From Cover] = 1))
((Max, REA + 4 = 4))

((RedSam2, Full Auot (6) at Max, Firearms + AGI + 2 [Smartlink] - 3 [RC] - 2 [From Cover] = 2))
((Max, REA + 4 = 4))

((RedSam3, Full Auto (6) at Doc, Firearms + AGI + 2 - 3 - 2 = 2 - 13P))
((Doc, REA + 4 = 1))
((Doc, BOD + 9 - 1 [AP] = 7 - 6P dam.))

A couple of stray bullets catch Doc beneath his armor!

((RedSam4, Full Auto (6) at Tyros and Milly, Firearms + AGI + 2 -3 - 2 - 2 = 2))
((Tyros, REA + 4 - 2 = 2))

A bullet grazes Tyros' coat.

((Milly, REA + 4 = 1))
((Milly, BOD + 6 - 1 = 4 -- 9P dam.))

Milly staggers back and collapses on to the deck, bleeding out from a bullet wound to the throat.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **John**
Drek! Doc is hit! Milly is down! Everything is going straight to hell! Rage wells within Max for his fallen comrade and injured friend. As it reaches its destination at the group of Red Samurai, Max detonates the QUARK. The explosion is legendary, but there's no time to rest. As that section of the ship erupts into an orgasm of wreckage, Max turns and shoots one of the flying drones.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
The deck of the super-freighter seems to drop about a foot in the undulations of the massive explosion. A light, brighter than comprehension, briefly becomes the center of the universe-- sending even the best flare compensators into static.

A sound like the end of the world rings through the runners' ears and knocks around in the base of their spines.

When vision normalizes and something resembling hearing returns to satisfactory levels, all present parties observe the giant, smoldering ferrocrete crater where before there was a Red Samurai detachment.

It's quickly apparent, by the immediate vertigo, that the Amaterasu is rocking back and forth--her structure unsuited to withstand nuclear blasts.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **Drew Buddy**
Doc's head is swimming, and now he's half blind. But despite the taste of blood in the back of his mouth, he lets out a wheezing chuckle.

"I... Shoulda' brought sunscreen."

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 [Smartlink] = 2 -- 9P))
((Drone4, Pilot = 0))

((Drone4, BOD + 5 = 4 -- 5P dam.))

Max's shot damages a drone, but fails to destroy it.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
One of the airborne defense drones swoops in and sprays at the LEBD1 with a mounted assault
rifle.

((Drone6, Burst Fire at LEBD1, Pilot + Attack - 2 = 2))
((LEBD1, Pilot + Defense = 4))

((Drone6, Burst Fire at LEBD1, Pilot + Attack - 2 = 2 - 10P))
((LEBD1, Pilot + Defense = 1))
((LEBD1, BOD + 6 [Armor] = 2 - 8P))

The LEBD1 is hit and wobbles, a contrail of oily black smoke issuing from one of its rotors.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
The drone that Max damaged swoops towards him.

((Drone4, Burst Fire at Max, Pilot + Attack - 1 [Damage] - 2 = 1))
((Max, REA + 4 = 4))

Max ducks as a barrage of bullets ricochet off of the rigging equipment he's crouched behind.

((Drone4, Burst Fire at Max, Pilot + Attack - 1 - 2 = 2))
((Max, REA + 4 = 4))

Max rolls behind another piece of equipment to avoid another volley.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
((Drone8, Burst Fire at LEBD1, Pilot + Attack - 2 = 0))

A nearby drone strafes the air where the LEBD1 was a moment before, its targeting systems

struggling to synchronize.

((Drone8, Burst Fire at LEBD1, Pilot + Attack - 2 = 1))
((LEBD1, Pilot + Defend - 2 = 1))

Again the Renraku drone misses, a single bullet ricocheting harmlessly off of the LEBD1's hull.

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **GM Nick**
((Drone 9 is laying down suppressive fire on Max's position.))

((Drone 5 is laying down suppressive fire on Doc's position.))

((Drone 7, Burst Fire at Tyros, Attack + Pilot - 2 = 1))
((Tyros, REA + 4 - 2 = 2))

The troll covers his head as gunfire sweeps across his cover.

((Drone7, Burst Fire at Tyros, Attack + Pilot - 2 = 2 - 10P))
((Tyros, REA + 4 = 1))
((Tyros, BOD + 13 = 9 -- 1P dam.))

A bullet hits Tyros, but his armor prevents it from doing any real harm.

((Your turn, big fella.))

RE: Run #3: The Pacific Rim Job

Posted: **10-05-2011**
by **John**
((I don't want to armchair spellcast, but it might be most helpful for all of us getting out of here alive if Tyros heals Doc. Realistically, Doc and Max are the best hopes for clearing out the drones by far, so removing any modifiers from Doc's rolling is in everybody's best interest, I think.))

RE: Run #3: The Pacific Rim Job
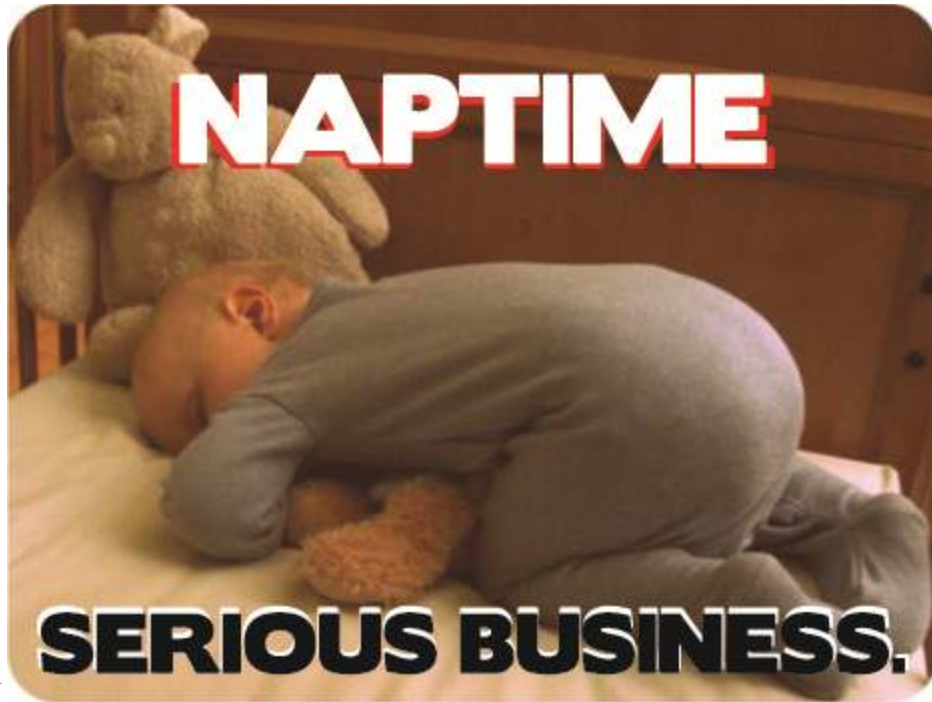
Posted: **10-05-2011**
by **Elliott**
Tyros wobbles unsteady on his feet, blood staining his shredded greatcloak and dripping freely from his nose. One hand clutches his side to ensure the canister is secure.

Seeing Doc engaged, Tyros stumbles over to Milly, dropping prone beside her. With intense concentration born from years of honing his mind to control wild magics, Tyros painfully removed a trauma patch from his pocket and applies it to Milly in an effort to stop her bleeding out.

((I'd like to cast a spell, but I'm pretty sure I have 9s on me and would likely knock myself unconscious if I try anything...how many stun boxes do I have, 10?))

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**

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))[/align]

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Drone10, Burst Fire at LEBD1, Attack + Pilot - 2 = 2))
((LEBD1, Defense + Pilot - 2 = 2))

The LEBD1 bobs and weaves in between a stream of bullets.

((Drone10, Burst Fire at LEBD1, Attack + Pilot - 2 = 2))

((LEBD1, Defense + Pilot = 4))

Narrowly escaping another burst, the LEBD1 veers into the middle of the drones.

((Dash arrives in 1:50.))
((Initiative Pass 2))
((Max = 33))
((Doc = 31))
[s]((LEBD1 = 31))[/s]
[s]((Drone10 = 12))[/s]
[s]((Drone5 = 11))[/s]
[s]((Drone8 = 11))[/s]
[s]((Drone9 = 10))[/s]
[s]((Drone7 = 9))[/s]
((Drone6 = 7))
[s]((Drone4 = 4))[/s]

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
Using the flexicam mounted on his shotgun, Max shoots first at Drone 5 ((bypass armor)) as it lays down suppressing fire on Doc's position.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 - 3 = 6 - 13P))
((Drone5, BOD + Armor = 5 -- 13P dam.))

The shot is good and the drone explodes into a fireball.

((Still one simple action remaining...))

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
Max switches targets to the drone suppressing his position and fires just as before.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Max, Shotguns + AGI + 2 - 3 = 1 - 8P))
((Drone9, Pilot = 1))

Max's shot grazes the drone. No damage.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Drew Buddy**
Despite the pain and the trickle of blood coming from the corner of his mouth, Doc fires two rounds at the nearest drone ((or pair of drones)), while Snuffles gleefully engages in its search and destroy routine.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Doc, Rifles + AGI + 2 - 2 = 3 - 11P))
((Drone9, Pilot = 2))
((Drone9, BOD + 0 = 1 - 10P dam.))

Doc's rifle round detonates the drone.

((Doc, Rifles + AGI + 1 - 2 - 1 = 5 - 13P))
((Drone7, BOD + 0 = 0))

Doc's second rifle round disables another drone!

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
The LEBD1 hovers in place and fires a projectile of fiery, screaming death.

((LEBD1, Pilot + Attack = 3))
((Drone4, Pilot = 0))
((Drone4, BOD + Armor - 3 = 1 -- 12P))

There's a spectacular explosion as "Snuffles" scores a direct hit.

((LEBD1, Pilot + Attack = 3))

((Drone8, Pilot = 2))
((Drone8, BOD + Armor - 3 = 1 -- 12P))

Bullseye! Another grenade hits its mark and another drone down.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
One of the drones strafes the LEBD1 with burst fire.

((Drone10, Attack + Pilot = 2 *GLITCH*))

The drone's weapon system seizes!

((Drone10, Attack + Pilot = 2 - 10P))
((LEBD1, Defense + Pilot = 1))
((LEBD1, BOD + Armor = 4 -- 6P dam.))

The LEBD1 is down! After being riddled with bullets, the drone plummets to the deck and dashes apart on the ferrocrete.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
A drone swoops in and fires on Max.

((Drone6, Full Auto at Max, Attack + Pilot = 1 -- 15P))
((Max, REA + 4 = 1))

Several bullets burr through his armor, but Max remains unscathed.

((Initiative Pass 3, Dash arrives in 1:40))
((Drone10 = 14))
((Drone6 = 10))

The remaining two drones converge on Max's position and fire relentlessly.

((Drone6, Full Auto at Max, Attack + Pilot = 3))
((Max, REA + 4 = 3))

Another cluster of bullets grazes Max as he huddles against cover.

((Drone10, Full Auto at Max, Attack + Pilot = 2))
((Max, REA + 4 = 4))

Max rolls away from the storm of bullets and tucks back into cover.

((Combat Phase 3, Initiative Pass 1))
((Dash arrives in 1:30))
((Doc = 42))
((Max = 33))
((Tyros = 21))
((Drone10 = 13))
((Drone6 = 12))

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Drew Buddy**
Doc grits his teeth, and engages the remaining two drones.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Doc, Rifles + AGI + 2 - 2 = 7))
((Drone10, BOD + Armor - 6 = 1 -- 14P))

One of the two remaining drones explodes in a shower of sparks and scrap metal.

((Doc, Rifles + AGI + 2 - 2 - 1 = 1))
((Drone6, Pilot = 1))

Doc's second shot just grazes the drone.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
With a bellyful of hatred, Max fires on the sole remaining drone ((bypass armor)).

((Responding to Elliott's question from earlier about his number of S boxes, Nick and I were talking about it one day and I think you have 13.))

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Condition monitor boxes are 8 + 1/2 your body, rounded up.))

((Max, Shotguns + AGI + 2 - 2 - 3 = 4 - 11P))
((Drone6, BOD + Armor = 1 - 10P))

Max blasts the final drone out of the sky.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
Tyros, Doc and Max collapse on to the deck, utterly exhausted and drained beyond all reasonable measure.

The Ares Dragon is fully visible now, angled on a direct intercept course with the *Amaterasu*, and coming in fast.

<Just about there... it looks clears, I should be able--take cover! Multiple hostiles inbound!>

Three detachments of Red Samurai approach from the aft deck, spreading out to take cover.

<I'm nearly there, just buy me a few more seconds!>

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
The wreckage of the final drone plummeting to the deck of the Ameratsu, Max turns and runs to Milly. Skidding to his knees, he knocks into Tyros and whips out his medkit ((rating 3)). Pulling out its various supplies, Max huffs,

"Come on, Milly. Hang in there, dammit!"

Somewhere far away, Max can hear the *WHUMP WHUMP WHUMP* of an approaching helicopter, but for this tunnel-visioned moment all he can think of is trying to save the young, stony decker's life.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Max, First Aid + LOG + 3 [Medkit] = 5 - 3P healed.))

Max rips open the first aid kit, hands shaking. He is determined not to lose Milly. He tears open a packet of cauterizer and dumps it on the wound, following it with a disinfecting spray and wrapping it in an entire roll of gauze. Another syringe of nervous system stabilizers follows. He administers a pain killer and threads a mini intravenous packet into her wrist.

Milly's eyes snap open and she coughs roughly, convulsing. After a moment or two of intense fitting, she relaxes back on the deck and remains conscious.

"...when're we getting out of here?"

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Drew Buddy**
Doc stays slumped against the container he was hiding behind. With blood-slicked hands, he pulls out a medkit (rating 3), and starts working on his gut wounds.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Doc, Medicine + LOG - 2 [Self admin.] - 2 [Wound] + 3 = 4, 3 dam. healed))

Doc removes the bullet with a strained grunt and rubs a cauterizing agent on to the wound. He tapes a gauze pack to the wound and climbs roughly to his feet.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
The sound of automatic fire echoes across the deck as the Red Samurai on the starboard side open fire at the Ares Dragon.

<Frag! Frag! Do something about them!>

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**

by **John**
Comfroting Milly, Max soothes,

"You're gonna be alright, kid. You might not be as cute tomorrow, though... We're out of here in two minutes."

Giving her a wry grin, Max retreats from his position over Milly and flattens himself against a shipping crate. Using his flexicam to fire a couple of slugs at the Red Samurai from cover, the elf shouts,

"Tyros! Blow the deck out from under those assholes!"

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Drew Buddy**
Before engaging, Doc sends a command to the Rover to drive over to a small alleyway several blocks away. He commands the Lynx to cover the vehicle's retreat, and to board the drone rack once the destination is reached.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Elliott**
((I checked, and everyone has 11 stun boxes and 13 physical boxes))

With something like a feral roar, Tyros whips out another stim patch, and slaps it on his neck ((that should get rid of all my damage modifiers)). Looking somewhere between intensely concentrated and overdosing on amphetamines, Tyros waves his arms erratically (centering), he sends a ball of pure energy speeding at the approaching squads of Red Samurai (powerball, f8, which should do physical damage instead of stun, at f8 it should also have a 48 foot diameter area of effect and catch most of those fuckers).

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
((Fuck yeah!))

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**

by **GM Nick**

A wave of kinetic energy shoots from the troll's fingertips and smashes into the deck beneath the group of Red Samurai firing at Dash.

They leap back in surprise and then look down at their feet. When nothing happens, they begin to laugh. A mere moment later, there's a gut-wrenching *CRACK* as the ferrocrete gives way and the Red Samurai tumble into the opening.

<Right! Let's do this drek!>

The Ares Dragon blasts into the ship's perimeter, buffeting the runners with wind from the screaming rotors. Dash pilots the helicopter expertly, hovering it in place a couple meters above the deck.

The other two Red Samurai detachments move quickly from cover to cover, heading towards an opening from which to fire on the chopper.

<Get to the choppa!>

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
Max helps Milly to her feet and escorts her as quickly as possible to the chopper.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Drew Buddy**
Doc keeps his head down, and runs to the choppa.

He pauses briefly at the door, and casts a mournful look back at the smoking form of Snuffles, the Wonder Drone.[hr]
((I have to run to a meeting for a couple of hours. Nick, if there is anymore combat, go ahead and roll for me. Just don't close the thread without me!))

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**

by **Elliott**
Tyros laughs maniacally and runs to the hovering helo. With an explosive extension of his legs he leaps into the air and grabs the landing skid of the copter, quickly throwing a leg over the side into the passanger area and heaving himself inside. Holding on to the side of the door, he reaches down his long arm to haul Milly up.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
The *Amaterasu* is but a shadow of its former glorious self. The deck is crumbling, still alight with embers and scattered electrical fires from the nuclear blast. Her surface is littered with the debris of the destroyed defense drones, and dozens of shell casings roll back and forth with the shuddering that shakes the freighter's hull.

A number of figures in crimson armor move lithely towards the Dragon, forming a tactical pincer approach. All but one of the troopers have their assault rifles leveled on the chopper. The straggler produces a long, silvery cylinder with a pistol grip--a disposable anti-vehicle launcher!

"This is going to be a knuckle biter," quips Dash as he flicks off the air brake.

Tyros pulls Milly into the cabin and buckles her into the safety netting. Doc and Max follow quickly, taking up positions along the open cargo door.

Dash jams the control stick to one side and the Dragon pivots. With a triumphant hoot, the maniacal Danstar stomps on both pedals and the helicopter pulls away from the super-freighter.

At the rear of the advancing squadron, almost unnoticed, the Red Samurai sights down the AV launcher.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
From his position at the cargo door of the chopper, Max takes careful aim at the launcher in the Red Samurai's hands and fires on it.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
((Max, Shotguns + AGI + 1 [Aim] + 2 - 2 [Moving Target] -2 [Range] -3 [Called Shot] = 2))
((Red Samurai, REA = 3))

Max stares down the iron sights of his Remington 990 and squeezes the trigger, but the shot is wide.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
Doc props the Desert Strike on his knee and tucks the stock into his shoulder. He says a silent prayer to the sniper gods and squints through the scope. Despite the bouncing from the rapidly moving helicopter, he converges the cross-hairs on the Red Samurai and...

((Doc, Rifles + AGI + 2 - 2 [Moving Target] = 5 - 13P))
((Red Samurai, REA = 4))
((Red Samurai, BOD + 10 - 3 = 5 -- 7P dam.))

The Red Samurai staggers backwards as a bullet blasts clean through his shoulder.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
The Dragon thunders over the harbor, pulling a tight arc to retreat along the coast line. Before the runners are able to breathe a sigh of relief, their attention is drawn to the myriad body panels sliding down on the *Amaterasu*. A series of rocket clusters lay just beneath the hull. Upon their reveal, they retreat into clouds of smoke as all seem to fire simultaneously. At least a dozen anti-aircraft rockets scream through the sky towards the helicopter.

Dash grimaces at the windscreen. "Oh, frag me."

The team grabs a hold of whatever they can, braces for impact and prepares for the worst.

The projectiles snake through the sky, growing closer and closer and finally, mercifully, the sky erupts into an indescribable series of explosions. But the runners are still alive! The horizon is full of colors--reds, golds, and blues spill across their field of vision in ephemeral, incendiary particles.

Far below, in a rickety tug floating in the harbor, the old man and the Triad enforcer are jumping up and down and cheering. The fireworks continue to spew through mortar tubes and detonate in between the super-freighter and the helicopter, playing havoc on the rockets' sensors. Every last rocket destined for the Ares Dragon falls harmlessly into the sea.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
Max stares out the door of the helicopter at the rich chromatic tapestry painted against the sky, utterly dumbfounded. Through his disbelief, he mutters to nobody in particular,

"What the hell just happened?"

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Elliott**
Tyros sits emeshed in cargo netting, still holding on to his death grip, chuckling madly to himself. "Oh god, I think we might actualy make it!", he says, mostly to himself, as his wide eyes roll around in their sockets.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
The Ares Dragon cuts across the Seattle skyline until the harbor is a remote vision--a watercolor amongst the blurring together of scenery, punctuated by small columns of smoke licking off the destroyed super-freighter.

Dash flicks on the auto-pilot and leans back. For once, he's speechless.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
Max stumbles up to Dash in the pilot's seat and gives him a good-hearted punch in the shoulder.

"I thought you were sitting this one out, you loathsome son-of-a-slitch. Thanks for saving our asses."

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **Drew Buddy**
Doc stares slack jawed at the Triad boat.

"Jesus christ, those beautiful bastards...

Dash, we owe you one. What brought you back?"

Doc slings the rifle, and leans away from the door, and against the wall with a big grin.

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **GM Nick**
The Ares Dragon veers around downtown Seattle and heads for the casevac helipad on top of Harborview Med Center.

Dash points to a fresh scar on the side of his head.

"I got a 'loyalty' implant when I did a job for the Russian mob. Apparently mine had gone all bonkers and was trying to drive me insane. Nearly did. Just had it removed, though it cost me damn near everything I had. Lo called me up and told me the situation. I couldn't leave you dudes hanging, so I left recovery early."

He lifts up his armor jacket and reveals a surgical gown. He flashes an insane grin.

"You know what Lo said his superiors call you guys now? The *Burndown Boys,* because you seem to burn down everything wherever you go."

RE: Run #3: The Pacific Rim Job

Posted: **10-06-2011**
by **John**
Max grins,

"Here's to hoping Lo's fire insurance is up to date."