

### *Casing the Joint*

The runners have several options for physical reconnaissance—this includes doing a drive-by (or fly-by), sneaking around inside to check out the place, or even trying to disguise themselves and infiltrate the facility. Success could net them Handout #1 and possibly Handout #3 (GM's discretion). The challenges presented by each of these approaches are outlined in the following scenario.

### *Matrix Intel*

One way to gain information through the matrix is legwork; a standard Data Search + Browse test will provide the same results on the legwork table as the traditional kind of fact checking. Of course, hackers or technomancers who prefer a more direct approach could log in directly, and poke around. The matrix presence of MCT Microtronics Plant #16 is somewhat limited, for security reasons; sensitive systems, such as security and power, are inaccessible from the wireless matrix. In the event of an emergency, MCT could send a distress call via an underground cabled line, but they prefer to deal with intruders themselves, putting Mitsuhamas's zero zone policy into good use. The following system can be accessed from the Matrix:

### Sculpture:

*This system is sculpted as the spacious interior corridors—red oak and rice paper—of a feudal Japanese estate during the unrest of the bakumatsu period. Outside of the walls, shadows appear, perhaps of pro-imperialist ishjin shishi rushing to clash in battle with the elite swordsmen of the Shogunate's Shinsengumi. Occasionally, though, a rumble of thunder and a flash of light from outside will paint the quiet corridors with a shadow in the shape of an Eastern dragon.*

Authentication: Passcode

### Attributes:

Node 1: Firewall 5, Response 4, Signal 4, System 5

Node 2: Firewall 5, Response 3, Signal 2, System 4

Spiders: 1 Professional Spider (p. 68 Unwired)

### IC:

*Node 1:*

1 MCT Bloodhound 4 (patrolling at all times)

1 Neon Green Samurai 4 (Attack 4, Armor 4; Loaded)

*Node 2:*

1 Neon Green Samurai 4 (Loaded)

### Resident Programs:

*Nodes 1 + 2:* Analyze 4

ARC: Launch IC (Green Samurai)

### Topology:

Node 1 is accessible from the Matrix via wireless and acts as the gateway for Node 2. Node 1 includes public information on the facility—the address and a number to call for questions and not much else. Node 2 includes records, including the work shift schedule. Security shift information and floor plans are available, but require security level access to acquire. (Handouts #2 and #3, respectively).

### *The Astral View*

A clever awakened character will probably want to prepare for the run by doing some astral reconnaissance. If this is the case, they will be faced with some complications. The Zero Zone security mage in charge of magical security for the facility has a watcher spirit patrolling during the day and two watcher spirits patrolling during the night. These spirits are acting as astral watchdogs, and have instructions to report back to their summoner and alert him if they detect an astral intruder.

Spotting the watcher spirits is a Magic + Assensing (2) test; the watcher spirits need only one hit on a Magic + Assensing test to locate the astrally projecting mage unless he takes some kind of special precautions. If the mage spots the watcher spirits before they spot him or at the same time he will have a very brief window of time (possibly just one turn) to eliminate the watchers or get out of there. If he fails, the security mage will be on alert and the watcher spirits will be sent to use their Search power to track the intruder and report his location back to the security mage. Additionally, a Force 5 Ward has been permanently erected around the main assembly area (east and west wings) and the warehouse.

If an awakened character successfully performs astral reconnaissance (whether or not he was discovered will become an issue later) give out Handout #1A, which shows the grounds of the facility except the building protected by the ward.

## **Drek Blows Up**

### **What's up, Chummer?**

This scenario covers the actual run against MCT's Microtronics Assembly Plant #0016, located in south central Auburn. MCT is considered very aggressive with regards to intruders. Their defense concept is known as Zero Zone. There is no penetration and no survival. MCT does not take prisoners. They shoot first and ask later. The magic defense is top class and each important asset is defended with riggers. In addition, they use paranormal critters more often than other corporations. This will be QUITE a challenge.

### **Behind the Scenes**

This section will cover the various challenges that the runners will be up against at the Microtronics Plant, and will conclude with an annotated map of the facility. All facts and figures given here assume a night-time operation; attempting to bomb/infiltrate the factory during the day, when three dozen plus employees are present, would be suicidal and/or sociopathic.

#### *Physical Security*

The facility is located in an industrial district of Auburn. Specifically, it is across the street from the outer southern fringes of the vast, endlessly sprawling parking lot of the Auburn Super-Ultra-Mega-Mall, and bookended to the north by an office supply depot and to the south by a Toyota assembly plant. To the west is a huge Nutrisoy warehouse.

The facility is screened by a 1.5 meter tall stone wall (Armor 10, Structure 10) to the northwest, the west and to the south; a single gap in the wall to the west, monitored by a guard post, is the only entrance to the facility. To the north, the property is accessible via parking lot of the office supply depot, but there are no entrances along the north side of the building. To the east, a three meter tall fence (Armor 6, Structure 7) forms a line that divides this property and all adjacent properties from the old Union Pacific railroad tracks just to the east. The chain link fence is alarmed (see *Technical Security*) along the entire length of the Mitsuhamma property, but not beyond that.

All doors within the interior of the facility are ballistic glass with metal frames (Armor 4, Structure 5) unless otherwise specified; all exterior doors are metal security doors (Armor 8, Structure 9 unless otherwise specified).

The main one story building is divided into three connected structures. A hangar like metal structure to the northwest that serves as a warehouse, a structure divided into east, west, north, and south wings, built around a small central courtyard that serves as an area for the actual Microtronics assembly, and a newer office block to the north that acts as a control room and operations center.

The warehouse is the most flimsy of the structures; its walls (and southern-facing loading doors) have Armor Rating 7, Structure Rating 7. The assembly center is much more solid, made of concrete and rebar (Armor 16, Structure 15) except for the eastern wall, which is made of old brick (Armor 12, Structure 10) which can be identified with an Intuition + Demolitions (3) test. Finally, the northernmost office block can most likely withstand whatever the PCs are packing, with an Armor Rating of 24 and a Structure Rating of 16. The above statistics describe the outer walls of the facility. The inner walls all have Armor 6, Structure 10. All windows depicted on the map are made of ballistic glass (Armor 4, Structure 5) except any windows leading into the actual Microtronics lab, which are made of Armored Glass (Armor 8, Structure 9). All exterior windows and doors are polarized.

There are two other real structures on the campus of the Microtronics plant, and one fake structure. The fake structure is the square structure to the southeast; this hardened bunker (Armor 35, Structure 20) is effectively impenetrable, and has no access points. It houses the generator for the facility. While it is essentially indestructible, it is fed diesel fuel by the exposed gas tanks past the containers west of it, which are very vulnerable (treat as 100 Kg. of ANFO if exploded; 30 DV; Blast -2 DV/Meter).

One of the real structures is a security checkpoint (Armor 12, Structure 10) stationed by the entrance and the other one is the kennel to the west of the warehouse, in the northern corner of the property. The kennel has Armor and Structure ratings of 7.

Outside lights—nine hi-power halogen quartz lamps with 180 degree radius of illumination—come on exactly at dusk. Inside the main buildings, corridors are lit round the clock by white fluorescent overhead lights; motion sensors inside rooms trigger the same lights. The security checkpoint and kennel are lit by standard on/off switches wired to incandescent lamps.

### *Technical Security*

The Microtronics plant has high level technological security that is not quite top-of-the-line. The gaps in it are made up for by the more SOTA magical and matrix security, and very dangerous and competent guards.

### Outdoors

The fence to the east is strung along the top with electrified wire (Intuition + Perception (2) Test to spot; 5S(e) damage when touched). The low concrete wall to the west and south is topped along all sides with an infrared trip beam (Intuition + Perception (3) to spot) that can be squeezed past via a successful Agility + Reaction (4) test while climbing the wall. If it is tripped, a silent alarm is triggered, and the guards will be on alert (see alert procedures, below).

The small yard to the northwest of the warehouse is protected by two hidden motion sensors. Perception + Intuition (4) to spot; Infiltration + Agility – Extra Initiative Passes (3) to sneak by. If movement is detected, a silent alarm is triggered, and the guards will be on alert. (See alert procedures, below.)

Five obvious low-light security cameras monitor most of the exterior facility grounds and parking lot. The matrix connections of these cameras and sensors are described in the Matrix Security section below. The cameras are live-monitored at night; if the runners appear on candid camera, the guards will be alerted.

The five outward-facing windows (two on the south side, three on the east side) of the main facility do not open and have alarm circuits wired into the glass; if the glass is broken, a silent alarm goes off.

There are three entrances into the main facility. At night (6PM to 6AM) these doors are all kept locked.

The main entrance is locked with a Rating 4 Maglock Cardreader with a Rating 2 Anti-Tamper system. Defeating the cardreader is a matter of succeeding a Hardware + Logic (10, 1 Combat Turn) extended test to remove the case, succeeding a Hardware + Logic (2) test to avoid setting off a silent alarm. and succeeding another Hardware + Logic (10, 1 Combat Turn) extended test to rewire the Maglock, and if desired, yet another Hardware + Logic (10, 1 Combat Turn) extended test to replace the case. Keycards are carried by each guard; employees do not have keycards for this door (it is opened by security before they arrive).

The warehouse door is a three meter wide, four meter tall loading door, controlled by hydraulics. It is locked with a Rating 4 Maglock Keypad with a Rating 3 Anti-Tamper system. Security staff and some warehouse employees have the six digit passcode, which is changed weekly, on Fridays.

Finally, a fire door in the northeastern parking lot area is locked from the outside with a Rating 3 Keylock. If it is opened, a fire alarm will be triggered, resulting in a loud warning bell going off. (A Hardware + Logic (5, 1 minute) can be made to bypass this simple circuit alarm.

### Indoors

Interior cameras are hidden micro-cameras (Intuition + Perception (3) to spot) in ceiling-mounted domes. They are live-monitored and equipped with lowlight sensors. Four monitor the central corridors. One monitors the Microtronics lab. One monitors the assembly and packaging room. One monitors the warehouse and finally one monitors the offices on the left side of the northern office bloc. Standard interior doors, if locked, are locked with Rating 3 Maglock passkeys with Rating 1 Tamper Detection alarm systems. One in three employees carry keys for these doors. There are three exceptions.

One, all interior doors into the warehouse use Rating 4 Maglock keypads with Rating 3 Anti-Tamper systems. Two, the door that leads directly into the security control room from the south is locked with a Rating 4 voice recognition system. Finally, the door that leads from the clean room into the Microtronics lab is locked with a Rating 4 fingerprint scanner.

Sensitive areas inside the factory have additional alarms and security measures. The windows in the Microtronics lab are all wired to set off an alarm if the glass is broken. Finally, proximity wire is affixed to all entrances to the warehouse and to the Microtronics lab, and will set off an alarm if the electrical charge of a metahuman body or animal is detected within two meters.

#### *Personnel Security and Security Personnel*

Kidnapping an employee to gain information on or access to the facility is a fairly valid strategy here, but as always can have its own consequences.

Mitsuhamma employs approximately fifty people at Microtronics Plant #016, where most of the work that is done is automated. Ten people work as loaders in the warehouse and the loading dock, unloading parts (capacitors, servomotors, and silicone) and loading finished commlinks onto trucks. One in three of these blue collar employees has the access code for the warehouse, which is changed weekly. Another ten level-one technicians (light blue collar) work in the Assembly and Packaging area, and oversee repairs and troubleshooting of the actual commlinks. (Use the Janitor, p. 8 Contacts and Adventures, if their stats are needed).

Ten advanced Microtronics engineers are the only ones with access to the Microtronics lab (which is a clean room that is only accessible via an anti-microbial airlock) although they do most of their actual work from the ops center of the offices to the north, where wired control terminals control ultrafine robotic manipulators in the lab itself. (Use the Corporate Scientist, p. 6 Contacts and Adventures).

There are four managers on site; a factory pit boss, a packaging and assembly manager, a Microtronics lab manager, and an overall Facility Director. For the three sub-managers, use the Corporate Manager (pp. 5-6, Contacts and Adventures). For the Facility Director, use Mr. Johnson (p. 285, SR4); the Facility Director is the only non-security employee on site who is armed. The managers are attended by an entourage of five "executive assistants" (Corporate Secretary, p. 6, Contacts and Adventures). Finally, the facility employs one very grouchy troll Janitor (Janitor, p. 8, Contacts and Adventures).

The site also employs six regular security guards (who operate in pairs), a professional spider, a security mage, and a parasecurity expert. Stats for all security personnel can be found in the cast of shadows.

Each day, employees begin to arrive at 6AM and are generally all on site by 7AM. The end of the work day is technically 5PM, but employees begin to filter out at 4PM, and are always gone by 6PM. The janitor continues to work until 9PM, keeping things spic and span. During the day shift (6AM to 6PM) there are two guards, the and the professional spider present. At 6PM, the two day shift guards are replaced by six regular guards, the security mage, and the parasecurity expert; one spider is replaced by another. At 6AM, the lighter day-shift of security comes on.

If hit during the day, the facility will lock down and call Lonestar on a priority line. If hit during the night, their call will instead go out to a Zero Zone Rapid Response Team so that they can eliminate and interrogate intruders themselves.

During the day, one security guard mans the checkpoint and the other guard and the spider are in the security control room.

At night, there are two guards in the checkpoint, two in the security control room, and the other two patrol the facility's interior. The spider and the security mage remain in the security control room unless needed elsewhere, and the parasecurity expert stays at the kennels. A squadron of four armed and lightly-customized MCT-Nissan Roto-Drones are kept in a secured compartment above the security check-point.

Mitsuhamma is in partnership with the local Yakuza for the protection of this place; using Yakuza contacts to gain information or trying the tactic of enlisting help from local criminal elements should backfire disastrously.

### Alerts

At the first sign of trouble or triggered alarm, all of the guards will go to Alert 1, equipping their Browning Max Powers and low-light goggles

If a second alarm is triggered, or a sign of serious trouble is uncovered (a dead guard, more than one destroyed or bypassed security devices) the guards will go to Alert 2, grabbing SCK Model-100 submachine-guns and donning riot control armor, and the drones will be scrambled.

If a third alarm is triggered, an explosion or pitched gun battle occurs, or if more than one guard is found dead, a call will be placed to Mitsuhamma Seattle headquarters, calling in a Zero Zone Rapid Response Team (number 1 + the number of Runners). Additionally, if explosives have been detected, the team will include "bomb squad" components and will be sent specifically to defuse the bombs. If the bombs have not been detected, their priority will be subduing the intruders with intense prejudice.

### *Matrix Security*

Besides the two "public" nodes described in the previous scenario, the wireless devices of the Microtronics plant are largely severed from the wireless matrix for security reasons. A network of hubs and phased chokepoints makes the matrix security of this site a formidable challenge to overcome.

The previous two nodes are accessible from the wireless matrix—one of them directly, and the other using the first as a gateway—and three more nodes are only accessible from within the facility.

## **Security and Administration Nodes:**

### Sculpture:

*These nodes take the form of the parapets and basement corridors of a feudal Japanese lord's castle.*

### Authentication:

Nodes 1-2: Passcode

Node 3: Passkey

### Attributes:

Node 3: Firewall 4, Response 4, Signal 1, System 4

Node 4: Firewall 5, Response 4, Signal 1, System 4

Node 5: Firewall 6, Response 5, Signal 1, System 6

Spiders: 1 Professional Spider (p. 68 Unwired)

### IC:

*Node 1:*

1 MCT Bloodhound 4 (patrolling at all times)

1 Neon Green Samurai 4 (Attack 4, Armor 4; Loaded)

*Node 2:*

1 Saedar Krupp Rumpelstiltskin 5 (Loaded)

*Node 3:* 1 Watanabe Electric Kitsune 5 (always active); 1 Ixcuiname 5 w/ Psychotropic Option (Loaded)

### Resident Programs:

*Node 1:* Analyze 3; *Node 2:* Analyze 4; *Node 3:* Analyze 5

ARC: Launch IC (Varies by Node)

### Topology:

Node 1: This node is the exterior camera node and controls the five external cameras and the external lights (all Device Rating 3 and all slaved to this node) as well as the "loud" alarm (to the outside authorities) that can be triggered from the security checkpoint. All devices slaved to this node are Rating 3 and are being passively monitored by the security rigger. Slaved devices are the best way to access this node. If a device slaved to this node goes off, the security spider should make a Matrix Perception (2) test at a -4 dice penalty for distractions to determine if he notices. This node connects to the security node (Node 2). Remember that all of these devices only transmit wireless to a range of about 3m—hackers must be very close to hack in on the fly and hacking in from the outside matrix is impossible. Security level access is needed to mess with any of the devices here. This node appears as arrow-holes and parapets on the castle walls.

Node 2: This node is actively monitored by the professional spider and controls nearly all of the internal security devices. The interior cameras and lights, sensors, and doorlocks are all hardwired into this system, are all Device Rating 4, and are all slaved. If any of these systems are taken offline, the security spider will almost certainly notice with a Matrix Perception (2) test taken with no penalties. These interior devices act as backdoors into the system but once again a hacker must be already inside to access one. If an intrusion is triggered here, the security spider will trigger an alert and attempt to Track the intruder while they tangle with the Rumpelstiltskin IC here. This Node connects to Node 1 and Node 3. Security level access is needed to mess with any of the devices here. This node appears as a maze of tunnels beneath the castle.



Node 3: An administrative node, this node contains top secret data, (JBN2713) which is protected with a Rating 6 Databomb. This node can only be accessed from Node 2 or from a terminal in the operations center. If a hacker somehow infiltrates this far undetected, their lack of a proper passkey (interestingly, no one at this facility has the code to access this node, including the security rigger) will almost certainly be detected by the Kitsune running here, and some nasty Psychotropic IC will be triggered to fuck up their day. It is the data here that this the “real” objective of this run (see *One Small Favor*). This node appears as a combination strong-room and throne room.

### *Magical Security*

The daily presence of a security mage on site (a rarity) makes the Mitsuhamma facility in the big leagues in terms of magical security. The security mage works a dusk till dawn shift and is primarily concerned with controlling his spirits.

He has two watcher spirits summoned at all times—one of them patrols the grounds during the day and two patrol the grounds during the night. If one of them detects an astral interloper, it will be reported to the security mage, who might take any number of actions from increasing the alert level to using a watcher spirit to track the astral intruder to actually sending a Zero Zone HRT team to retrieve the intruding mage’s physical body, question, and/or terminate with extreme prejudice.

A Force 5 Ward protects the main building and warehouse from astral surveillance or intrusion. In the event of a serious magical threat, the Mage will remain in the command center while directing his spirits to deal with the situation—one will be sent to neutralize the awakened threat while the other will be kept on call to deal with any spirits the intruding mage might have on call, or the rest of the team.

Technically part of the magical security, two pairs of Hellhounds (awakened, fire breathing attack dogs-- are put up in the kennel and are used to secure the perimeter. Two of the dogs patrol twice an hour—on the :00s, and the :30s, taking quick five minute searches of the perimeter to sniff out intruders. The rest of the time, they are in the kennels, unless an alert is triggered—if an alert is triggered, all four dogs patrol almost continuously. If a major level battle is happening, all four dogs will be “sicked” on the runners.

### *Structural Weak Points And Other Considerations*

Due to the construction of the facility—which was not built all at once, but in several expansions over time from an abandoned aircraft hangar—and to make the demolition run more interesting, there are several places that are structurally weaker than others and would, if characters are canny and skilled enough to find them, make excellent places to plant explosives.

At Armor and Structure rating 7, the flimsy sheet metal of the hangar that houses the warehouse is a prime target both for its vulnerability and the value of the swag within.

Likewise, the eastern wall of the main facility is an old stone retaining wall. With careful reconnaissance and a successful Intuition + Demolitions (3) test, this soft target can be blown to damage the invaluable resources within.

Finally, the fuel tank for the generator can be blown to knock the facility's power offline (for five minutes while underground backup generators kick in), to cost the corporation a substantial dollar value, and to create a powerful sympathetic detonation that might damage the surrounding buildings or anyone nearby.

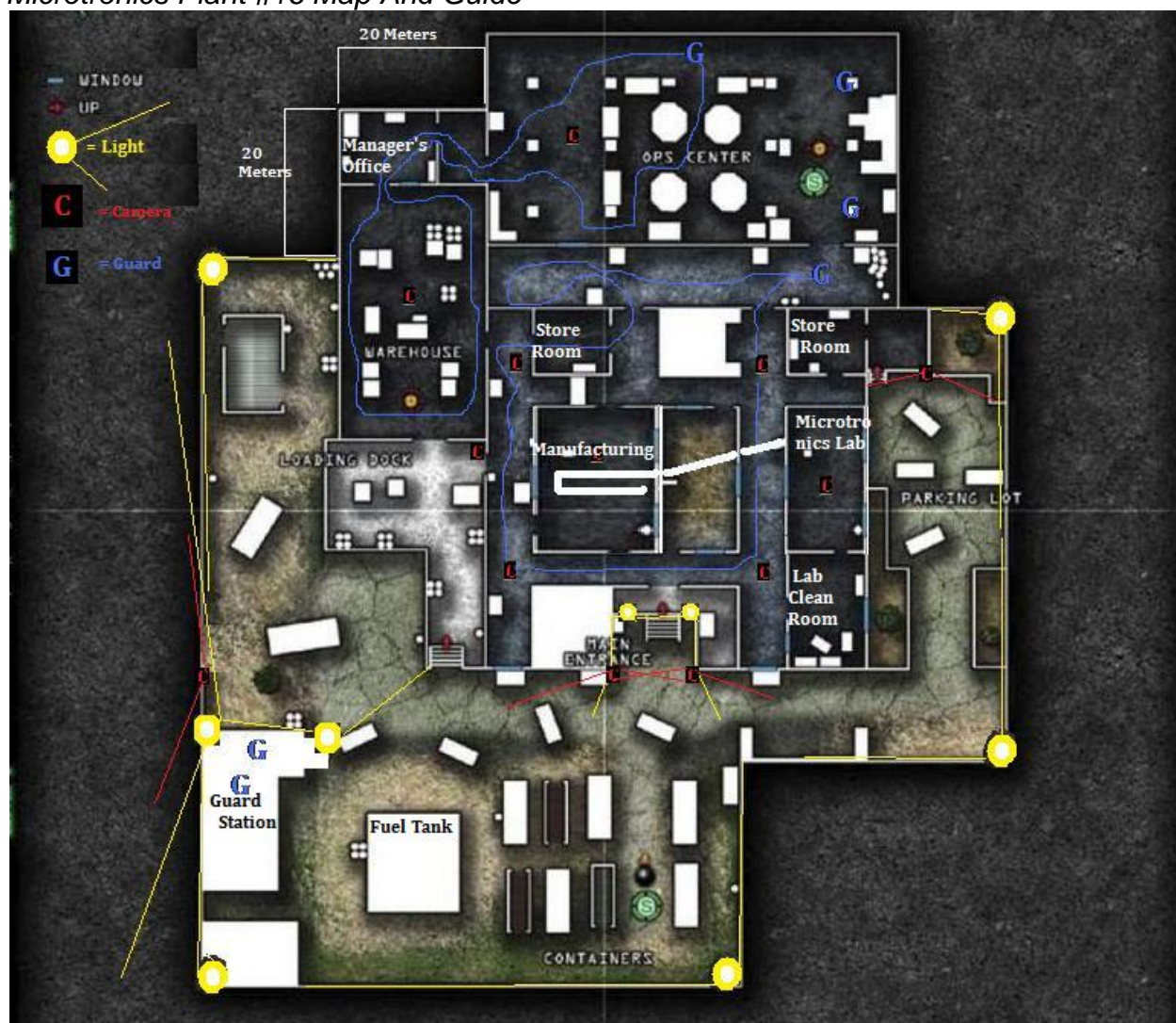
The manufacturing room contains finished CMT Clip commlinks (10 cases of 25 commlinks each, worth 75,000 Nuyen total), Smartlink goggles (10 cases of 20, total value of 60,000 Nuyen), and off-the-shelf synthetic cyberlimbs. (10 synthetic cyberarms and cyberlegs, worth 200,000 Nuyen). This room is worth 335,000 Nuyen to the corporation total if all the stock is blown. Each store room contains about one fifth this much swag—for instance, one store room might contain twenty cyberhands, while another might contain two cases of commlinks among the worthless junk.

The warehouse on the other hand, has 50 cases of 25 commlinks each (worth 375,000 Nuyen total), 50 cases of Smartlink goggles (300,000 Nuyen) and fifty cyberlimbs (1,000,000 Nuyen). This room as a whole is worth 1,650,000 Nuyen to the company, and is the second most valuable room to blow up.

Blowing up the fuel tank or the operations center (the latter of which can most likely only be detonated from inside) are worth 250,000 Nuyen in property damage, each.

Finally, the Microtronics lab contains robotic instruments and raw microtronic components worth no less than two million Nuyen and is the most expensive target.

## Microtronics Plant #16 Map And Guide



### Guard Station:

At least one guard is in this small ferrocrete shack (Armor 12, Structure 10) at all times and two guards are here at night. A commlink landline here allows communication with all the other guards. A control panel monitors the feed from all the outdoor cameras. Extra equipment (in the event of Alerts) for both guards is located here.

### Fuel Tank:

While the generator is essentially indestructible, it is fed diesel fuel by the exposed gas tanks past the containers west of it, which are very vulnerable (treat as 100 Kg. of ANFO if exploded; 30 DV; Blast -2 DV/Meter). This is worth 250,000 Nuyen to the company if destroyed.

**Containers:**

These empty shipping containers are attached to big rigs when shipments are going in or coming out. At present, they are empty, and effectively worthless, but could make good cover for an interesting firefight.

**Loading Dock:**

The warehouse door is a three meter wide, four meter tall loading door, controlled by hydraulics. It is locked with a Rating 4 Maglock Keypad with a Rating 3 Anti-Tamper system. Security staff and some warehouse employees have the six digit passcode, which is changed weekly, on Fridays. The crates and containers here have nothing of value in them.

**Parking Lot:**

During the day, this area is full, at night, it is empty (duh). Most of the security guards drive Thundercloud Morgans for official duty—three of them will be here at night, along with a Rover Model 2068 and a couple small passenger cars (such as the Chrysler-Nissan Jackrabbit). The door to the north here is a fire door locked from the outside with a Rating 3 Keylock. If it is opened, a fire alarm will be triggered, resulting in a loud warning bell going off. (A Hardware + Logic (5, 1 minute) can be made to bypass this simple circuit alarm.

**Warehouse:**

Crates here contain several cheap commlinks, synthetic cyberlimbs, and Smartlink goggles as well as other various Mitsuhamas electronics. The finished goods here are not worth as much as the raw materials in the Microtronics lab. There are 1,650,000 Nuyen worth of company merchandise here.

**Manager's Office:**

This area belongs to the facility manager, a high-ranking Mitsuhamas Company man. A safe here (Rating 5 Combination Lock) contains a Fichetti Executive Action loaded with APDS rounds as a collection of interesting knowsoft chips.

**Ops Center:**

This is where the managers, the remote-technicians, and the security people work—several neat and orderly cubicles, each with computer terminals, fill this large, clean space. The terminal that the security spider is generally using connects directly to the wired Administrative node where the secret datastore is located. An equipment locker here contains alert gear for the remaining six guards. The destruction area of this company would be worth 250,000 Nuyen to the company.

**Store Rooms:**

These rooms contain packaging and cleaning supplies as well as a very finite quantity of finished product. The westernmost storeroom is used as a holding area for product on the way to the warehouse.

**Microtronics Clean Room:**

This highly secure area is a computer-controlled airlock where Microtronics techs can get sprayed with disinfectant and change into sterile clean-suits when it is necessary to enter the sterile Microtronics lab.

**Microtronics Lab:**

This priceless room is where the fine-manipulating robot arms that are tracked onto the ceiling create the actual Microtronics that form the insides of the commlinks and cyberlimbs produced here. This area is highly secure because of the high value (two million nuyen) of the components kept here. The robots here are generally operated by remote technicians in the ops center, but this room can be visited directly via the cleanroom. A conveyor belt under the floor moves finished microtronic systems from here to the assembly room.

**Assembly Room:**

The assembly line here runs automatically, assembling the physical components of cyberlimbs and receiving the motherboards and other microtronic components from the lab, turning them rapidly into finished commlinks here. The pipeline continues into the westernmost store room and eventually into the warehouse. The merchandise being assembled or temporarily stored here is worth about 335,000 nuyen.