

Security Test

Setting: Anywhere in the world that the GM decides to use. The run is against a minor corp and can be any corporation.

Read it to them strait:

You get to the meet and see the Johnson already waiting for you. He motions you all to sit at the table and turns on a white noise generator and a signal jammer. The Johnson smiles at you all individually then begins.

“I have had an interesting job come up that I believe your team will be perfect for. A minor corp has just implemented a new security contract and would like to test the reaction before signing for a long term contract. This is a non lethal job that pays 1500Y each.”

“If you accept the job I can give you more information.”

(Mr J Negotiation pool is 11D6 or what ever your normal fixer skill is)

Info in packet.

This run is for demenstraiting the skills of a new security force and will be a non-lethal run. The test is at (location) against corporation (any chosen). This corp is a small corporation that may be a subsiderary for a larger corp.

The team is to go into the main building up to a secure floor and retrieve (any item or data packet from an offline computer terminal).

Upon completion of the job, the team is to contact Mr J and set up a handoff of the item (or data) to be returned to the rightful owner.

The new security force is from 5 Rings Security, a small security company out of Redmond in Seattle. This contract is for 20 security guards on 4 soldier shifts. There are cameras, sensors, and a single mage on grounds at all times. The grounds are usually patrolled by 2-4 spirits depending on the mage on duty. All security forces are living on grounds and can respond anywhere in the facility in 5 minutes.

Security forces have drones, eyespy for servailance and several rotodrones for attacking with if the need arises. They also have 2 armored cars designed by 5 Rings and a short hop VTOL in a hanger nearby made by 5 Rings.

The security force has instructions not to kill if possible. They prefer to take prisoners as the runners are not the main crimminals in the operation. They prefer to try and link to the group who hired the mercenaries for the job.

Behind the scenes:

Here is where the GM has some choices.

The first way to run this is strait up, just the way that it is described in the beginning. It can be with or without a twist.

When I ran this one we ran it this way. There was a twist in the end, the corp was a subsidiary of Sadar Krupp. When we were leaving the building, from ziplines from the roof, there was a car parked at our exfill point. As we were hitting the ground a tall man stepped out and told us to "Stop".

We all failed our willpower rolls and actually stopped. Come to find out we were hired by the great dragon himself and he was waiting for us at the bottom.

Unfortunatly one of us had killed someone, because of that the dragon made us a deal, we owed him a favor, no questions asked, or he would eat us all for breach of contract.

The second way:

The Johnson actually works for a rival corporation from 5 Rings and is trying to descrace the new security company. The item or data that is taken will be important to the corporation being secured and they WILL go to the news media and local law enforcement to try and get it back.

If the team does some digging into the item or into the Johnson they can figure this out if they care to. The outcome of the second waycan create a corporate attack / counter attack creating more job opportunities in the future.