Campaign Run 1: Business as Usual

Location

- Maggie, a hideous Ork bar maid's, dive bar
- The runner's usual hang out
- Run down, sticky tables, wobbly stools, you name it
- Back room has a booth in it

Johnson

- Greasy haired man, slicked back, stubble, looks like he needs a shower and may be an alcoholic
- Shirt and tie hanging low, mac hanging lazily over the back of his seat, soy-beer in hand
- Smoker
- Not the real Johnson, will be revealed once they accept the job
- Real Johnson speaks to them via a hologram projector that the sleazeball brought with him.
- Johnson doesn't seem to care for the man delivering the initial message, pays him and tells him to leave before revealing deeper details.
- Real Johnson is Japanese, and has a scar across his face.
- He is charismatic and charming, yet intelligent.

Pitch

- Snoop on a meeting being held between a corp and the Yakuza about a new prototype that the corp is developing.
- Corp is NeoNet; prototype is from their subdivision, Jinteki
- Get as much intel as you can and record it if possible.
- Find out where the prototype and its datafiles are.
- Get the project leader's schedule if you can't get the prototype location.

Pay

- 6000 Nuyen each, 5% extra per negotiation net hit.
- Extra 1000 each for the prototypes location (5% applies to this 1000 too) or for the leader's schedule.
- Recurring jobs and plots: Steal the prototype / Kidnap the team leader, Yoshida Naoki / What would the Yakuza want?

Legwork

- The project leader is Yoshida Naoki, a Japanese human scientist. He is making out that this idea is his own, but he in fact stole it from the previous owner of Jinteki, Kai, who is the current Johnson.
- The prototype is a Nanobot which can be used to take out electronics.
- Usual security detail is a couple of pairs of Trolls and a spider if he is called for.

- Yakuza "bully" people into deals, Mitsuhama and the Yakuza are in bed together and often share profitable business, in exchange, the Yakuza rough up the competition for Mitsuhama, acting as an illegal security force.
- Mitsuhama are very interested in this prototype (enough to cause some trouble to get their hands on it)
- The restaurant is guarded astrally by a single spirit and a mana barrier.
- The restaurant host is rating 4
- There is a video that the Mitsuhama and the Yakuza have of the product in action, which is why they want in.
- The prototype the Yakuza saw was Kai's prototype, which went viral on YouTrid after an investor filmed it illegally.
- The Yakuza will respect their business partners, unless someone pays more. Business is business. (Mitsuhama is probably paying them well)
- The Restaurant has a front entrance for customers, and a back entrance for less than legal goods, and food to come through.

Score
Security
Physical

Materials
- Interior Walls and Doors - Structure 2, Armour 4
- Outer Walls - Structure 10, Armour 16 (Plascrete)
- Windows - Structure 1, Armour 2

Location
- A restaurant owned by the Yakuza in a C rated zone (1d6 x 10 minute response time), designed to be a discreet meeting place for Yakuza Deals.
- The exterior and initial interior make it seem like a regular restaurant where civilians go and can enjoy soy-based Japanese meals, however in the back there is money laundering and several black market deals and meets going on in various soundproof rooms (-4 to Audio Perception to hear what's inside).
- The restaurant walls are plascrete and are painted in rating 3 wireless negating paint and warded with rating 4 wards.
- Inside there are 2 chefs and 2 waiters, each armed and ready for trouble. There are also several innocent civilians inside enjoying a nice meal out. There are 3 armed men in the back doing laundering for the boss, as well as the Don himself.
- There is 1 Hellhound in the back, as a guard dog.

Etiquette

- Threshold 3 to blend in with the Yakuza, unless you are Japanese, in which case it is a threshold 1 test. If your character is both Japanese and has a kick ass tattoo, the test automatically succeeds.
- Blending in as Mitsuhama staff is threshold 4 unless you have an expensive business suit (dressing for the occasion), which lowers this to a threshold 2 test.
- Pretending to be a customer needs no etiquette, only a passable SIN as detailed below.
- A man on the door (a troll) will give anyone coming in a pat down and will confiscate weapons that he finds. He will also need to check your SIN. Consider him a rating 1 SIN scanner (Roll 2 [1 Device]) as the Yakuza don't really care who is coming to buy food, they just want to seem professional. Anyone with rating 2 or higher Fake SIN can get in no issue. If you are here on a "business" meet, his checking becomes more serious and he will be treated as a rating 2 SIN Scanner (4 dice [2 Device]). Rating 3 or higher SINs pass no issue.

NPCs

NeoNet (Jinteki) Security Detail

- 3 Troll bodyguards in nice suits. Their job is to protect the project leader and get him out if things go south. One Troll will stay in the restaurant to be a quick response runner when the other trolls are holding enemies off, there to get the leader out of there ASAP whilst the other trolls distract.
    - Perception - 8 dice [5 mental]
    - Shooting - 10 dice [7 Accuracy]
        - Stick 'n' shock Ammo - 5s(e), -5AP, SA, 1 RC.
    - Melee - 9 dice [7 Physical]
        - 7P damage
    - Dodge - 8 dice
    - Soak - 15
    - Physical Condition Monitor - 11
    - Stun Condition Monitor - 9
    - IS - 8 +2d6
- 1 Negotiator Elf is there to try and sweeten Mitsuhama's deal by softening the Yakuza pressure. Her aim is to negotiate a good investment price for the product in exchange for some samples. She is beautiful, busty and blonde, wearing a low-cut blazer and blouse.
    - Perception 9 dice [5 mental]
    - Shooting - 8 dice [7 Accuracy]
        - Stick 'n' shock Ammo - 5s(e), -5AP, SA, 1 RC.
    - Melee - 8 dice [4 Physical]
        - 3P damage
    - Social - 10 dice [7 social]
    - Dodge - 8 dice

- ○ Soak - 11
- ○ Physical Condition Monitor - 10
- ○ Stun Condition Monitor - 10
- ○ IS - 8 +1d6
- ● 1 Human Spider will also be with the Project Leader, setting up a Jammer with his cyberdeck to ensure privacy. He is small and nerdy with ruffled hair and glasses. He seems uncomfortable in his suit. His matrix stats will be detailed later.
  - ○ Perception 8 dice [7 mental] (He has his head in his laptop most of the time)
  - ○ Shooting - 7 dice [7 Accuracy]
    - ■ Stick 'n' shock Ammo - 5s(e), -5AP, SA, 1 RC.
  - ○ Melee - 6 dice [4 Physical]
    - ■ 2P damage
  - ○ Dodge - 8 dice
  - ○ Soak - 11
  - ○ Physical Condition Monitor - 9
  - ○ Stun Condition Monitor - 11
  - ○ IS - 8 +1d6
- ● All Mitsuhama bodyguards have Cram in their systems which is already factored into their stats.

Yakuza Mooks

- ● 4 armed employees, not very well trained, but there as extra presence.
  - ○ Perception 5 (4 Mental)
  - ○ Shooting - 7 dice [7 Accuracy]
    - ■ 7P, SA/BF, 2 RC.
  - ○ Melee - 7 dice [5 Physical]
  - ○ Social - 8 dice [6 social]
  - ○ Dodge - 7
  - ○ Soak - 8
  - ○ Physical Condition Monitor - 9
  - ○ Stun Condition Monitor - 9
  - ○ IS - 7 +1d6
- ● 2 Armed Laundering Guards. These are the Yakuza big guns. They carry SMGs and Katanas and take a hit of Jazz when drek goes down (this is already factored into their rolls).
  - ○ Perception - 8 dice [5 mental]
  - ○ Shooting - 11 dice [6 accuracy]
    - ■ 8P, BF/FA, 2 RC
  - ○ Melee - 8 dice [7 Accuracy]
    - ■ 7P, 1 Reach, -3 AP
  - ○ Dodge - 9
  - ○ Soak - 13
  - ○ Physical Condition - 10
  - ○ Stun Condition - 10
  - ○ IS - 9 + 3d6

Hellhound (Yakuza Guard Dog)

- Vicious and mean. This dog is kept in the back where the laundering happens.
    - Perception - 8(10) dice (Enhanced Senses for Hearing, Low-Light Vision, and Smell)
    - Melee - 7 dice [8 Physical]
        - 7P, AP-1
    - Elemental Attack (Fire) - 8 dice [8 Physical]
        - P, 5 Range, Damage 10P, -5 AP, Fire Damage.
        - Roll Armour value + Fire Resistance -6AP (Net hits on attack). Failure catches fire. 3P damage, then 3P more at the end of every combat turn +1P per combat turn that has passed already. Fire goes until put out or item destroyed. Fight a fire with Agi + Int test, reducing the fire DV by each net hit.
    - Fear
        - M, LOS, 9 dice vs Wil + Logic, Lasts 1 combat turn per net hit.
        - Even when it wears off, the player must make a Wil + Logic (Hellhound's net hits) test to face it again.
    - Tracking - 9 dice [4 mental]
    - Soak - 8
    - Physical Condition Monitor - 11
    - Stun Condition Monitor - 10
    - IS - 10+3d6

Yoshida Naoki

- The Project Leader. He is very intelligent and good at negotiations, but a terrible shot and very cowardly. He is armed with a hold out pistol, just in case, but he will primarily be running away if things go south.
    - Perception - 7 dice [6 mental]
    - Shooting - 7 dice [4 Accuracy]
        - Stick 'n' shock Ammo - 5s(e), -5AP, SA.
    - Melee - If he gets into melee, he will run for his life because he is a coward.
    - Social - 8 [6 social]
    - Dodge - 7
    - Soak - 10
    - Physical Condition Monitor - 9
    - Stun Condition Monitor - 10
    - IS - 7 +2d6

The Oyabun, Hanzo Shotozumi

- On the older side but tough. Japanese, experienced and "down to business" attitude. Likes to flex his muscle (the guards, not his actual muscles) to show power and generate fear in his "business partners".
  - Perception - 8 dice [5 mental]
  - Shooting - 10 dice [7 Accuracy]
    - APDS – 7P, -4AP, BF, 5RC
  - Melee - 10 dice [7 Accuracy]
    - 7P, 1 Reach, -3 AP (He will take a Katana from one of his guards at the first sign of a south deal or trouble)
  - Social - 8(10 when intimidating) Dice [6 Social]
  - Dodge - 9
  - Soak - 13
  - Physical Condition Monitor - 11
  - Stun Condition Monitor - 9
  - IS - 9 +3d6

Astral
- Rating 4 wards on all exterior walls leading onto the laundering area.

NPCs
- A single Spirit of Man guards the Laundering area.
  - Astral Offense –10 dice [7 astral] 5P
  - Physical Melee Offense –10 dice [7 physical] 3P
  - Manabolt - 10 dice [5 force], vs will, (Net Hits) P, 10 drain dice vs 2 drain
  - Astral Defense –11 dodge, there is no soak in Astral
  - Physical Defense - 9 dodge, 10 soak (damage must exceed 10 -AP)
  - Physical IS – 13 + 2d6
  - Astral IS – 12 + 2d6

Matrix

- All EVO employees have their devices slaved to a Spider's deck (Hermes Chariot)
- All Yakuza have their devices slaved to the Restaurant host

Host
Restaurant Host

Rating	Attack	Sleaze	Data Processing	Firewall
4	7	4	5	6

- This host is used for all security and tech owned by the Yakuza in the restaurant. It is also used for culinary devices such as hobs, ovens, and fridges (Device Rating 2)
- There are 4 Cameras (rating 3) in the restaurant, and 6 more spread between the Laundering area and the meeting rooms. The Cameras in meeting rooms have no sound to respect privacy.
- The restaurant front door has a rating 3 maglock which gets turned on when business hours are over (Codepad). A rating 5 maglock seals the Laundering area at all times (Swipe card needed).
- Meeting rooms can be chemically sealed (Device Rating 2), and are soundproof.
- Lights and window shutters (Device Rating 2)
- All Yakuza weapons are treated as rating 2
- Patrol IC Scan Schedule: 1d6 combat turns
- IC Launch Order:
  - Acid - 8 dice vs Wil + Firewall
  - Tar baby - 8 dice vs Log + Firewall
  - Track - 8 dice vs Wil + Sleaze
  - Marker - 8 dice vs Wil + Sleaze (replaces Acid)
  - (Bunny can also load a Sparky IC to replace an IC as a Load Program action)
    - Sparky - 8 dice vs Int + Firewall

NPCs

Bunny

- The Don's bubble blowing, moody, teenage daughter. Great with technology and serves as the Don's Spider. Works from home, because the Don doesn't want her to get hurt. Takes BTLs for kicks cos she finds the Yakuza boring. She uses her deck to stream high quality trids, which is why her data processing is high when she first comes on scene. She will later switch this with the bracketed attributes.

Deck

Rating	Attack	Sleeze	Data Processing	Firewall
4	6	4	7(5)	5(7)

- Matrix Offence - 14 Dice vs Int + Firewall
- Matrix Defence - 8 dodge, 8(10) soak, 10 Boxes
- Matrix IS - 10(8)+4d6
- Response Time - 1d6 Combat Turns (she doesn't want to make her father mad)
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EVO (Jinteki) Trainee Spider

- A description can be found in the physical security section.

Deck

Rating	Attack	Sleeze	Data Processing	Firewall
3	6	3	4	5

- Matrix Offence - 12 Dice vs Int + Firewall
- Matrix Defence - 8 dodge, 8 soak, 10 Boxes
- Matrix IS AR - 8+2d6
- Matrix IS VR - 8+4d6
- Jam Signals - 12 dice

Host House rules (modified from /u/dethstrobe)

- **0 OS** - Patrol IC is not suspicious. If you have a mark, you are legit.
- **10 OS** - Patrol IC believes a hacker is present. He will scan according to the rules found in data trails. It makes a perception test against the hacker; if it succeeds it spots him and asks for the hacker's last X actions, where X is the number of hits it got. Any illegal actions within those alerts the host and generates IC.
- **20 OS** - Patrol IC is positive there is a hacker and will scan every initiative pass.
- **30 OS** - patrol IC no longer needs to ask questions if it detects you. It knows.
- **40 OS** - Host Convergence