

Attrition

A Cyberpunk 2020 Scenario

for Leprecon 2005

by Donogh McCarthy

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Outline

The World in 2015

The world is similar in many ways to the world we live in. People try to make money, raise a family and try to sleep with the choices they make at their day jobs.

The debt ridden and isolated United States has fallen from the first tier of the world's states. The inheritors of that once mighty nation are the mega-corporations.

These mega-corporations are beginning to control the world from their skyscraper fortresses, enforcing their bonus driven goals with their armies of lawyers and assassins and spin-doctors.

Cutting edge cyber-technology is the preserve of the rich and their retainers. When these retainers with their cyber-enhanced night vision, diamond edged katanas and sleek bullpup assault rifles firing 5.56mm caseless ammunition take on street punks with cheap Tek 9mm knockoffs and brass knuckles who are fighting for their civil rights; who do you think wins?

What is Biotechnica?

Biotechnica is the world's leading Pharmaceutical and Biotechnology conglomerate. Biotechnica prides itself on its rigorous programme of discovery, development, manufacture and marketing. Biotechnica innovates to produce products which increase the quality of life of people around the world.

Biotechnica controls approximately 19% of market share, and has 150,000 employees worldwide.

What's actually going on?

Recent activity by the Mega-Corporations has begun to erode the power and sovereignty of European states. By applying pressure on the huge national debts owed to them as a group, government policy is more dictated by private interests than ever before.

Biotechnica are involved in anti-competitive practices in Ireland, but it's nothing that they haven't gotten away with outside of Europe, and they (in conjunction with their advisors Merrill Asukaga & Finch) have decided they want to force the issue in Europe, in order to weaken competition legislation and the will of governments to resist Mega-Corporation activities.

Part i Lions

Briefing

The Army Ranger Wing is giving specialist aid to the civil authority. The Gardai are serving Biotechnica with warrants for the arrest of the CEO and the seizure of documents.

The ARW team are assembled and brought to the Garda station in Clondalkin, having been told by Commandant Heaney that in light of the incident in Stockholm earlier on in the year, the Government were taking no chances during what should be a standard operation.

3 Police Officers die in Stockholm seizure

On the 7th of January a routine raid to seize documents from the Stockholm offices of Militech took place. However a private security firm, Arasaka had been contracted to protect Militech's mainframe systems from competitors' interference.

When Arasaka personnel inspected the warrant, they noticed that several details were missing on the documents and that one of the police officers had a Danish accent.

Police officers fired tear gas into the building in response to the Arasaka employees' refusal to open the building, and in the ensuing firefight, 3 police officers were killed and 6 wounded. 4 Arasaka employees were arrested and await trial.

The mood in the corridors of the Garda station is quite light, and as the Gardai file into the briefing room, a business-as-usual cheerfulness pervades. The mood changes immediately as the Superintendent in charge of the operation, Jim Doherty, points out the presence of the ARW personnel. The tension reaches levels that would have seemed quite ludicrous only minutes before.

Jim Doherty is the archetypical Garda Superintendent, stout, stern and sharper than his looks would give him credit for.

"Right. This lot, Biotechnica, are up for what the Minister calls anti-competitive practices. We have a subpoena for all documents and files at their Corporate HQ in the Grange Castle Industry Park. More importantly we have a warrant to search for a seize documents on their involvement in the purchase of Ottland Laboratories, and on the withdrawal of a drug called Artaxon.

"We also have a warrant for the arrest of the Irish CEO, Michael Chalmers, under Section 5 of the Competition Act of 2002."

The route to and from the Biotechnica HQ is gone through [see map], but no serious questions regarding the use of force, possible resistance or non-compliance are gone through.

Jim Doherty stresses one final point before finishing, "we must have a clean operation here, no one's to step out of line, cause these guys have lawyers up the arse, and if anything goes wrong, there'll be injunctions and what have you for years."

Raid on Biotechnica Head Office

A convoy of seven vehicles sets off for the Grange Castle Industry Park at 8am: four squad cars, one small truck, one civilian car with plain-clothes detectives, and an army jeep.

A worried looking private security guard lets them through the 24 hour entrance to the facility without any problem.

► The army jeep is relatively close to the security hut, as it's second in the convoy; which allows them a chance to see exactly what that security guard is up to

⇒ Anyone roll Intelligence + Alertness + Combat Sense with a target number of 15

▷ He calls ahead to HQ, and sounds worried, if ignorant of exactly what's going on. TN of 20 will see that he's unarmed. TN of 25 will get the name of his manager, Mr. Fitzgerald.

The convoy pulls up outside the front doors of the Biotechnica HQ building, to some strange looks from incoming staff members.

Superintendent Doherty sends one of the squad cards around the back to secure the rear exit.

A authoritative looking man, meets them inside the foyer, he doesn't seem too fazed by the presence of the Gardai, but does look askance at the ARW team. He asks the superintendent into his office, but Doherty doesn't play games, he just provides the subpoena and warrants for perusal.

At this stage six private security guards walk into the foyer

► Their intention at this stage is unknown, but anyone with experience in law enforcement and planned violence should be able to get some idea]

⇒ Anyone roll Intelligence + Alertness + Combat Sense with a target number of 15

▷ They are trying to look stern and are probably mentally rehearsing tough-guy stances, utterances and generally looking forward to escorting someone off the premises. TN of 20 will see that (at least internally) their jaws drop when they're confronted with the reality of what's happening in the foyer.

Fitzgerald makes a phone call from the reception desk, and informs whoever's on the other end of the line of the news in fairly clipped and concerned but accurate terms. Without putting down the phone, he turns and asks "Are you required to arrest Mr. Chalmers, or can he accompany you to help you with your enquiries?"

Doherty sucks on his teeth, and thinks for a moment, "that would be alright". To which Fitzgerald returns the phone from his chest to his mouth and repeats "that would be alright"

Over the course of the next hour, the Legal & Compliance department of Biotechnica and the legal experts of the Gardai operation locate and itemise documentation which is in the warrant, and begin discussions on carrying out the subpoena.

GM NOTE

unless the group do something very rash this episode is very restrained (albeit with a couple of hints that there might be something threatening, and they are completely in the back seat. This emphasises the rule of law to which they are accustomed.

Return to Base

Now that the Gardai have what they came for, the team is to escort the convoy back into the city.

As soon as Fitzgerald got a moment free from Doherty's attention, he called an operator, a fixer/spook named Frank Burke who is approaching the intersection as the Garda Convoy exits the Grange Castle Industry Park. His task is to follow the convoy and make sure he can report at all times on Chalmers location. He has contacts in the Gardai, but he prefers to use covert observation techniques for the time being.

- There's a possibility that he's spotted on the drive over, but that does depend on what approach the group is has during this stage: taking it easy "now the danger has passed" or looking out for trouble "now things start getting serious"
 - ⇒ Anyone roll Cool + Steetwise with a target number of 20 [at this stage it's about nine o'clock on a Friday morning, driving towards the city centre - difficult to spot cars]
 - ▷ They notice a car which is keeping distance, and whose occupant seems much less interested in the unusual group of vehicles than the normal commuter

Here are some obvious courses of action they can take:

Option A - Dispatch a squad car to intercept and question the occupant

This is the surer way to apprehend Burke, as the last thing he'll want to do is precipitate a high speed chase, in this case he'll definitely be pulled over.

However the ARW squad will be refused permission to break out of the convoy themselves to take a look, and unless they gave specific recommendations that the driver be arrested and escorted to the Gardai Station, he's set free after he schmoozes his way through the roadside questioning.

Option B - *Wait and see if the car follows them all the way and then apprehend the occupant there*

This is a definite way to confirm that the vehicle is following them, and it gives them an opportunity to be involved in talking to the occupant. In either case talking to Burke will get them little

► However there's a chance that he'll drive away before they get a chance to corner him

⇒ Everyone roll Intelligence + Shadow with a target number of 15

▷ If everyone succeeds, then they apprehend him. If two or more of them fails, they get nothing. If only one of them fails, then they are in a position to stop him as he drives away.

[how far they are willing to go will influence matters later on]

But as soon as they are very obviously shouting at him to stop and/or pointing guns at him, then Burke stops.

If they don't succeed in stopping him, but all but one still made the roll, then they get the license plate, and a good look at Burke

► They can attempt to ask him some questions right there on the street

⇒ Anyone can roll Cool + Intimidate with a target number of 20

▷ After some dissembling he'll tell them that he's an employee of Biotechnica, who was hired to ensure that Mr Chalmers was able to keep in touch with the company's legal counsel.

If they decide to bring him into the Garda Station and have him detained for questioning.

Once again, if they hand Burke over to the Gardai for questioning, it's fairly easy for him to assuage their concerns, and they will release him after about an hour with a caution.

► It'll require some convincing of the Desk Sergeant to allow the group to interrogate him.

⇒ Someone roll Empathy + Persuasion with a target number of 20

▷ He'll unlock the door for them (without signing them in)

With a TN of 25 he won't tell the superintendent anything about this later

► Likewise it'll require some threatening to get good results out of Burke.

⇒ No violence = Cool + Interrogate with a target number of 20

⇒ Violence = Cool + interrogate with a target number of 15

▷ As above he'll express his surprise at this turn of events, and will plead his innocence of any wrong doing. But after continued pressure he'll tell them that he's here to ensure that Mr Chalmers is ok

Obviously if they use violence it'll influence matters later on, but it'll definitely be noticeable, the Superintendent will be annoyed (to put it mildly) and they'll be returned to barracks.

In any case, at this stage they've done their duty, and no one thinks it's necessary to stay around any longer.

Part ii and Tigers

The Gardai are required to release Chalmers after 6 hours, if they do not charge him, and in order that he can fully cooperate with the investigation [i.e. manage the production of the subpoenaed documentation] he is released.

With that Chalmers, in consultation with Head Office, starts working to ensure that no prosecution is brought against Biotechnica. He has five days before the documents must be delivered to the High Court.

GM NOTE

The group isn't directly involved in many of these dastardly plans, but they seriously affect how the group may approach events they are involved in. You may want to tell them what's happening in news story terms...

Arasaka gunmen released after Stockholm killings

The trial of 4 Arasaka Employees for the murder of 3 Stockholm policemen collapsed today.

The Judge acknowledges that it was a regrettable decision to throw the case out. However due to the fact that Arasaka were a licensed security firm, and that they were responding to force used in support of an invalid warrant, he had no choice but to recommend that the Government re-examine the permit laws for fully automatic weaponry which were loosened in 2009

In related news, Militech [the firm being protected by Arasaka in this incident] are suing the Swedish Government for breaches of their confidentiality agreement.

Skulduggery

Biotechnica's Legal Counsel begins proceedings to place an injunction against the discovery of their documents, attempting to bury the Competition Authority and the Director of Public Prosecutions in paperwork.

Powerful lobbying is made in favour of Biotechnica's case, due to the veiled threat of Biotechnica calling in the huge debts owed to them by the Exchequer.

Biotechnica's Public Relations team pulls no punches, calling the act a personal vendetta by the Minister for Justice. When everyone acts confused as to how this could be the case, the Irish Independent runs a story detailing how the Minister's wife (now separated) had an affair with Chalmers several years ago.

In addition certain leaks are made to the press and unions suggesting that Biotechnica might pull out of Ireland, causing the loss of over 20,000 jobs – those directly employed by the corporation.

Demagoguery

Some pretty serious demonstrations on the streets are held.

Several are held by concerned workers, not necessarily backed by any major trade unions; calling on the Government to stop jeopardising their employment, and the thousands of support services which would be badly affected by the loss of Biotechnica.

These demonstrations are paralleled by press conferences held by the Irish Congress of Trade Unions and by the Irish Business and Employers Confederation, warning against the involvement of Government in the minutiae of business operations. In addition IBEC calls for the reform of the Competition Authority, and ICTU calls for the ending of Social Partnership, vilifying its stagnation of progress by freezing wages, and effectively ending competition for the ordinary wage earner.

Given heightened tension, an increased Gardai presence is visible at these events.

However one demonstration, that by social activist groups urging the Government to stand up to Global Corporations, and to ensure that they are held accountable to the law.

The Garda Commissioner suspects that some involved may attempt direct action, to attract media attention to the event. He wants to avoid any provocation, but needs a show of strength. He once again asks for the ARW to help out.

Biotechnica's hand is in this pie also. Their Head of Security Fitzgerald has hired his provocateur, Burke [so long as he's not in hospital from a fierce interrogation, or totally compromised by his interrogation] to organise over-the-top civil disobedience in order to detract credibility from those advising the government to stand up to Biotechnica.

The ARW team are posted on the North-West corner of Merrion Square, which looks at the ultimate destination of the demonstration – the West side of Merrion Square, outside Leinster House. [The demonstration leaves from the north end of O'Connell Street]

As the demonstration approaches, the Gardai channel on the radio is full of chatter describing possible hotspots, and troublemakers, but nothing seems to be happening.

- Everyone experiences the tension and perceptions as the full force of the crowd becomes evident
 - ⇒ Roll Empathy + Human Perception with a target number of 15
 - ▷ While this crowd could erupt, it'll take some provocation to get it going. TN of 20 will see that the leaders of the crowd are off balance, and don't seem to be in command of it, despite their attempts to keep the individuals in the crowd still thinking TN of 25 will spot the hidden persons

drumming the crowd up, one of whom is Burke. There are definite signs of ensuing violence

At this stage speed of decision is key, as the demonstration is only 50 metres from its destination. They must identify the ringleaders for the Gardai, unless they decide to intervene themselves. There's no easy way to pull people from a large crowd, and sending in plainclothes detectives is probably the optimal way to do it without causing the very riot they're attempting to prevent.

If however they decide to go in, then it's definitely going to be easier if they ditch their rifles, kit, fatigue jackets etc. and pull on some civvie jackets. Otherwise things could get real ugly:

Option A

- ▶ The subtle way involves making way through crowd to one of the four main ringleaders, and convincing them to leave
 - ⇒ Roll Cool + Streetwise with a target number of 20 to make way through crowd without arousing any suspicion or losing sight of target
 - ⇒ Roll Empathy + Persuasion or Cool + Intimidate with a target number of 20 to convince target to leave
- ▷ The ringleader leaves either believing that something important has come up [1 per successful roll here], or fearful for his life. Getting a 15 will not convince them, but won't raise any real suspicions. Failing to get a 15 will cause the ringleader to denounce them as a snitch, cop etc. and the crowd will become hostile and possibly violent

Option B

- ▶ The very unsubtle way involves barging through the crowd quickly and escorting them out
 - ⇒ Danny (LT) roll Intelligence + Combat Sense to direct the team through the crowd in an efficient way with a target number of 20
 - ⇒ Everyone rolls Cool + Intimidate with a target number of 20 if that was successful, otherwise TN is 25
- ▷ This cows everyone who might have thought about protecting the ringleaders and results in the ringleaders [1 per successful roll here] being escorted to Pearse St. Garda Station for questioning

Option C

- ▶ The middle ground of directing Gardai into the mob, either plainclothes or uniformed
 - ⇒ Danny (LT) roll Intelligence + Awareness with a target number of 25 to successfully guide them to the targets
- ▷ this is almost never going to have any success, as the Gardai are so obvious at what they're doing that they're certain to provoke an angry response from the crowd, and fail to have the intimidation factor of the ARW guys. However if they succeed in this Burke will be nabbed

If two out of the four ringleaders are arrested, then a minor riot ensues, but it is easily controlled [albeit with major media coverage]

If 3 or 4 are arrested then while there are some minor scuffles, nothing occurs that can't be handled easily.

If only 1 or 0 are arrested then this riot is extremely dangerous, a water cannon needs to be deployed, and there's a danger at one stage that the gates into Leinster House will be pushed down.

The more riotous the demonstration the more damage done to the Gardai and to the Government's credibility and strength on the Biotechnica issue.

Part iii and Cyber-enhanced Grizzlies

But Seriously...

Chalmers is rearrested the same day as the riot [the order from the DPP, after consultation with the Competition Authority] was made the previous night].

Here's the matrix of events based on the extent of the riot and the group's propensity for extra-legal violence

	If only minor scuffles ensued then the Government stands by its position	If a minor riot ensued then there is a motion of no-confidence in the Government proposed in the Dáil, which the Government survives	If a major riot ensued then the government orders that CEO be released and all charges dropped. The High Court refuses this request
Have used extra-legal violence when the situation demanded it	The Government deploys the ARW team to guard Chalmers, and Arasaka refuse to attempt the extraction	Arasaka extract Chalmers [with many casualties] and the team are sent to find him	The team gets a call from the Government asking them to extract Chalmers from Gardai custody and get out of the country quietly
Have been fairly restrained when it's come to bandying weapons around	The Government deploys the ARW team to guard Chalmers and Arasaka attempts to extract him	Arasaka extract Chalmers [several Garda casualties are inflicted] and the team are sent to find him	Arasaka extract Chalmers [with no real ruckus made], and the team are sent to find him

Possibility A: ARW guarding Chalmers at Clondalkin Garda Station

The Arasaka team strikes in the middle of the night, and unless the ARW team have a perimeter there's no chance to stop them from cutting the power and entering the station with tactical advantages.

► Without any definite intelligence on when or whether an attempt to extract Chalmers might be made, it's difficult to set up a reasonable perimeter
⇒ Empathy + Social with a target number of 20 to get the Gardai onside to have roving patrols, and to ensure their full attention on the CCTV systems covering the station and the town

▷ The Arasaka team are professionals, and will notice any overt perimeters. They'll make their entrance using a big van to drive through the main entrance, while the team leader covers the other side of the building through his sniper scope

Success for the team increases the chance of spotting the Arasaka team as they enter the town (increasing the full alert effectiveness)

[Obviously there's going to tactical movements, and gunfire, but I'll leave those permutations to you...]

Possibility B: ARW sent to retrieve Chalmers after Arasaka extraction

Some legwork and the utilization of military and garda intelligence assets locates the Arasaka safe house on Fitzwilliam sq. However the main house is empty with some surveillance equipment operating there, and Arasaka are holding Chalmers in the Mews, until he can be moved safely to the UK by boat.

If the group thinks of checking around the back, there's a gate into the back garden and Mews on Mackie's Place.

If the group waits for dark or dawn to mount the raid the Arasaka team are due to leave for the night sailing, and unless they're camped outside the back gate, they'll miss them.

Major Challenge:

- ▶ With only the main house mentioned by their intelligence sources, they'll most likely enter by the front door. Entering hard, with tear gas etc. will provoke the Arasaka team to leave by their SUV immediately Entering soft, stealthily and checking everything out first will give them a chance
- ⇒ Intelligence + Awareness with a target number of 20
- ▷ They spot the surveillance equipment and can rethink their options

Possibility C: ARW sent by Government to extract Chalmers from Garda custody See possibility A, but obviously they've spent time in the facility and know the personnel involved.

Major Challenge:

- ▶ Is to get away from the scene unrecognised and without being followed
- ⇒ Danny (LT) roll Intelligence + Resources with a target number of 15 to acquire non-standard kit including face masks
- ⇒ Someone roll Cool + Streetwise to spot and plan evasion of pursuers with a Target Number of 20
- ⇒ Driver (Jo – Techie) roll Reflexes + Drive to evade pursuers with a Target Number of 20
- ▷ If they don't succeed in the latter two tasks, they may have to instigate a firefight to shrug off pursuit

Aftermath

You tell me.

Maybe the Government has stood up successfully to the Mega-Corporations and their rapid rise in power at the expense of state governments has been abruptly halted.

Maybe the Government is reeling and off balance and has to make certain concessions to retain stability.

Maybe the Government is caught red handed and soon collapses, ensuring a lack of leadership against the Mega-Corporations in the short and medium term...

DANNY O'BRIEN

ROLE: SOLO-LT



Intelligence 7
 Awareness/Notice 6
 Education 5
 Hide/Evade 3
 Shadow/Track 3
 Info Search 4

Reflexes 6
 Athletics 4
 Brawling 3
 Driving 4
 Dodge/Escape 4
 Handgun 6
 Heavy Weapons 3
 Melee Weapons 3
 Motorcycle 4
 Rifle 6
 Stealth 4

Tech 4
 Basic tech 3
 Photography 4

Cool 7
 Interrogate 5
 Intimidate 7
 Resist Pain/Drugs 3
 Streetwise 3

Attractiveness 7
 Grooming & Style 6

Luck 2

Empathy 7
 Human Perception 7
 Interview 6
 Social 6
 Persuasion/Fast Talk 6

Body 6
 Endurance 6
 Swimming 4

Movement 6

Special Ability

Combat Sense 5
You move and react in combat situations faster than anyone else.

Resources 5
You can command or requisition army resources.

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	20
Torso	2-4	18
Right Arm	5	10
Left Arm	6	10
Right Leg	7-8	-
Left Leg	9-10	-

Kevlar Helmet
 Armour Jacket

Equipment

Steyr AUG Rifle:
 Damage 5D6
 Ammo 30
 Rate of Fire 3/15
 Range 200m

Danny is an experienced officer, having served on Peace Keeping duties in Liberia. Exemplary service there won him the chance to join the Army Ranger Wing in East Timor. Danny earned a commission and following some quiet service was appointed once more to the ARW.

Danny knows that prudence and judgement are an officer's greatest assets, and he understands the need to weigh outcomes and value the lives of his men.

Jack – Comms

A good guy to have around, whenever there's a tense situation, Jack'll be able to talk his way around it.

Chris – Weapons

OK, so he's a typical squaddie, a bit of a lad, but you're glad he's onside if things go south.

Jo – Tech

She's not the best with people, but knows machines inside out. She tends to approach everything like they ought to be machines.

JACK SWEENEY

ROLE: SOLO-COMMS



Intelligence 8
 Awareness/Notice 6
 Education 6
 Hide/Evade 3
 Shadow/Track 3
 History 6
 Info Search 6

Reflexes 7
 Athletics 6
 Brawling 5
 Driving 4
 Dodge/Escape 4
 Handgun 5
 Heavy Weapons 4
 Melee Weapons 5
 Motorcycle 4
 Rifle 7
 Stealth 4

Tech 6
 Basic tech 4
 Disguise 3
 Electronics 6
 Photography 3

Cool 8
 Interrogate 7
 Intimidate 5
 Resist Pain/Drugs 5
 Streetwise 5

Attractiveness 5
 Grooming & Style 6

Luck 7

Empathy 8
 Human Perception 6
 Interview 6
 Social 7
 Persuasion/Fast Talk 6

Body 7
 Endurance 6
 Swimming 4

Movement 7

Special Ability

Credibility 5
 Your story will be believed by people when it's released.

Combat Sense 5
 You move and react in combat situations faster than anyone else.

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	20
Torso	2-4	18
Right Arm	5	10
Left Arm	6	10
Right Leg	7-8	-
Left Leg	9-10	-

Kevlar Helmet
 Armour Jacket

Equipment

Steyr AUG Rifle:
 Damage 5D6
 Ammo 30
 Rate of Fire 3/15
 Range 200m

Jack is his platoon's communications specialist. This is special operations parlance for propaganda. Of course he's technically astute, but his real talent lies in selling a mission to an uncommitted population.

He's a soldier first and foremost, and a patriot. He has no qualms about manipulating the truth to serve the operations needs.

Danny – LT

You've been around a lot of officers, some good and some bad. Thankfully having come up through the ranks, the LT is sound enough.

Chris – Weapons

While others view Chris as a bit of a psycho, you know he's smart and restrained.

Jo – Tech

Sometimes she seems pretty normal, and others she seems like she just likes to blow stuff up.

CHRIS FLYNN

ROLE: SOLO-WEAPONS



Special Ability

Intelligence 6
 Awareness/Notice 6
 Education 3
 Hide/Evade 3
 Shadow/Track 3

Combat Sense 7
You move and react in combat situations faster than anyone else.

Wounds

Body Type Modifier +3

Reflexes 8
 Athletics 6
 Brawling 5
 Driving 4
 Dodge/Escape 4
 Handgun 3
 Heavy Weapons 6
 Melee Weapons 4
 Motorcycle 4
 Rifle 6
 Stealth 4

Light (0)

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 Serious (-1)

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 Critical (-2)

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 Mortal 0 (-3)

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 Mortal 1 (-4)

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 Mortal 2 (-5)

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 Mortal 3 (-6)

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 Mortal 4 (-7)

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 Mortal 5 (-8)

--	--	--	--

 Mortal 6 (-9)

--	--	--	--

Tech 6
 Basic tech 4
 Weapons Tech 5
 First Aid 4

Armour

Cool 7
 Interrogate 5
 Intimidate 5
 Resist Pain/Drugs 5
 Streetwise 3

Location	D10	SPs
Head	1	20
Torso	2-4	18
Right Arm	5	10
Left Arm	6	10
Right Leg	7-8	-
Left Leg	9-10	-

Attractiveness 4
 Grooming & Style 4

Kevlar Helmet
 Armour Jacket

Luck 5

Equipment

Empathy 5
 Human Perception 3
 Social 3
 Persuasion/Fast Talk 4

FN Minimi [M-249]:
 Damage 5D6
 Ammo 200
 Rate of Fire 3/30
 Range 400m

Body 8
 Endurance 7
 Swimming 4

Movement 8

Chris is his squad's weapons specialist. He exists to put a lot of fire where his LT tells him. Fortunately that doesn't happen very often, so he's kept busy with his medic duties.

Chris knows he gives the impression of being an uneducated thug, but that can be helpful when healthy doses of intimidation are required (the big gun kind of helps too!).

However he also knows that he carries a lot of responsibility. If he makes a mistake things can get out of hand very quickly despite what anyone involved actually wants to happen.

Danny – LT

The LT has pulled your ass out of a bad situation where other officers would have let you rot. You'll trust his word over anything.

Jack – Comms

This guy could probably lie his way out of a minefield, he ain't half bad at the soldiering either.

Jo – Tech

A wizard with cars, guns and explosives. Love at first sight really!

Jo REDMOND

ROLE: SOLO-TECH

Special Ability

Jury Rig 5
You can temporarily fix just about anything

Combat Sense 5
You move and react in combat situations faster than anyone else.

Intelligence 5
 Awareness/Notice 5
 Education 1
 Hide/Evade 4
 Shadow/Track 4

Reflexes 8
 Athletics 5
 Brawling 5
 Dodge/Escape 4
 Driving 6
 Handgun 5
 Heavy Weapons 3
 Melee Weapons 5
 Motorcycle 4
 Pilot 5
 Rifle 6
 Stealth 4

Tech 7
 Basic tech 5
 Demolitions 5
 Vehicle Tech 5
 Weaponsmith 5

Cool 6
 Intimidate 5
 Resist Pain/Drugs 4
 Streetwise 4

Attractiveness 7
 Grooming & Style 4

Luck 7

Empathy 4
 Human Perception 4
 Persuasion/Fast Talk 4

Body 6
 Endurance 6
 Swimming 4

Movement 8

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Serious (-1)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Critical (-2)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	20
Torso	2-4	18
Right Arm	5	10
Left Arm	6	10
Right Leg	7-8	-
Left Leg	9-10	-

Kevlar Helmet
 Armour Jacket

Equipment

Steyr AUG Rifle:
 Damage 5D6
 Ammo 30
 Rate of Fire 3/15
 Range 200m



Jo is the techie in the squad. Doing major repairs on weapons, demolitions, and fixing just about anything that should never work again.

She also happens to be the best driver in the squad; they say she has an unnatural affinity with machines. She thinks they're just incompetent.

Interpersonal skills aren't her best feature though. She just can't figure people out that easily.

Danny – LT

A good officer, he leaves technical matters up to you, and generally doesn't annoy anyone more than he has to.

Jack – Comms

It's like he's got some sort of sub-routine going on where people just stop thinking straight when he's around.

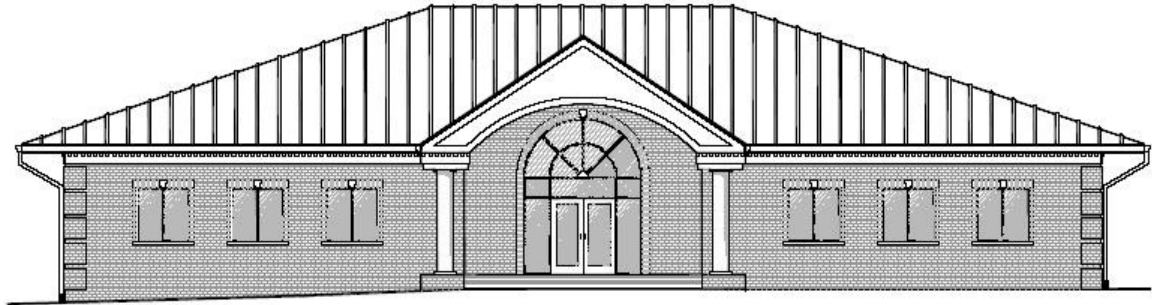
Chris – Weapons

This guy at least know how to take care of his equipment properly, although he seems a little unbalanced when he gets a big gun into his hands.

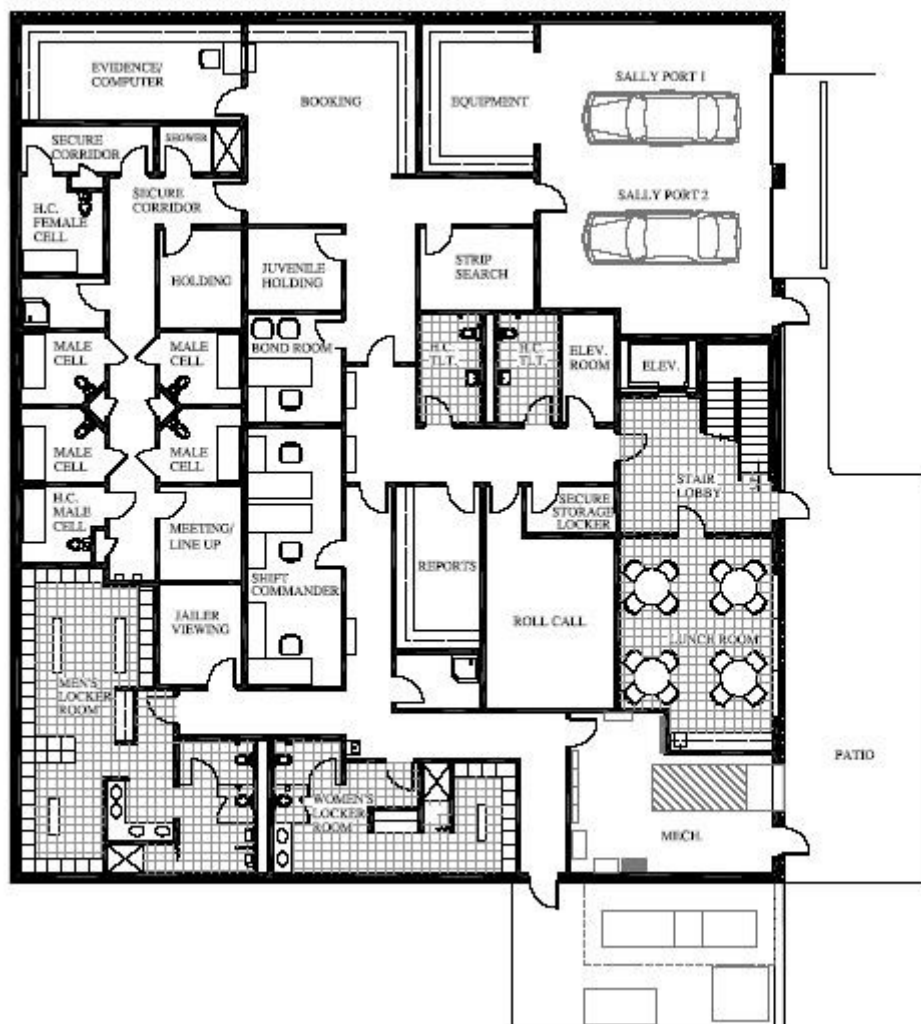
Clondalkin Garda Station

Note: the first floor is the only floor visible from the Front elevation. So from that perspective the Ground Floor is a basement. The drive in "sally port" is at the rear of the building on the ground floor.

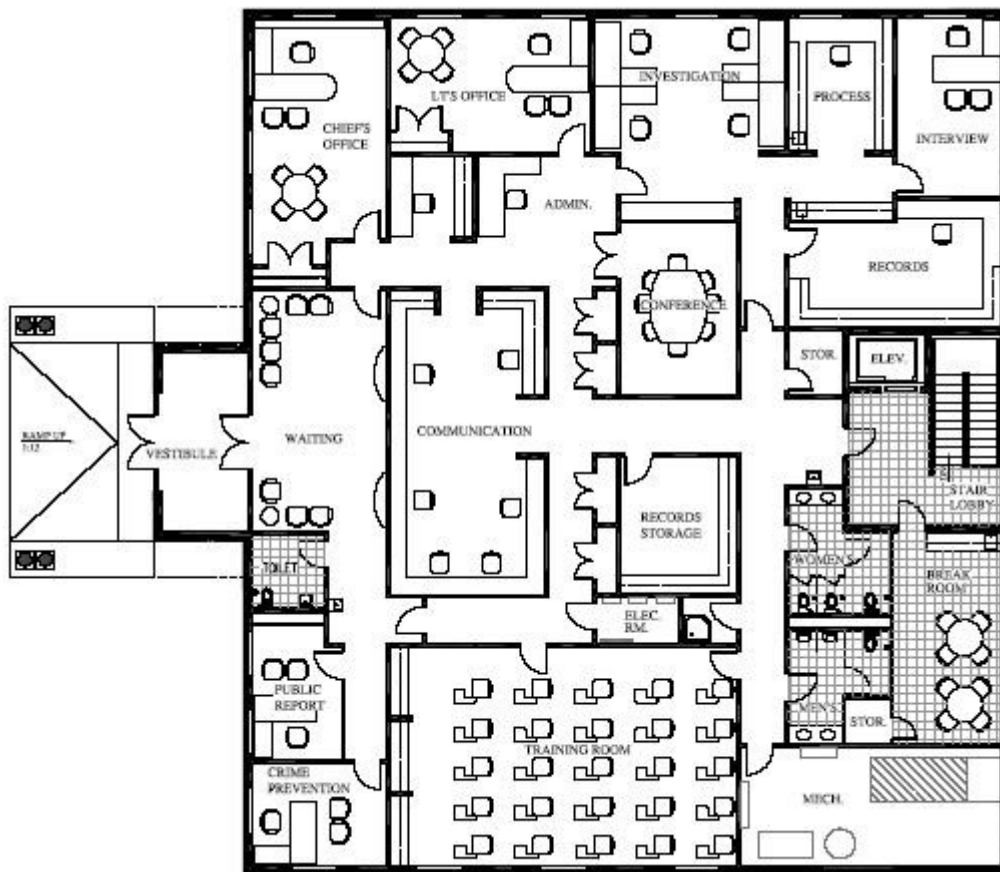
Front Elevation



Ground Floor



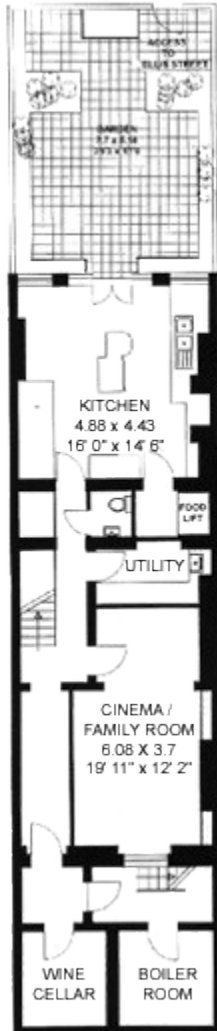
First Floor



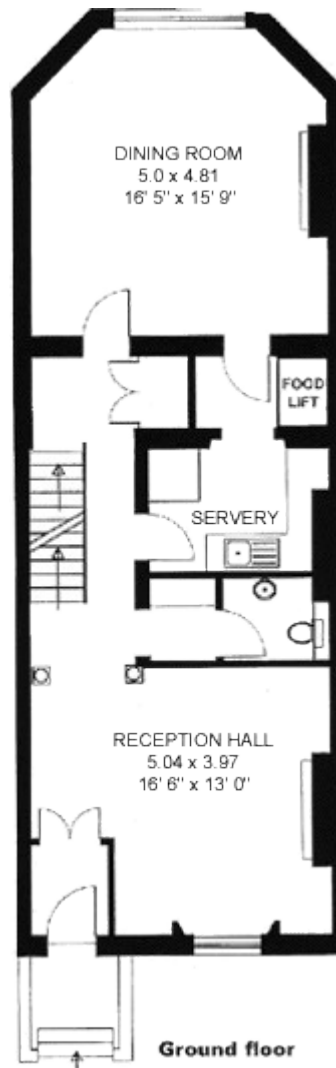
Arasaka Safehouse

Lower Ground Floor

Lower Ground Floor

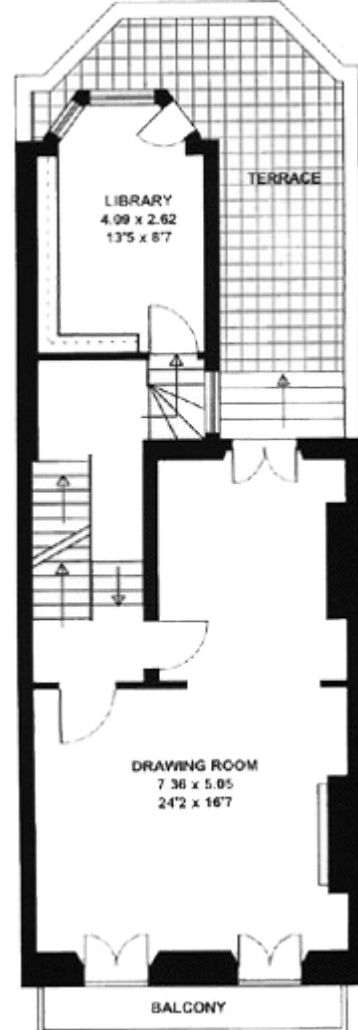


Ground Floor

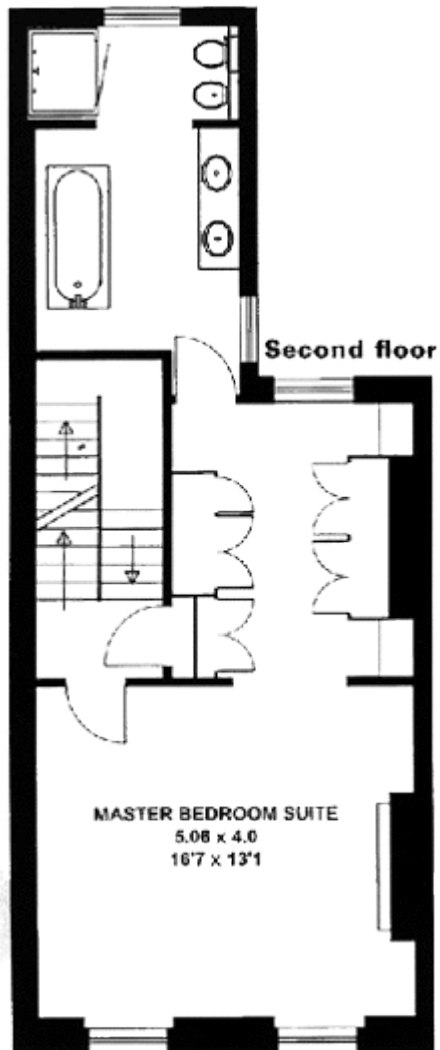


First Floor

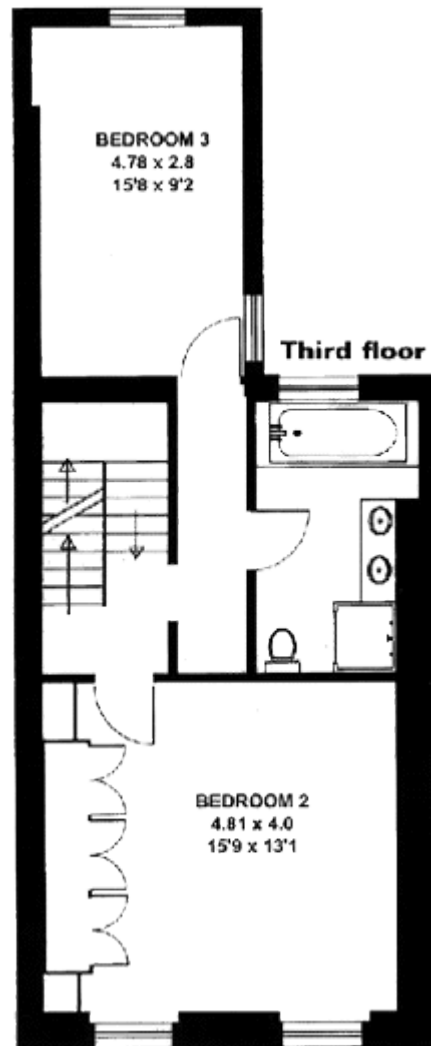
First floor



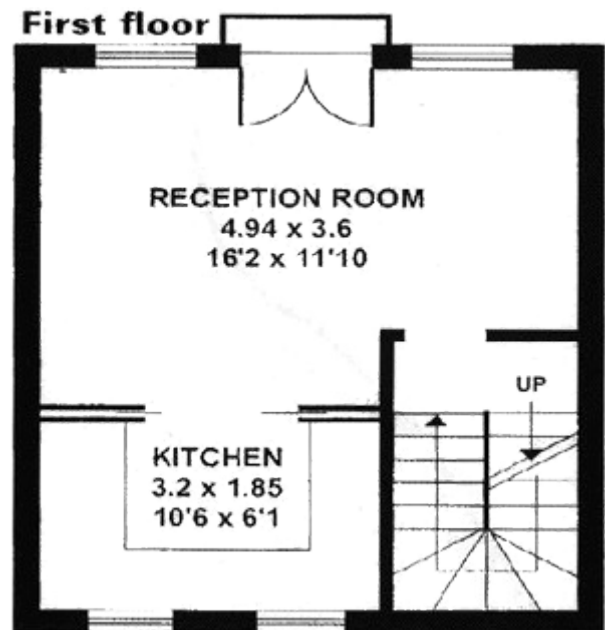
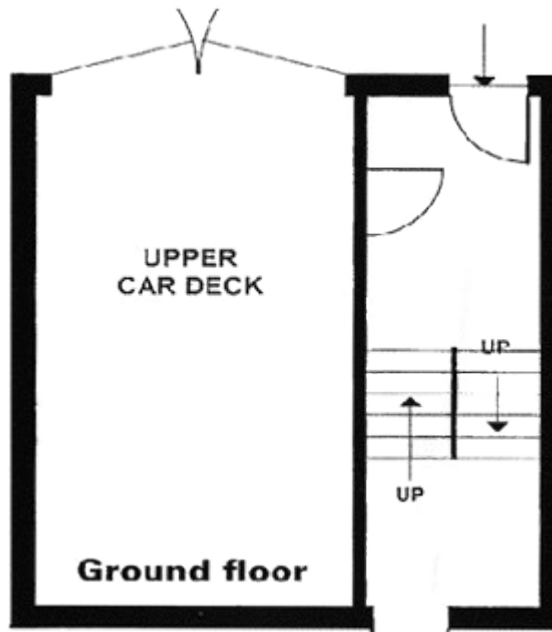
Second Floor



Third Floor



Mews



Outside View



This Georgian Townhouse on the west side of Fitzwilliam Square is a haven for Arasaka operatives and extractees, and is indicated on the map below by the red dot.

Local Map



Mid-20s English guy.

A bit lazy, has tended to rely on his talents to squeeze by. Into stealthy sneak-ups with his prized assault shotgun.

Stats	Skills	
INT 6	Awareness	4
REF 9	Stealth	7
	Brawl	7
	Rifle	7
	Handgun	5

Special Ability
 Combat Sense 6
Moves and reacts in combat situations faster than anyone else.

SOLO #1 – ALAN THOMPSON

Wounds

Body Type Modifier +2

Light (0)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Serious (-1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Critical (-2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	
Torso	2-4	14
Right Arm	5	14
Left Arm	6	14
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Arasaka WSA Pistol:
 Damage 2D6+3
 Ammo 15
 Rate of Fire 2
 Range 50m

Arasaka Rapid A Shotgun:
 Damage 4D6
 Ammo 20
 Rate of Fire 10
 Range 50m

Medium Armour Jacket

Cyberware

Nasal Filters [anti-toxic]

Late-20s Scottish guy.

Good all round solo, with a strong professional attitude. Despairs of Thompson, and is dreading the day when he gets everyone killed.

Stats	Skills	
INT 5	Awareness	7
REF 7	Drive	6
	Rifle	7
	Brawl	6
	Handgun	7

Special Ability
 Combat Sense 4
Moves and reacts in combat situations faster than anyone else.

SOLO #2 - JAMES LACEY

Wounds

Body Type Modifier +3

Light (0)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Serious (-1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Critical (-2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	25
Right Arm	5	25
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Arasaka WSA Pistol:
 Damage 2D6+3
 Ammo 15
 Rate of Fire 2
 Range 50m

Arasaka WAA Rifle:
 Damage 5D6
 Ammo 30
 Rate of Fire 3/30
 Range 400m

Medium Armour Jacket

Cyberware

Cyberoptic w.
 Low-Lite™
 Anti-Flash

Early-thirties Japanese guy.

Team leader and sniper, Ishiro prides himself on keeping clean sheets for his boys. ctees. He keen to see himself rise through the ranks and could pull off a real coup here.

Stats	Skills	
INT 8	Awareness	6
REF 8	Handgun	5
	Rifle	7
	Hide	7

Special Ability
 Combat Sense 7
Moves and reacts in combat situations faster than anyone else.

SOLO #3 - ICHIRO ASANO

Wounds

Body Type Modifier +1

Light (0)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Serious (-1)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Critical (-2)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 0 (-3)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 1 (-4)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 2 (-5)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 3 (-6)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 4 (-7)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 5 (-8)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mortal 6 (-9)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Armour

Location	D10	SPs
Head	1	-
Torso	2-4	8
Right Arm	5	-
Left Arm	6	-
Right Leg	7-8	-
Left Leg	9-10	-

Equipment

Arasaka WSA Pistol:
 Damage 2D6+3
 Ammo 15
 Rate of Fire 2
 Range 50m

Walther WA2000 Rifle:
 Damage 6D6+1
 Ammo 10
 Rate of fire 1
 Range 1000m

Armour T-Shirt

Cyberware

Cyberaudio w.
 WearMan™
 CellPhone Implant
 Sandevistan Mk1
 +1 Initiative for 3 rounds

Biotechnica Facility at Grange Castle

