

A Corehammer Shadowrun – “Mr Cosi I presume?”

After the events at the Stuff Shack™ from the adventure module “FOOD FIGHT 4.0” the team have hopefully taken down the goon squad led by Stubby and Cranks. They have probably rescued Brandeen and Cody and are taking them to some form of safe house.

If not and they decide to leave the two of them to their own devices you might be left hanging....maybe you can play on the values or morals of one of the team? If that doesn't work Brandeen can offer the team money to get her and Cody “the drek outta there”. If your players are total heartless bastards you could hint that since the girl and the kid are the target of an assassination attempt....they must be worth something to someone....they could be worth holding for ransom....or worse

The Lowdown:

This is the background to the story as it has happened so far as well as the things that will be occurring during the time the team are hopefully heading to safety with Brandeen and Cody.

- Brandeen has had an illicit affair with Mr Mel Cosi, a Senior V.P in Alliance Designs.
- Mel Cosi is being bribed by an unknown person or persons with the information that 3 year old Cody is his illegitimate son.
- Mel contacted one of the fixers who he had used for “outsourcing” work for Alliance Designs named Sasha to try and help him in his situation. Sasha suggested that he hire a detective by the name of Jack Connelly, owner of Surefire Investigations, to try and find the source of the threat and keep an eye on Brandeen and Cody while he tries to extract himself from the situation and his marriage.
- Mel Cosi is unaware that his wife, Alexisis, has discovered a payment made to Surefire Investigations and has hired her own high priced PI, Derby Somerset. Sommersett is the one bribing Mel Cosi on the side without the knowledge of his employer.
- Derby Somerset followed a Surefire investigations photographer who was taking pictures of Brandeen and Cody and hacked his databurst transmission copying the photos from his camera. With some leg work and nifty matrix investigations Somerset traced payments from a secret account Mel Cosi had set up for the rent on a tre chic apartment he had set up for Brandeen and Cody, providing Alexisis Cosi with the information she required.
- After a routine security sweep of his system Connelly discovered the breach in his network and immediately informed his employer that his other family could be in imminent danger. Mel Cosi quickly rented an apartment for Brandeen and Cody while arranging safe passage to Vancouver for her via Sasha.
- Acting on the information supplied to her Alexisis Cosi arranged for her lover and personal trainer, Stobby, to take out Brandeen and Cody for a small price. After a week of nothing Stobby and his friends happened to spot the dim-witted Brandeen on route back to her safe house during a stake out at her Tre Chic apartment. The quality of the hit was as to be expected for the price and standard and the hit team was hopefully geeked by the runners. Stobby and the gun squad will be carrying credsticks that the runners have will trace back to Mrs Cosi at some point if needed to guide the players hands
- Mel Cosi, fearing the worse after the gunfight at the Stuff Shack™ has told his friend and boss Jim Weinberg, CEO of Alliance Designs, about the blackmail and possible threat to their company. He now needs Jims help in getting back Brandeen from the armed group who took her.

- Recognising the security threat this could be to Alliance Designs and their new contracts, Weinburg has decided that, in the best interests of all involved, he is to take control of the situation. He has contacted Sasha directly and tasked her with double crossing Mel Cosi by eliminating both Brandeen and Cody along with who ever is holding her. He has identified Jack Connelly as a further threat as he may now know too much. He has told Sasha she is to attempt to snatch Brandeen and Cody from their captures but they will die, alongside Connelly, in the botched rescue attempt.
- Wienburg plans to then plant evidence on Connelly's network detailing that he had been the ringmaster all along. He was the one who arranged the attempted snatch on Brandeen to bribe Alliance Designs directly. Weinburg feels that this should keep Cosi in check as he would feel a debt of honour to his friend

The action:

There are a lot of parts to this and a lot of routes to finding the required information so keep it flexiable....don't railroad yourself. The players will never find out ALL the information and some characters and plot lines may never even be revealed. Don't worry.....that doesn't mean you can't use them in a later game where the consequence of their actions here come back on the team! Feel free to drop elements you don't like or add in new things that will keep your players hooked, after all you know what they want to get out of a session!

The players should be made aware that Brandeed and Cody were the target of the attack. If they don't suss this out then make it clear....maybe a perception check of some kind, maybe from captured or subdued members of the hit squad or from comlinks taken from the would be assassins containing the pictures of the pair supplied to them by Mrs Cosi.

Brandeen will keep quite for as long as she can about Mel Cosi and her situation. She isn't the brightest button but she doesn't know who the runners are working for and who she can trust. if the players can convince her that they mean her no harm and just want to help her (assuming that's what they actually want to do obviously!) she will let them know what has happened and that she was being kept safe by Mel.

The team may want to investigate the apartment complex located within the Barrens that Brandeen and Cody have been living in, they will find that it protected by a Street Gang of Orks and Trolls called the Iron Skullz. They are on Sashas payroll and have been keeping Brandeen safe. They are armed with an assortment of pistols and low grade body armour and won't back down from a fight with the team. On the other hand a few new yen here and there may also give them info on Sasha and possibly Connelly who would have used the services of a good safe house. There isn't a lot to be learned here except that they work for Sasha....and it could be a good contact for the team in future!

Alternatively they might investigate Brandeens apartment where she previously lived. This would be under watch by Surefire drones and could lead to a meeting between the runners and Connelly.

Depending on how the players decide to pursue any of the information they squeeze from Brandeen or the phones it should lead them to either :

Derby Somerset and Alexsia - via the goon squads com link data files on Brandeen

Sommersett will be based in his office which is located in a high rise office block somewhere in Seattle. Pad it out as you see fit. He has a team of two basic body guards who will do just about enough to protect him. (note - My runners kidnapped him on the walk from his office to the car park, through an oriental style

sunken garden but just go for it and make it a nice little fun encounter!) He has no skin in the game at this point and doesn't want to die. Sommersett will fold like a paper plane and spill his guts to the team about his client and the web of deceit she is weaving. He will keep back information about his ties to Yakuza....for as long as he can at least!

Surefire Investigations and Jack Connelly (via the data logged on the photos on the comms)

Jack Connelly has gone underground. Any type of trace or matrix search will show that he has left the country. push the players to plan and do some legwork on Connelly. You be the judge of what they can find out....they may think he is just a private investigator or they may find out he has been an operative!

The team may want visit the offices of Surefire Investigations. It is located on the leafier side of down town on the top floor of an old brownstone that has been converted into an office block. It has decent security and scanners on the doors so the team should be forced to leave the heavy gear in the van. When they get to the offices a secretary will tell them Mr Connelly is out of the country. Security will appear and things could get heated. If they make it into the back office they should catch Connelly in there with a grab bag full of files and laptops making a break for the back stairs where a small VTOL is waiting to extract him. Bear in mind he bears no ill will to Mel Cosi and defiantly not Brandeen and may realise the team are the ones who rescued her! Again riff it out and make it fun. Connelly should be a decent NPC make him fast talking and persuasive talking the players down if they try and get violent.

The team may try and sneak into the offices at night. If so have everywhere shut down with roving drones and have Connelly again planning his escape with all his gear!

If the team negotiate an appointment or some other a legitimate way into the office it should end with a showdown with Connelly.

If none of the above happens or the team are struggling here maybe a contact could give them a ring....there is activity at the docks that they think could involve "their man" or maybe Brandeens phone just gets a random text from Connelly saying "be here at this time if you are still alive"

Connelly has tasked Sasha with setting up a secure exit at the docks to get out of Seattle. He has no idea she has turned rouge on him and his guard is down. Sasha has dispatched a merc team to kill Connelly. They have set up an ambush at the docks disguised as providing security for Connelly for either his escape via boat or, if the team have set up a meeting with him.....either way a sniper will be up on top of the crane waiting to take the kill shot.

Again let the players discover things bit by bit....if you need some breadcrumbs help them out. Nothing is obvious when you are a player sat on the other side of a GM screen.

The players:

Brandeen and Cody:

Brandeen is a midly attractive mid 20's elf chick dressed in posh tracksuit. Her blonde hair is greasy and up in a bun. Cody is a chubby half elf kid of 3ish years old. He seems slightly spoilt and is whiny often asking for "brimbrim" his stuffed dragon teddy

Play Brandeen as a cheerleader type....she is not the brightest but she loves Mel. She will try and protect him but she is very tried, frightened and also easily confused.

Cody is a crying brat. Go to town on using him to annoy the players...picking up grenades messing with their stuff, pulling down bits of the shamens lodge, colouring in the mages spell books ect

An ex stripper she hooked up with Mel at a high priced strip club 5 years ago and he treated her like a princess ever since. He pays for her tre chic lifestyle and penthouse sweet and supports Cody. After Mel informed her about the blackmail plot he moved her to a low rent safe house run by Sasha in the barrans. Not being the smartest cookie in the jar she had paid a visit to her tre chic apartment to get some "snappy Dragon and brimstone" trid vids and stuffed Brimstone teddy for Cody as he had not been sleeping without him. She loves Mel and is looking forward to life finally together with a new start.

- She will withhold as much of this as she can from the team until she speaks to Mel
- She knows that he is being bribed and has had to go into hiding because of it
- She was unaware of the threat against her
- Due to Cody not sleeping she is not thinking straight

Mel Cosi – Senior V.P in Alliance Designs

Mel is in his late 40's but looks trim, dark and handsome. Think Bruce Campbell. He is tall and athletic slightly greying at the temples. He dresses well but his demeanor is flustered and he wears his clothes like he has been sleeping in a bus stop. His hair is messy and he hasn't shaved for several days. The whole ordeal is taking its toll on him.....

Play Mel Cosi like a guy who normally has all his ducks in a row but now they've all been eaten by a fox!

Mel has been working for Alliance designs since he left Ares 10 years ago to help his old friend Jim Weinberg set up the small armour design company. He has been Jims right hand man in the company and was responsible for stealing some of the up and coming stars in armour development from Ares and Aztechnology (along with help from Sasha and one of her teams). He has amassed a decent fortune some of which he has invested back into Alliance Designs and is now the 2nd major shareholder behind Wienberg.

He is now being bribed by an unknown person to hand over new secret low profile gel armour designs for VTOL drones which they have been working on behalf of the military.

He has been planning to leave his wife and move himself and his new family to Vancouver when Alliance Designs move their armour from theoretical virtual models to prototype stage.

After the botched hit on Brandeen, which he was told of by Connelly, he has gone to Jim Weinburg to inform him of the situation and hopefully help to get them both out of Seattle via the docks onto Vancouver.

- Doesn't know who is bribing him
- Doesn't know where Brandeen and Cody are only that they were taken by armed team who seemed to have stopped a hit
- Trusts Jim Weinberg implicitly as h thinks he owes him his career

"Jack Connelly" – Head investigator at Surefire Investigations

Surefire looks like Bob Hoskins in Who framed roger rabbit. He is small, balding and expanding around the waist with the ability to make even the most tre chic suit look like 3 pieces of shit tied together with shoe string. He doesn't stand out in a crowd and is easily underestimated....something which lets him get the drop on his opponents more often than not.

Play Jack Connelly as the bumbling detective who's on the run but remember its all an act. He is deadly and smart and is letting the players fall into a false sense of security. He is also very, very persuasive. When it suits him he will flip into "Surefire" and make the teams day hell.

Jack Connelly/Phillip Pullman/Jimmy McNutty the list goes on.....Surefire has been slipping in and out of personas since before any of the team were born. He is a natural liar and has, at 55 years old, seen it, done it and outgrown the tshirt. A CIA operative, back when that meant something, he has dropped into the middle of bush fire wars to rescue local tribal leader and rescued HVT's from tops of buildings hanging from a VTOL's undercarriage by a wire. Now the most dangerous thing he likes to do is change brand of real filter coffee.

Surefire knows that his system has been hacked and so his persona of "Jack Connelly" dropped off the grid and appears to be out of the country. He is in the process of tracking down the hacker who breached his system and once found they will be persuaded to tell him why and who they work for. He was the first to find out about the attack at the stuffer shack and is awaiting a copy of the camera data to try and figure out what happened

- Isn't sure who the runners are
- Hasn't found out who is trying to bribe Cosi yet
- Is trying to track down Brandeen and Cody
- Has contacted Sasha about securing exfiltration out of Seattle or to provide security for a meet at the docks

Alexisis Cosi – Mel Cosi's vile wife

Alexisis Cosi is tall, rake thin with a pointed face. very attractive, at least in looks, she has had a lot of surgery and looks 20 years younger than her 48 year. She is a horrid "witch like" personality and uses her looks to bend men to her will. She is vile and she has been waiting for the right excuse to get rid of Mel whilst keeping control of his money.

If the team come across Mrs Cosi make her a vile, bitter, gold robber. She doesn't fear the runners because she doesn't really understand them or the streets. She lives in a world where money rules everything.

She has been married to Mel for well over 20 years. Mel adored her but their marriage has always been loveless and Alexisis dupped the besotted Mel into marrying her. She has been after his money and always involved in affairs with other men while accusing Mel of doing the same. Mels love eventually wore off and he found himself involved with Brandeen who he found a genuine person.

Alexisis found out about Brandeen via Somerset and sent one of her lovers and his crew of street thugs after her and the child. Then they were to kill Mel, leaving Alexsis all of his money.

- Doesn't know someone is bribing Mel
- Doesn't know of Mels plans to leave to Vancouver with Brandeen
- Doesn't know of the botched hit and the death of Stobby and his team although she would be sad about Stobobys death
- Tasked her PI to investigate Mels relationship with Brandeen further

Jim Wienburg – CEO Alliance Designs

Jim looks like an old surfer dude. Bodie in point break but wearing a tre chic suit with flipflops.

Jim Wienburg should be played as a chilled out surf dude who just wants his friend to be back by his side. If it gets to talking about Brandeen and Cody he will discuss them as if they are a hurdle in a technical problem that he can fix with his toolkit not as living elements.

A transplant from Cal tech university in the California Free State who came to Seattle to work at Ares as a lead designer is physical damage resistance where he worked with Mel Cosi. His father left him a substantial inheritance which he used to set up Alliance Designs poaching Mel and funding his "dream team" of techs and designers cherry picked from other companies. This didn't win many friends for him but the company has gone from strength to strength. The development of the new range of reactive armour for

Stonewall MBT's has lead to a disproportionate number government armour research contracts for such a small fledgling company. The latest which is due to start physical testing in Vancouver with Cosi at the helm.

Mel Cosi is his best friend but Wienberg had no idea about this "second family" and Mels plan to leave his wife and create a new life in Vancouver. Wienburg feels betrayed and can't believe that Mel has kept Brandeen and Cody a secret for so long. He feels that a "clean sweep" would be best for everyone especially Alliance Designs.

- Doesn't know who is bribing Mel
- Didn't know of Mels plans to take Brandeen and Cody to Vancouver
- Has arranged for a strike team to take down Connelly and in the process get rid of Brandeen and Cody
- Thinks he doing this for the best for his friend
- He himself is Non-violent but doesn't see the irony of being in the armoury business

Derby Somersett – Mrs Cosi's Private investiagtor

Handsome, tall dark hair, smarmy. Looks like an advertising agency person rather than a PI,an Anti Connelly if you will!

Derby should be played as a stereotypical slimeball. He will look for every way to get himself out of trouble no matter what the cost to everyone else. He isn't as smart as he thinks he is either.

Somersett is a private investigator who works exclusively for upper class house wives. He specialises in finding dirt on husbands for wives who are trying to divorce them and take their money. He was employed directly by Mrs Cosi who paid him from funds she had been taking from Mels account. This transfer traces the Cosi's to Somersett.

Somersett was hired by Mrs Cosi after she found a payment to Surefire Investigations when trying to steal money from one of his accounts. Somersett followed Connellys operative and watched him taking photos of Brandeen. He luckily hacked the burst transmission of photos that he sent back to the Surefire office. After tracking through Mel Cosi's finances he traced payments made for Brandeen and Cody's apartment and, after staking out the apartment, saw them and linked them with the pictures he stole from Surefire. He gave the information and address to Mrs Cosi and went about trying to trace all Mels money for his client.

- Didn't know of Mels plans to take Brandeen and Cody to Vancouver
- Didn't know anything about the hit arranged on Brandeen and cody
- Is only working for the money
- He is using information on Mel Cosi to pay of his huge gambling debts to Kitano

Sasha – Ork Fixer

Female ork 6 feet wearing silk kimono and motorcycle boots. Attractive for a ork with very dark skin.

Sasha should be played as charming and ruthless in equal measures. She should have a Caribbean tinge to her accent and to the way she conducts herself.

Sasha is a fixer with a historical tie to Alliance Designs going back to its foundation. Carried out all Alliance shadowrun style works from data steals to wetworks. Trusted by Mel Cosi as his asset but she really works directly for Wienburg.

Her manner is very amenable but always trying to work out an angle to screw the other party over. Has held back data recovered from missions for Alliance designs which see has then sold to competitors via a third party.

Always has two bodyguards with her Mercy (troll street sam) and Jonas (elf street mage)

- Doesn't know who is bribing Mel
- Setting up to take down Connelly
- Ready to plant evidence on surefire network framing Connelly for the kidnap of Brandeen and Cody

(As the team will probably come to blows with Sasha and her crew I've included stats and gear for Shadowrun 2nd edition)

Body 5 / quick 3 / str 5 / char 2 / int 5 / will 5 / reaction 4 (5) 2d6 combat pool 6

Cyber eyes (low light/therma/flare comp) / boosted refs ii / sense link and sound filter with recorder / internal memory / smart gun link

Computer 4 / electronics 4 / etiquette street 5, corp 4 / firearms 4 / negotiation 7 / evaluate hi tech 6 / equipment acquisition 5

Ares viper – smart gun, vents 2 AK-97 SMG - vents II, smart gun secure jacket (5/3)

Mercy – Sashas female street troll

Large street sam troll. Dressed as a geisha but cybered up. Mercy is silent and her attitude is defeat submissive as would be denoted from her dress but she is always coiled ready to strike waiting for her opponent to underestimate her.

Body 11 (13) / quickness 3 (4) / str 9 (10) / Char 1 / Int 3 / will 4 / reaction 4 (8) 3d6 combat pool 6

Cyber eyes low light and therma / smart gun link / dermal 2 / muscle replacement 1 / razors / wired ref 2

Armed combat 5 / bike 2 / etiquette street 4 / firearms 6 / unarmed combat 5

Ares predator II – smart gun vents II, apds ammo / CDMT SM shotgun – vents III, smart gun /

FN mag 5 – 2x50 rnd box, smart gun, vents VI secure jacket (5/3)

Jonas – Sashas male elf street mage

Elf street mage dressed in dog collar and black clothes with leather trench coat jet black hair. He is gaunt and tall. His is default aggressive and will attempt to wind the characters up into doing something with barded jibes and taunts.

Body 2 (3) / quickness 5 / str 2 / Char 4 / Int 5 / will 5 / reaction 5 1d6 combat pool 7

Conjuring 3 / etiquette corp 2 street 3 / firearms 3 / unarmed combat 4 / magical theory 4 / sorcery 6

Ares viper – smart gun, vents 2 HK227 SMG - laser sign gas vents III secure jacket (5/3)

Power focus (2) / spell locks – armour 2 successes / PCS 4 successes

Spells combat - manaball 4 / mana bolt 4 . power bolt 3

Detection – clairvoyance 3 / detect enemies 2 /personal CS 5

Health – heal 3 / increased reaction +2:2

Manipulation – armour 3 / confusion 3

Sasha Strike team:

All wear jet black form fitting armour looks like wetsuit but acts as secure jacket (5/3) made by Alliance designs, camo'd up faces, watch cap, night vision goggles, assault rig with 4 mags

Team leader - **Echo** (human) 6 foot, springy with flat top

Body 6 / quickness 3 (4) / str 5 / Char 2 / Int 3 / will 4 / reaction 4 (5) 2d6 combat pool 5

smart gun link / boosted ref 2

Armed combat 3 / etiquette street 4 merc 4 / firearms 6 / unarmed combat 4 / stealth 4

Ares HVAR (50 (c) SA/BF/FA 6M/12D/15 max) smart gun, gas comp 3

Savalette Guardian (12 (c) SA/BF 9M) smart gun, vents 2

Comms - **Wedge** (human) average height stocky with stubble and mowhawk

Body 6 / quickness 3 (4) / str 5 / Char 2 / Int 3 / will 4 / reaction 3 (4) 2d6 combat pool 5

smart gun link / boosted ref 2

Armed combat 3 / etiquette street 4 merc 4 / firearms 6 / unarmed combat 4 / stealth 4

Ingram super mach 100 (60 (c) SA/BF/FA 6L/12D/15 max) smart gun, gas comp 3

Savalette Guardian (12 (c) SA/BF 9M) smart gun, vents 2

Back pack comms and scrambler unit / sat link / military style assaulters deck

security - **Rosco** (dwarf) 4 foot high and tall long beard shaved head

Body 7 / quickness 2 (3) / str 7 / Char 2 / Int 3 / will 5 / reaction 3 (4) 2d6 combat pool 5

smart gun link / boosted ref 2

Armed combat 3 / etiquette street 4 merc 4 / firearms 6 / unarmed combat 4 / stealth 4

Ares HVAR (50 (c) SA/BF/FA 6M/12D/15 max) smart gun, gas comp 3

Savalette Guardian (12 (c) SA/BF 9M) smart gun, vents 2

security - **Prancer** (orc) 6.5 foot bald with tusks, yellowing in skin colour warty

Body 9 / quickness 2 (3) / str 7 / Char 1 / Int 2 / will 4 / reaction 2 (3) 2d6 combat pool 5

smart gun link / boosted ref 2

Armed combat 3 / etiquette street 4 merc 4 / firearms 6 / unarmed combat 4 / stealth 4

Ares HVAR (50 (c) SA/BF/FA 6M/12D/15 max) smart gun, gas comp 3

Savalette Guardian (12 (c) SA/BF 9M) smart gun, vents 2

Sniper - **Shiva** (elf) 6 foot pretty, close cropped black hair very pale. He will be positioned in the crane ready to take down Connelly.

Body 4 / quickness 5 (6) / str 5 / Char 4 / Int 4 / will 5 / reaction 4 (5) 2d6 combat pool 7

smart gun link / boosted ref 2

Armed combat 3 / etiquette street 4 merc 4 / firearms 6 / unarmed combat 4 / stealth 4

Barret model 121 hvy sniper rifle (14 (c) SA 14D) smart gun, gas comp 2 APDS intergral silencer

Savalette Guardian (12 (c) SA/BF 9M) smart gun, vents 2

Gear overview:

I found these in an old copy of fields of fire from 2nd edition so here are some notes on the gear:

The Ares HVAR fires Light Pistol rounds. In burst mode it fires six-round bursts that do 12D damage at a maximum autofire rate of 15 rounds.

The SuperMach 100 fires Light Pistol. In burst mode, it fires six-round bursts that do 12s damage, and has a maximum autofire rate of 15 rounds.

Barrets offers the equivalent of 2 points of Recoil Reduction and has a +2 recoil modifier counts as APDS

Additional hooks and plots:

The below are some additional seeds I planted within my game for the players to either dig up or for something to come back at a later date and bite them. Nothing beats that feeling as a player is walking alone one night after a night on the tiles and a pair of Yakuza enforcers they saw in a club were they wacked someone, step out of the shadows in front of them!

The same looming threat can be used when they realise that they messed with the plans of a mega corp and now they are the ones who have been green light!

Yakuza – Takeshi Clan

Sasha deals with the Yakuza and has been arranging for the Takeshi clan to sell the data she has taken from Alliance Designs over the years to their competitors. During the course of the adventure she will meet with Kitano at a Takeshi clan run karaoke bar called Pink Rhino to discuss brokering a deal with Renraku's advanced science division. The layers can find out about this and it can be a good way to get them on the bad side of the Yak!

The Takeshi clan focus on blackmail, kidnap and assassinations and have been known to undertake work on behalf of the Renraku corporation as a deniable asset.

Kitano - Takeshi Clan saikō-komon

Chunky male with craggy face and jet black short hair. Mid 50's. smart suit with pink shirt.

If the team come across him play him as a bad guy from a John Woo hong kong gangster film!

Kitano is an advisor to the Oyaban (Kuraswa) and runs the Takeshi clan in the barrens. He has done business with Sasha before and allows her use his bar (Pink Rhino) as her base of operations. He is helping her broker a deal to sell all her acquired information from alliance design to Renraku corporation. He has a contact within the Advanced Science division who he has worked for before. He originally gave them the details on Mel Cosi his association with AD and his "situation" via Somerset, although he is unaware that Mel is planning to leave his wife and take the new family to Vancouver.

Wolf and Cub - Takeshi Clan Enforcers

Twin "brothers" Wolf is very tall slender. Cub is shorter and stocky. Both are totally bald and have a dragon tattoo down the left side of their faces.

Wolf and Cub are two physical weapon adepts who act as Kitano's body guards. They are always within 10m of him. Both wear black suits with black shirts and black ties. They carry silvered katana swords. They fight as one acting and defending to cover each other.

Wolf

Body 6 (7) / quickness 4 / str 6 / Char 3 / Int 5 / will 6 / reaction 4 3d6 combat pool 7

Firearms 4 / etiquette street 3 / unarmed combat 4 (6) / Armed 6 (8) / gunnery 4/ throwing 3

Ares viper – laser fight, vents 2 model 100 SMG - laser sight gas vents III secure jacket (5/3), silvered katana

Adept -increased reaction (2) / Inc body (1)/ Inc unarmed (2)/ inc armed (2)

Cub

Body 4 / quickness 6 / str 5 / Char 3 / Int 6 / will 6 / reaction 6 4d6 combat pool 8

Firearms 4 / etiquette street 4 / unarmed combat 6 / Armed 6 / stealth 4

Ares viper – laser fight, vents 2 model 100 SMG - laser sign gas vents III secure jacket (5/3), silvered katana

Adept - increased reaction (3)

Renraku Corporation – advanced science division

The head of Renraku ASD (Norikazu SAITO) has been keeping an eye on Alliance Designs since they won the development contract to produce reactive armour for the Stonewall MBT. He has been planning a

variety of methods to get a foothold in Alliance Designs. Renraku approached Weinburg with an offer to buy his company of him but he refused to even discuss offers.

Saito then commenced planning a hostile take over plans involving snatch and grabs on key scientists within AD (including Cosi) or raids on the AD facility to copy details of all the research and development information and destroying the mainframe and backups in the process hopefully to look like an accident and cover their tracks.

Since the Renraku found out about the connection between Alliance designs, Mel Cosi and Cody from Kitano they set about trying to bribe Mel him. They have threatening to reveal his secret life to his wife. Renraku want to force Mel to give them the specifications for the new drone armour so they can cut corners and get the tech straight into research and development then into production ahead of their competitors. Once they had the details they planned to kill Cosi and Weinberg either in some kind of industrial/transport accident or set them up as fall guys in a deal gone bad with Ares Corporation.

So there you go. Have at it. Let me know if you like it...what works and what doesn't. email me at xsickpeoplex@gmail.com or hit me up on facebook messenger if you need some help!