

# Neural Chip V3

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## Overview

A friend of an AI found out that something involving a cyberware that lets a person be rigged into is being developed, something that could let corporations use it with a much larger ease of use. (This is assuming that while it is possible to puppet people using cyber, it is not easy.) This friend burnt a favor ( a hefty one.) to get said AI to organize a run against it. It's not gonna pay much.

Job type: Slash and Burn

Threat: High

Reward: 15 RVP ([12~] karma, [3~] nuyen)

Run Location: Corpo Lab out in the desert

Employer: BEPKO

Johnson: A man

Specific runners needed: N/A.

Meet Location: Abandoned building

Job Location: Corpo lab

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## Johnson info

Johnson is a Typical nerd, but with a spine. Elf, thick framed and lensed bottle clap glasses with over a dozen different sight augmentations baked in to the point where it looks ridiculous.

Cargo shorts, dress shirt red tie that seems frumpled. They have a lab coat folded on their arms as they stand in the building next to their college center a few blocks away. The lab coat has a gun in between the folds.

Matrix support for the johnson is actually provided by Bepko, the abandoned building has a host level 3 basically a data vault only tangentially connected to the building and just here for security for BEPKO's shitty files. People AR will note

The Johnsons name is Tülay Meier-Adler.

Once the job is done, payment can be in the form of nuyen, karma, or acquisition resources as negotiated between RUMBA, the Johnson, and the runners.

6k Nuyen + 8x4 k worth of equipment, alternatively all in pay data for 11 karam worth of goods Nuyen can all be converted to equipment.

Additional pay can be garnered by

By default, it is going to be 6,000 nuyen and the offer of getting physical goods at 50% discount for up to 9 karma worth of equipment (subtract from the 6k once it reaches 6 karma and limit it at 12 k from RUMBA if the player wants it, totalling 36k). The poor chummer says that the nuyen is for funding other "charity" runs like this and explicitly requests that they are basically throwing away this hardware otherwise.

They can get up to 12 karma worth of equipment and the nuyen is removed once they get past 9 karma worth of equipment.

Side job: The Rigger is also the surgeon: He has an old Skill-wire system that has actual chips to store the skillsofts. One of them is modified and is of interest to his employer. Grab it.

Physical goods are laser weapons, gauss rifles, commlinks, Drones & decks. Anything sufficiently techy could also be gathered. )

Johnson will explain:

Run target

Cybersecurity

Accidentally mutters his backer " Maybe Rumba can fix that? Gimme a second to cal--- uue, uh, uhhh.... nevermind."

Run is against SONY, and is against an extra territory area.

"Me and the Cyber collective have deigned to retribute a particularly unforgivable notion that meta people are puppets, ok?"

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## **Meet Location**

An abandoned building somewhat reclaimed. The doors are controlled by a host that also contains some low-grade pay data and a fucking AI lurking as MATRIX support. \

It was once a bakery, a lifetime ago. Now its a bad bad place with locked doors, boarded windows and a computer emplacement for BEPKO to store data, r4 encrypted. R5 Data bomb wacky stuff

Emphasize abandoned and cyber punk ness of the bakery

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## Job Location

Extraterritorial, located on the outskirts of Seattle.

Big square building with main entrance and cargo loading dock in the side. Surrounded by barbed wire fencing, 2 watchtowers with spot lights & belt fed FN HARs. Front entrance is a checkpoint where all vehicles checked and sins followed up with a r4 sin scanner, Walls and ceiling are covered in f4 Magic barriers,

At night no shipments or personnel are allowed to enter or leave barring an emergency. The lab runs 24/7.

## Towers:

Guns are Locked during the day: required authorization by base commander to unlock.

[https://www.shadowhaven.info/KE\\_Security](https://www.shadowhaven.info/KE_Security)

^ this but 6 rifle skill in addition to pistol so 10 rifle dice

Standard gun. The turrets on top are

ARES HVAR

ACC DV AP MODE RC AMMO AVAIL COST

5 (7) 8P — SA/BF/FA 3 (4) 50(c) 11F 2,400¥

Standard upgrades: Shock pad, smartlink

Upgraded: tracker, Advanced Safety System(immobilization)

Everyone is equipped with Underbarrel infrared flashlight and equipped with goggles that have thermographic vision, r2 vision enhancement (wreless on, add +2 to limit, dice pool), smart link, r1 flare comp. Inside, if shit goes down all the lights turn off.

Day time stick n shock, night time regular

In addition, two Sony gun turrets on each tower are mounted with the same weapon.

MCT GUN TURRET (SMALL DRONE) (variant: SGR-A2)

HANDL SPEED ACCEL BODY ARM PILOT SENS AVAIL COST

- - - 2(0) 6 3 2 4R 4,000¥

CLEARLIGHT 3, Weapon Autosoft [ARES HVAR] -3

FN HAR has a smart gun

In total: Pilot + Autosoft + 2 = 8

## Checkpoint:

Facial recognition software (R4)

Front door Guards, they are equipped with heavy pistols with stick n shock rounds, as according to KE security. Day = 4 guards at the checkpoint. They make sure nothing shifty goes on and will grill entering staff that their info is correct.

Night time the checkpoint is empty, a screen explaining the situation. Towers will point spotlight and machine guns at the front entrance if anyone suspicious approaches.

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Fence is concertina wire topped chainlink fence (threshold 1 or take 5 p)

Cargos are weighed to make sure they are true to manifests. At night this system is used to make sure no one hops the checkpoint and acts as a pressure plate. Its sensitive enough to the half kg.

Past the checkpoint, the main door requires a Key card to enter. R3

## First Floor

Main entrance -- Hallway with staff quarters -- stairwell elevator down.

Cargo area is to the side, with a cargo lift that goes down. Maglocked r3 goes to elevators, on both sides crew quarters line the halls. The real security staff are here, and this is where a landmine hits. A Millimeter wave detection system (r5) here. It will not need to be passed through if entered through the cargo zone. If the security staff here find out that the people here are fake, they will pretend everything is fine and point them to the elevator and explain that the stairs are broken.

One officer will follow them and intercept the runners and quietly ask to see their ID cards again, before looking over everyone with a good perception check. If he succeeds on either front, he tells the runners that they have been made and for an extraction of both him and one of the scientists, he can help them on their merry way by explaining that it is a false alarm. As a side note, the security staff get false alarms from the MWD all the time and spook the fuck out of innocent people all the time. If the runners go through without the bribe or something, they get into the elevator, go down and meet 6 roto drones, a cheetah 4 attack dogs + handler and 2 guys with like a gun in a tense standoff, each on a doorway to the side. Note to self, make this drek like 7 tiles wide so they cant just flash bang and call it a day. The elevator is locked down by the rigger.

## Second floor

Right into the labs.

Main entrance room with sterile hallways big enough for a forklift to zip through. some walls are thin enough to burst through. Security station has dog kennels that bite people, 4 War dogs. Drones patrol the hallway, on site rigger. MCT Nissan Roto Drones, enough such that 1 drone per hallway. Note that all drones present are actually sony built equivalents or knock offs. In storage is 1 ARES CHEETAH, 6 MCT Nissan Roto drones.

(sony orderly 4)

2 Sony Orderly 4 are present throughout the facility and will assist in combat unless out gunned, then runs away to regroup. They will be equipped with MOSSBERG AM-CMDT

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The rigger is crippled and rides around in a Transys Steed as below (modified with guns?)

4 departments

Cargo department

Where shipments of resources are shipped and such.

Cybernetics authentication division

Where cybernetics is assembled on site.

Installation Division

Cyberdoc. Holds the Wardogs and his handler.

Process Division

The spooky shit gets put here. Has a Sony Orderly 4 doing paperwork.

This is where the objective is: a computational engine using software to continually improve a design for puppeting people, as well as where the prototypes are stored.

There is also a steel crate with breathing holes here. This is where a cyber zombie that sony somehow acquired and are planning to utilize for black ops/dissection.

## Emergency

When an alarm is called, it takes 10-20 seconds for the local astral mage to pop on to see if anything is going on astrally, he'll check out the entire facility for shit. If he does see something going on, he calls over his 2 f6 bound fire spirits to take names while the HTR is coming. Spirits are ordered to "Kill/disable Enemy Mage 1, Enemy Spirit 1, etc....)

HTR team is inbound as well. (A/B level?)

## Monster hub

Rigger

**3 4 4 3 5 6 5 3 2 2**

War dog

B A R S W L I C E D G E S S

5 4 4 4 3 2 4 3 3 6.0

Initiative

9 + 2D6

Movement

x2/x8/+4

Condition Monitor 11/10

Limits

Physical 6, Mental 4, Social 5

Armor

0 (8 if wearing critter body armor)

Skills

Intimidation 4, Perception 5 (Smell +2), Running 5,

Tracking 6, Unarmed Combat 5

Powers

Domesticated, Enhanced Senses (Hearing, Smell),

Natural Weapon (Bite: DV(STR + 3)P, AP —

Augmentations Bone Density R2, Synaptic Acceleration

Note

Common tricks include Armor Use, Attack,

Bodyguarding, Companion, Detect (Drugs), Tracking

6 dogs

1 took 3

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1 took2

1 took 1

Fire spirit took none

ARES CHEETAH

HANDL SPEED ACCEL BODY ARM PILOT SENS AVAIL COST

4 6G 2 2(0) 6 3 2 12R 14,000¥

Fragile (1), Jaws (Acc 3, Reach —, DV 5P, AP -3)

Transys Steed (Rigger has back problems)

HANDL SPEED ACCEL BODY ARM PILOT SENS AVAIL COST

4/2 1G 1 3(1) 0 2 2 2 4,000¥

Direktionssekretar ( actually is a Sony Orderly 4)

HANDL SPEED ACCEL BODY ARM PILOT SENS AVAIL COST

4 4G 2 4 3 4 4 12R 40,000¥

R4 Realistic, r4 autosofts, can be equipped with MOSSBERG AM-CMDT

MOSSBERG AM-CMDT

ACC DV AP MODE RC AMMO AVAIL COST

5(7) 12P -1 SA/BF/FA — 10(c) 12F 1,400¥

MCT-Nissan Roto-Drone

4 4 2 4 4 3 3 — 6 5,000¥

Equipped with

FN HAR

5 (6) 10P -2 SA / BF / FA 2 35 (c) 8R 1,500¥

It features a laser sight and a gas-vent 2 system.

R4 Gun autosoft



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## **Backstory**

Corporation is trying to make telepuppeting cheaper, less for cyber zombies, more for the average sicko with enough money to buy a cyber arm. This is dragging bad news. Go in, burn it, leave. Bepko hired this out as a favor for a friend.

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## **Job info**

Once the job is done, payment can be in the form of nuyen, karma, or acquisition resources as negotiated between BEPKO, the Johnson, and the runners.

By default, it is going to be 24,000 nuyen and the offer of getting physical goods at 50% discount from RUMBA if the player wants it. The poor chummer says that the nuyen is for funding other "charity" runs like this and explicitly requests that they are basically throwing away this hardware otherwise.

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**Post-game notes**

**Cyber zombie escaped!**

# Neural Chip V3

**Player feedback**

# Neural Chip V3

**Run Notes**