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**Assault On Precinct 796**

**Backstory**

A low level gangster with the Gaiden Crime Family has been arrested and is willing to give evidence against Gaiden for immunity. The officers in Precinct 796 have moved him to the maximum security cells for protection while they await his transfer. The organized crime unit for central Nazdren is in the process of mobilizing to retrieve the informant to take him into protective custody. Captain Haidren was advised to bring in additional officers so she put out a call for mercenaries as additional security and hired the first team she could. Gaiden has been informed of the situation and in turn has put out a contract of the life of Baelin of the Dawn.

**Setting**

Precinct 796 is a small station in Nazdren. It is well known for having the lowest crime rate in the city. Other precincts use it as a transfer hub for inmates on their way to prison when their jails get overcrowded. A few of the officers at Precinct 796 have not even made an arrest of their own. The low crime rate here actually has nothing to do with the efforts of law enforcement. Gaiden’s wife’s family lives in the neighborhood; the criminals of Nazdren know better than to create problems here. Unless Gaiden personally sanctions a job in 796’s jurisdiction most know to stay out.

**Characters**

**Captain Haidren Rina:** Captain Haidren Rina is a habataki in charge of Precinct 796. Her precinct has the lowest crime rate of any neighborhood in Nazdren. She often jokes with visiting officers, welcoming them to her little village. When Baelin was picked up Captain Haidren thought this was the biggest bust her precinct ever had. The news of a potential assassination attempt on Baelin has fallen on deaf ears with her. She’s hired a small security force to assist with the transfer but she is not taking the threat seriously.

**Baelin of the Dawn:** Baelin of the Dawn is a low level mobster in the Gaiden Crime Family. He was picked up charges involving illegal firearm possession and trafficking. Baelin always found a way to be in the background when higher level family members were discussing plans. When he was busted he agreed to give evidence against the family to get himself out of jail. Gaiden has authorized a hit on Baelin to protect his interests. Baelin of the Dawn is considered a runt among his fellow pacura and is distinguishable by the twin cuts on his left forearm.

**The Hand:** No one is sure where he came from originally but he was brought to Precinct 796 for holding before being transferred to a larger facility. No one has been able to identify him and the only name he has given them is The Hand. He had walked into another precinct earlier in the week naked, covered in blood, and handed the front desk guard his knife. The Hand seems to speak vaguely and intelligently. When the blood was tested it came back from multiple sources, none of which have been found. Authorities are confused by everything to do with The Hand.

**The Electric Monk:** Shada of the Cla is an enforcer for a low level street gang called the Hollows. She gets her moniker from the electrified knuckles she uses to impose her will. Shada is very short tempered and that is what landed her in jail. She assaulted a blind man for, ‘Looking at her cross.’ in her words. The officers have been making jokes at her expense all week. The blind man won the fight.

**Detective Haaka:** Salin Haaka is a low ranking detective at Precinct 796 and on the Gaiden Family payroll. He is still working himself up the ranks of both groups. Haaka’s posting at the 796th has not helped his position in the family at all but now that has finally changed. He is the one who tipped off the family to the location of Baelin. Once the assassins take him out he should get a nice promotion in the ranks.

**Officers Sully and Hancock:** Officers Sully and Hancock are the front desk guards for Precinct 796. They are on the aloof side and are just milking it out until retirement. All they really want to know is when it is lunch time.

**Margret Fuller:** Margret Fuller was an officer but broke her hip chasing a suspect. Since then she has been stuck at the desk. She’s almost healed and ready to get back into the field.

**Quests**

**Defense Mission:** For defense your party is hired by Captain Haidren as extra security for the prisoner transfer. Upon their arrival they will be escorted down to wait outside the maximum security cells. A defending party will have to contend with assassins and released criminals while they attempt to get the informant to the transport. The defense team does not get informed of the informant’s name. They complete their quest when the informant is safely aboard the transport.

**Assault Mission:** For assault your party is contracted by the Brokery on behalf of the Gaiden Crime Family. They will be dropped off on the visitor parking structure. The assault group will contend with the officers on duty and a security detail to accomplish their task. They win by killing Baelin of the Dawn, a task they can accomplish through total mayhem, silent assassination, or anything in between. This story type can also be taken on as a challenging solo mission for an assassination specializing in stealth.

**Non-Player Characters**

**Officers**

Hp: 8, Def: +3, Soak: 4, Move: Land 6', APR: 2, CPB: +1

Str: -1, Dex: +2, Cha: 0, Int: +1, Wis: 0, Con: +1

Pistol, +3 vs Defender, Close Range, 1d6 Damage, 10 Round Reload

**Detectives**

Hp: 16, Def: +3, Soak: 6, Move: Land 6', APR: 2, CPB: +1

Str: -1, Dex: +2, Cha: +3, Int: +3 Wis: +1, Con: 0

Pistol, +3 vs Defender, Close Range, 1d6 Damage, 10 Round Reload

**Transport Crew**

Hp: 8, Def: +3, Soak: 6, Move: Land 6', APR: 2, CPB: +2

Str: 0, Dex: +2, Cha: 0, Int: +1, Wis: 0, Con: +1

Sub Machinegun, +4, +2 vs Defender, Close Range, 1d6 Damage, 10 Round Reload

**Prisoners**

Hp: 9, Def: +2, Soak: 2, Move: Land 6', APR: 2, CPB: +1

Str: +2, Dex: +1, Cha: -1, Int: -1, Wis: -2, Con: +1

Strike, +3 vs Defender, Melee Range, 1d6 Damage

**Assassins**

Hp: 16, Def: +4, Soak: 4, Move: Land 6', APR: 2, CPB: +1

Str: +2, Dex: +3, Cha: 0, Int: -1, Wis: +1, Con: 0

Dagger, +4 vs Defender, Melee Range, 2d4 Damage

**Baelin of the Dawn**

Hp: 6, Def: +1, Soak: 6, Move: Land 6', APR: 2, CPB: +1

Str: -4, Dex: +1, Cha: +2, Int: +1, Wis: +1, Con: -3

Strike, -3 vs Defender, Melee Range, 1d6 Damage

**Civilians**

Hp: 1, Defender: +2

**Rooms**

**Visitor Parking Lot**

Precinct 796’s visitor parking is a landing at the front entrance to the building. The structure is hanging off the front of the precinct and is accessible by hover transport. There are a handful of cars parked here and a couple officers on front guard duty when the characters arrive.

The defense team lands here and is greeted by Captain Haidren. She will greet them then lead the team through the precinct and down to the maximum security cell doors. Should they return to the visitor parking lot while escorting the informant they will be attacked. 2 officers per player will attempt to assassinate the informant as you exit the building. There will be cars there to use as cover.

The assault team lands here and has to decide on which direction they will go and how they will approach the mission. During the arrival phase there are 2 officers located as guards out front and they require a stealth roll of 4 to bypass should the team choice a stealth approach. The assault team can make their way to the lobby, the officer’s car port, or split between the two. The officer’s car port is a suspicious direction and will require the stealth check. If the assault team decides to go the destruction and mayhem root and kill the officers outside then the entire precinct will go on high alert.

**Lobby**

The lobby is a room with a large center desk and officers Sully and Hancock behind it. There are security checkpoints on each side of the desk. The checkpoint to the left hand side on the desk leads to the waiting room. The checkpoint to the right hand side leads to the locker room and officer’s lounge. There are a couple of plants in the room as well but the only true cover in here is the desk.

The defense team is lead through here initially and through the right handed checkpoint to be led through the officer’s lounge. If they return to the lobby the officers will be dead and a pair of assassins will be wielding their pistols.

The assault team may choose to enter through the lobby. This can be a direct assault or a stealth mission. The stealth approach requires a control roll from all the players against the officers. If they are going the stealth approach the group will enter through the left and disarm at the checkpoint. They will have to rearm themselves throughout the precinct with new gear and disguises. For the direct assault approach or a failed control roll the assault team will have to fight the officers and in the lobby as well as the 4 officers that arrive as back up.

**Waiting Room**

The waiting room has a receptionist to the right hand side when entered from the lobby. Margret Fuller is behind the desk and a there are 16 civilians within the waiting room. The visitor’s lounge and restrooms are also in this area. One of the civilians is in the restroom.

The defense team may come through here in an attempt to exit the front of the building with the informant. When they enter the waiting room they find dead bodies across the room. If they chose to investigate the scene they will find that 8 of the civilians are hiding out here. The defense team can leave them here, escort them to safety, or use them as human shields to protect the informant.

The assault time will enter this way for the stealth approach and could enter this direction for the direct assault approach. For the stealth approach they will instantly have to perform a control roll against Margret Fuller to maintain their cover. Should they fail she will sound the alarm and officers will rush in. They could use the visitor’s lounge or restrooms to create a distraction so they can enter the bull pin. For the direct assault approach the civilians will be cleared out of the waiting room and moved to the interrogation room. Instead there will be 2 officers and a detective to contend with in here. The same group will rush in should the alarm be sounded.

**Locker Room**

The locker room has two rows of lockers going halfway down the center of the room as well as one row on each of the long walls. The majority of the rest of the center of the room is taken up by the showers. The hallway you first enter has access to the officer’s lounge on the left hand side and the locker room entrance is to the right. Continuing around the corner of the hallway is a row of restrooms ending in a janitor’s closet and a second entrance door to the locker room.

The defense team will initially be led through the hallway to the officer’s lounge while they are being escorted by Captain Haidren. Should they return here they will be about to find additional ammo and firearms should they need it.

The assault team entering here during a stealth attempt will have to pass a stealth roll of 12 to enter. The entire team will not be able to maintain stealth here but a player or 2 could attempt to use the locker room to gain access to gear and disguises for the rest of the group. If they go this route first on the direct assault approach they will catch the 4 officers here literally with their pants down. The officers will have a -5 penalty to all roll for the first round and have a -2 to their soak rates for the encounter. On the direct assault approach 2 detectives will spring from the restrooms for a surprise attack.

**Officer’s Lounge**

The officer’s lounge has a small table and a few chairs in it. There are snack and drink machines along the wall as well as a refrigeration unit. The officer’s lounge leads to the office.

The defense team is led through the officer’s lounge when they initially enter the precinct. Should they return later; they will find dead detectives and 3 assassins awaiting them.

The assault team will have 2 detectives and 4 officers to contend with inside the officer’s lounge. If they are using the stealth approach they will have to perform a stealth roll of 10 and will need to be disguised to make it passed them and into the bull pin. If they are using the direct assault method they will be fighting the second they enter and the officers will have turned over the table as an additional barrier. The table will give them +2 to their defense rolls.

**Office**

The office consists of a room full of detective’s desks, the interrogation room, and the captain’s office. The back of the room has a hallway with a restroom, elevator, and the stairwell. The interrogation room has a viewing room attached to it. The captain’s office has a restroom as well as a computer terminal with complete control of the precinct.

The defense team is led through here on their way to the maximum security cells. There are a couple detectives working at their desks and some officers at their stations talking to civilians about issues within the area. If they return during their escort mission they will walk into a shootout between 10 assassins, 8 officers, 4 detectives, and there will be 6 civilians. The captain will be among the survivors and any of those forces you happen to save will accompany the group until they reach the officer’s car port.

The assault team will vary on their interactions in the office. They will have the same officers, detectives, and civilians to maneuver around if they are still acting through stealth. If the stealth roles have failed or the group is doing the direct assault approach Captain Haidren will be leading her officers and detectives against the group. The interrogation, viewing room, and hallway can be used for cover or to maintain stealth. If stealth is maintained the captain will be in her bathroom and a party member will be able to sneak into the captain’s office and access the computer. Her computer has complete access to the precinct and is able to shut down or lockdown all or sections of the facility. If more than one party member enters the captain’s office she will be alerted to their presence. The computer requires a technology roll of 10 for cameras and lighting, 12 for elevator locks and communications, 14 for cell locks, and memory corruption on a critical roll.

**Stairs**

The stairwell runs through all three floors of the precinct at the far back left side of the facility. Each door has a keycard scanner on floor.

The defense team will have to take the stairs to get out of the detention floor. When they ascend the stairwell they will be fired upon by 4 assassins from the top floor when they reach the main floor. The assassins have a superior vantage point and gain +3 to all attacker/defender rolls. This could force the defense team into the main floor.

The assault team can use the stairwell to get around the facility but they will alert the alarms when they reach the bottom floor should they not first disable the security systems. If the system has not been disabled the office well come down the stairwell and the officers and detectives will gain +3 to attacker/defender rolls.

**Elevator**

The elevator is at the center rear of the facility and has a camera in the upper corner.

The defense team is brought down to the detention floor via the elevator when they are escorted to the facility. The elevator will be disabled should they try to use it to escape.

The assault team can use the elevator but if they have failed to disable the surveillance system the alarm will sound throughout the facility.

**Detention Floor**

The bottom floor of Precinct 796 is the detention floor. It contains the main hall, evidence storage, the armory, maximum security cell block, and 2 general holding cell blocks. There are restrooms at the rear wall of the floor and within the cells. There is also a janitor’s closet between the elevator and stairwell access points.

The defense team is brought through the elevator to the main hall of the detention floor. They are led to the door to the outside of the maximum security cell to stand guard outside the door until the transport arrives so they can escort the informant. A short time after arriving at the post the security system crashes and the evidence storage, armory, maximum security cell, and holding cell doors all unlock and the elevator locks. The officers in the holding cells are overrun by the prisoners as they try to escape. The prisoners will divide out to with 2 going for the armory, 1 going for evidence storage, 4 running for the stairs, and 4 will attack the group with 3 assassins sneaking behind them. The group gets an alertness check to see if they notice the assassins or if they get a sneak attack. Ranged attackers will get the first actions as the prisoners escape the cell giving them a chance to cut their numbers down. When this situation is handled they can hear problems form the maximum security cells.

When the assault team enters the detention floor their stealth will be broken should the prisoner still be in their cells. If this happens they will do battle with the security force waiting to escort Baelin. If the direct assault approach is taken or the previous stealth checks failed they will have 6 officers to contend with. Afterward they will discover that Baelin is no longer here and they will need to find him. Should they have passed all their stealth checks and released the prisoners they could try for a ranged assassination on Baelin or use the prisoner as cover to approach the group. Afterwards they will need to make their escape.

**Maximum Security Cells**

The maximum security cells consent of the three cells along the wall and a guard post with 2 officers on duty at the desk by the door.

The defense team will enter to find the maximum security assassin, having just killed the guards and making his way toward the informant. The group will need to protect him and get the informant away from the detention floor. The other prisoner sits patiently in his cell.

The assault team will enter if they had not seen the informant in the case of a failed stealth check or from the direct assault approach. The other prisoner sits patiently in his cell. Everyone else in the room is dead. He gives you an uneasy feeling and informs your group that they have missed their target.

**Armory**

The armory houses the precincts weapon stores and a pair of guards. The armory has shotguns, submachineguns, long swords, pistols, and stun grenades.

The defense team can go here to take supplies. If any of the prisoners made it to the armory they will kill 1 officer per each prisoner. If they do not make it the officers will be fine and can assist the party further in their mission.

The assault team can go here to take supplies. They will have to deal with the officers when they enter unless they have released the prisoner. In that case there will be 2 prisoners in there and a control roll here could make them allies.

**Evidence Storage**

The evidence storage room contains items from currently open cases. The room consists of three rows of racks that have cases on the shelves. The room is not guarded; the armory guards also work the evidence storage room.

There is no activity in the evidence storage room unless the prisoners have been released. If this happens there will be an optional boss fight in this room with the Electric Monk.

**Janitor’s Closet**

Both janitor’s closets within the precinct contain work suits and cleaning chemicals. The chemicals in each can be used to create a small bomb with a demolition roll of 16. A roll below 6 will make the bomb explode in the character’s face.

**Officer’s Carport**

The top floor of the precinct is the officer’s carport. It is accessible via the elevator, stairwell, and the ramp from visitor parking. There are two rows of squad cars and an entrance/exit row.

The defense team will escort the informant to the officer’s carport to the transport crew. They will find the transport crew in a fight with the mercenary team if they enter via the stairwell. After the mercenary team is defeated the party will pass the informant on to the transport crew to complete their mission. If they arrive via the ramp they will have to perform a sense roll on their surroundings. If they pass it they will notice the transport crew is the mercenary team in disguise. If the sense roll is successful they will gain a surprise round against the disguised mercenary team. After the battle the party will await a second transport team to finish their mission. Should the sense roll fail the defense team will hand over the informant to the transport crew. The party will be informed later that the informant has been killed.

The assault team will have many different ways the officer’s car port can come into play depending on their actions and the time frame in which they travel here. If they proceed here first they can subdue the 2 officers for their uniforms and take the spare work clothes from the janitor’s closet. They can then attempt a stealth entrance through the stairwell or the elevator. The group could also choose to await the transport crew however this will lead to 4 stealth/blend/disguise rolls with a difficulty of 4 and increasing by 4 for each skill check. The first 2 checks are for patrolling officers, the 3rd is for the transport crew, and the 4th is for the security escort. If the group succeeds against the transport crew they will gain a surprise attack round. If they can defeat the transport crew before they get an attack round they will not be able to alert the rest of the precinct. If they accomplish this they can disguise themselves as the transport crew and attempt to fool the security escort. Should they accomplish this deception they can kill the informant at their leisure in transit. If the group has completed the mission in stealth throughout the facility they can overtake the transport crew to use their craft as a means of escape. If the assault team went the direct assault approach they will have to fight both the transport crew and the security escort to get to Baelin. If they manage to take out the combined force they will accomplish their mission.

**Bosses**

**Captain Haidren**

Hp: 24, Def: +2, Soak: 8, Move: Land 6', APR: 2, CPB: +1

Str: 0, Dex: +1, Cha: +1, Int: +1, Wis: +1, Con: 0

Haidren’s Shotgun, +2 vs Defender, Close Range

Haidren can fire her shotgun dealing 1d12 damage + 1d6 to a 6’ cone. She has to reload every 10 rounds.

Captain Haidren has 2 actions per round with her primary attack being her 1d12 shotgun. She can also use her special ability, Captain’s Orders, which allows her to issue a command to her officers to focus their attacks on a target for the round. Defensive characters will have to regain focus and Captain’s Orders has a 3 round recharge. She can also issue a command to one of her officers to attack a target once per round with an attacker bonus of +2. Upon defeat she will drop her shotgun and is possible to take out via stealth assassination during the stealth approach.

**Max Security Assassin**

Hp: 18, Def: +5, Soak: 2, Move: Land 6', APR: 3, CPB: +2, Finesse: 0/4

Str: +2, Dex: +3, Cha: +1, Int: +1, Wis: 0, Con: -1

2 Sharpened Daggers, ++5 vs Defender, Melee Range, 4d4+2 Damage

The maximum security assassin kills the officers on duty when the prison break occurs and is dual wielding daggers. The group will need to cut him off from his target so he doesn’t kill the informant. The assassin can use Bleeding Strike for 1 finesse dealing weapon damage + 1d6 bleeding damage for 3 rounds. The assassin drops 2 sharpened daggers that deal +1 damage each.

**Shada of the Cla**

Hp: 27, Def: +3, Soak: 6, Move: Land 6', APR: 3, CPB: +2, Chi: 0/2

Str: +3, Dex: +1, Cha: -1, Int: -2, Wis: +2, Con: +1

Electrified Knuckles, +5 vs Defender, Melee Range, 1d6 + 2 Lightning Damage

The Electric Monk is an optional boss and a 3rd level prisoner. She is a violent enforcement agent for the Hollows, a low level street gang. She uses a pair of electrified knuckles that make her fists deal +2 lightning damage to all strikes. The Electric Monk uses Iron Fist dealing + 1d6 lightning damage per Chi, Rib Breaker gives -1 attacker/defender to target per Chi, and has 3 actions per round. Upon defeat her electrified knuckles will blow up leaving her hands a pair of bleeding stumps. The evidence storage room will have a variety of spoils to be had, mainly related to thief and assassin professions.

**Security Force**

**Security Fighter**

Hp: 24, Def: +2, Soak: 8, Move: Land 6', APR: 2, CPB: +1, Sp: 5/5, Cr: 0/2

Str: +1, Dex: +1, Cha: -1, Int: -2, Wis: -1, Con: +4

Long Sword, +2 vs Defender, Melee Range, 1d10 Damage

Shield Strike, +2 vs Defender, Melee Range, 1d4 Damage + -1 APR on Critical

The security fighter has the abilities Shield Charge and Roar.

**Security Blade**

Hp: 12, Def: +1, Soak: 6, Move: Land 6', APR: 2, CPB: +1, Mp: 4/4, Fury: 0/2

Str: +1, Dex: +2, Cha: +1, Int: +3, Wis: +1, Con: -1

Half Spear, +3 vs Defender, Melee Range, 1d8 Damage

The security blade has the Regeneration and Fury Boost.

**Security Ranger**

Hp: 12, Def: +3, Soak: 4, Move: Land 6', APR: 2, CPB: +1, Focus: 0/2

Str: -2, Dex: +2, Cha: +1, Int: +1, Wis: +2, Con: -1

Longbow, +3 vs Defender, Long Range, 1d10 Damage, 20 Arrows

The security ranger has the Stealth and Shadow Hunting abilities.

**Security Gunman**

Hp: 16, Def: +3, Soak: 4, Move: Land 6', APR: 2, CPB: +1, Cp: 0/2, Focus: 0/2

Str: -4, Dex: +2, Cha: +2, Int: +1, Wis: -1, Con: 0

Rifle, +3 vs Defender, Long Range, 1d10 Damage, 5 Round Reload

The security gunman has the Push Back and Sniping abilities.

**Security Mage**, **Level:** 2, **Role:** Damage, **Hp:** 8, **Mp:** 20, **Bp:** 5, **Xp:** 8, **Str:** 5, **Dex:** 9, **Cha:** 11, **Int:** 11, **Wis:** 10, **Con:** 5, **Melee:** 0, **Ranged:** +2, **Magic:** +2, **Defender:** +1, **Soak:** 2, **Movement:** 4’, **Weakness:** None, **Immunity:** None, **Treasure:** Pistol, **Attacks:** Pistol 1d6 Damage

Hp: 8, Def: +1, Soak: 2, Move: Land 4', APR: 2, CPB: +1, Mp: 6/6, Af: 0/2

Str: -3, Dex: -1, Cha: +1, Int: +4, Wis: +2, Con: -2

Pistol, 0 vs Defender, Close Range, 1d6 Damage, 10 Round Reload

The security mage uses the Spell Ward and Elemental Blast spells.

The security force is Baelin of the Dawn’s escort should the party choose to take on the assault mission. If the security force is defeated they will drop their weapons. If Baelin is killed the security force will abandon their mission and move to escape.

**Mercenary Force**

**Mercenary Monk**

Hp: 14, Def: +3, Soak: 6, Move: Land 6', APR: 2, CPB: +1, Chi: 0/1, Cr: 0/3

Str: +2, Dex: +3, Cha: -5, Int: -3, Wis: +1, Con: +2

Fists, +3 vs Defender, Melee Range, 2d6 Damage

The mercenary monk has the Charged Palm and Stun Strike abilities.

**Mercenary Gunman**

Hp: 12, Def: +3, Soak: 4, Move: Land 6', APR: 2, CPB: +1

Str: -6, Dex: +4, Cha: +1, Int: +1, Wis: +1, Con: -2

2 Pistols, +3 vs Defender, Close Range, 2d6 Damage, 20 Round Reload

The mercenary gunman has the Eagle Aim and Speed Dodge.

**Mercenary Serpent**

Hp: 12, Def: +3, Soak: 2, Move: Land 6', APR: 2, CPB: +1, Focus: 0/1

Str: -2, Dex: +3, Cha: +2, Int: 0, Wis: +2, Con: -1

Staff, +4 vs Defender, Melee Range, 1d6 Damage

The mercenary serpent can use the Slam and Lightning Bolt abilities.

**Mercenary Vagabond**

Hp: 10, Def: +5, Soak: 4, Move: Land 6', APR: 2, CPB: +1, Finesse: 0/4, Charms: Pendant of Twilight

Str: +2, Dex: +4, Cha: +2, Int: 0, Wis: -1, Con: -4

2 Pistols, +5 vs Defender, Close Range, 2d6 Damage, 20 Round Reload

The mercenary vagabond has the Shadow Strike and Gut Shot abilities.

**Mercenary Mage**

Hp: 8, Def: +1, Soak: 2, Move: Land 6', APR: 2, CPB: +1, Mp: 5/5, Af: 0/2

Str: -3, Dex: 0, Cha: -1, Int: +3, Wis: +2, Con: -5

Pistol, +3 vs Defender, Close Range, 1d6 Damage, 10 Round Reload

The mercenary mage can cast the Healing and Armor spells.

The mercenary force is the main group sent to kill the informant should the party choose to take on the defense mission. If the mercenary force is defeated they will drop their weapons. If they kill Baelin they will retreat if able.

**Assault Mission Consequences**

**Failed Stealth Roll** – Any failed stealth rolls will force the party into the direct assault approach.

**Killing Civilians** – Killing civilians gives negative morality to the party members involved.

**Disguises** – Staying in an area for an extended time will cause additional stealth rolls to maintain stealth with a -1 penalty for each additional skill check.

**Using Explosives or Loud Weapons** – Officers will be alerted to the assault team should they make too much noise. This will push the assault team into the direct assault approach.  
**Assassinating Captain Haidren** – Should the team choose to assassinate the captain they will gain negative morality points as she is an unnecessary target on the stealth attempt. It will also put the group on the clock to finish quickly as the officers in the office will notice they have not seen her for a bit. They will investigate and alert the other officers to the situation. The group will be pinned by the officers at the stairwell when they try to ascend from the detention floor. The group can fight or turn themselves in; either approach will give the party a record in Nazdren.

**Successful Stealth Attempt** – If the party completes the mission successfully while maintaining stealth the party’s employer will spread misinformation to cover up the group’s presence.

**Successful Direct Assault** – If the party completes the mission successfully from the direct assault approach the party will have arrest warrants issued for them, a manhunt storyline, and will have to be smuggled out of the city.

**Defense Mission Consequences**

**The Civilians** – Should the party escort civilians to safety they will gain positive morality. Should they use the civilians as human shields they will gain negative morality point.

**Assisting Officers** – Aiding the officers in combat can give you additional allies and yields positive morality points. If the group manages a successful sense roll on the saved officers they will discover that one of the detectives is a part of the Gaiden crime family. He will attempt to kill the informant at the first clear chance if undetected.

**Death of the Informant** – If the informant dies during the escort to the transport crew the group will lose their pay for the mission. They will also having problems getting future jobs from Nazdren law enforcement. The informant dying from the transport crew does not affect the future of the group as you completed your end of the job.

**Successful Escort** – If the team gets the informant to the transport crew successfully they will gain prestige points with Precinct 796, access to more work in the area, and of course their pay.

**Side Stories**

**The Hand**

Should the group inquire upon the incidents of Precinct 796 after the adventure has concluded they will discover that both The Hand and the Electric Monk are missing. The only sign of either of them are the remnants of Shada of the Cla’s hands. They may occur in another story down the road.

**Exposing the Detective**

Exposing Gaiden’s detective can lead to the group having future run-ins with the Gaiden crime family. Members of Nazdren law enforcement may bring the group in on future cases dealing with the family.

**Manhunt**

Should the assault group take the direct assault approach or failed stealth check, the group will gain a record within Nazdren. This will result in high restrictions on travel and could give blend penalties when around law enforcement. If the group has assassinated the captain they will be on the run from a manhunt. They will need to escape Orrillia before they are arrested or killed by the officers of the city.

**Additional Items Found**

**Pistol** – 1d6 damage pistols can also be found in the locker room, armory, and evidence storage.

**Dagger** – 1d4 damage daggers can also be found in the locker room, armory, and evidence storage.

**Shotgun** – 1d12 damage + 1d6 cone damage to 6’ shotgun can also be found in the armory.

**Sub Machinegun** – 1d8 damage double firing sub machinegun can be found in the armory and on cell guards. Burst fire weapon with -2 to the first shot and – 4 to the second.

**Long Sword** – 1d10 damage long sword can also be found in the armory.

**Stun Grenade** - -1 APR to 6’ radius stun grenade can be found in the armory and on cell guards.

**Rifle** – 1d10 damage rifle can also be found in the armory.

**Officer Uniform** – 4 piece officer uniforms can be found in the locker room. Uniforms count as cloth armor.

**Riot Gear** – 12 2 piece riot gear for chest and legs can be found in the armory. Riot gear is leather armor.

**Riot Shield** – 2 riot shields with +3 soak and 1d4 shield strike damage + -1 APR on critical hits.

**Targeting Goggles** - 2 targeting goggles that increase ranged damage by +4 can be found in the armory.

**Alchemist’s Belt** - An alchemist’s belt that holds 3 potions and 2 spell balls can be found in evidence storage.

**Shadow Stalker’s Necklace** – A shadow stalker’s necklace that gives +1 to stealth rolls can be found in evidence storage.

**Smart Pick** – A smart pick that gives +1 to Pick Lock can be found in evidence storage.

**Trap Scanner** – A trap scanner that gives +1 surveillance on traps can be found in evidence storage.





