

# Raging Bull

3EN/3e/WHI - Third Eye News

Surveillance of contract killer, renewable weekly for 800c per squad per week. Media and KMS packages required. Contact Jack Gardiner, Signatory House, Central, com#

## The Briefing

*SLA Info or Business Admin check:* Signatory House is one of Third Eye's legal buildings handling contracts and sponsorship deals. As the agency determining when a sponsor has gained airtime, Third Eye have massive influence over the entire sponsoring process. A contract that isn't square with them is only going to deliver a fraction of its potential.

In this initial interview Gardiner appears as a generic suit. He explains the following:

Richie Harris is an up-and-coming contract killer with a collection of relatively low ranking sponsors: Beel Beer, Danline Security, Flying Jelly and Landshark. As his career progresses, these will shortly be ripe for lucrative buy-out by higher sponsors. However, Harris also has a reputation for trouble; he's got a long arrest record for disorder and assault, and his girlfriend Jess Denoon has just walked out on him claiming violent and abusive behaviour.

Gardiner tosses over a PR photograph of Richie emerging victorious from a bout, and a portrait shot of Denoon. *Seduction or Psychology check:* Jess is pretty enough, but if Richie is truly destined for the big time then she's going to have a struggle to keep him.

The sponsors (Gardiner doesn't say who) want a watch kept on Richie. Ideally he should stay out of trouble, but this is considered unlikely. Any trouble that does occur should be kept out of the news, which Third Eye can do to a degree. Frothers are often wrongly accused of provoking fights, so all incidents should be filmed and transmitted to Gardiner to assist in legal damage control.

## Handling Harris

The squad are supposed to keep a discreet surveillance on Harris, but that's unlikely to last. Either he will spot them or they will need to intervene in one of the ensuing situations. Claiming a random happenstance will work precisely once, and doesn't justify any assistance that the squad may need to offer Richie. He won't appreciate being told the truth either, even though he will be secretly pleased that the network consider him worth this investment. As a McGiver affiliate he has little time for those with other clan loyalties.

Anyone who makes a successful *Sport (Arena)* or *Business Finance* check will realise that Richie isn't yet at a level meriting a retinue of bodyguards. This therefore implies that money is unofficially changing hands, with some of the profit going to fund this BPN. Richie *really* doesn't need to know that, as it will set him off.

Players will need to invent an imaginary Dark Night assassin, or a fictitious silver BPN to justify waving the camera around. Grant XP for a creative solution.

## **The Monarch Incident**

Harris is apprehended by two Monarch officers whilst making a drunken scene in a Downtown mall cafe. Naturally he knocks them both flat, then one of them makes the mistake of drawing a CAF sidearm and shooting at him. A second later, the brain of the unwise Monarch is decorating the front of the cafe. Harris then leaves.

If the players are able to get to the surviving Monarch, they may be able to convince her that Harris acted in self-defence. Third Eye will then step in to buy the subsidiary's silence. If the incident is not contained, an accusation of manslaughter will be logged.

## **The Shiver Confrontation**

A failed attempt at reconciliation with Denoon leaves a furious Harris trashing her flat whilst Jess flees in terror. Fortunately there are no other Denoon relatives on hand to create a clan incident, but a patrol of Shivers are summoned when Harris throws a table through a wall into the neighbouring apartment.

Richie isn't about to heed any order to cease his violence, and a hail of Browbeater balls will only enrage him further unless the patrol shoots him in the face. The sergeant leading the patrol is knocked flat. Holding him down with a broken table leg, Harris screams at the rest of the patrol to get out. If they slowly back out, Harris will have calmed enough to let the sergeant go too. If the patrol try to make a fight of it, a number of them and possibly Harris will get hurt and a red BPN will be issued to bring him in.

The players can shortcut the confrontation by approaching Harris before the patrol arrives, the problem being that at that point Richie is itching for a fight and will attack anything. They can order the patrol back using their operative status, or they can accept the Red (being the nearest squad) and then hope that Third Eye can cancel it before they have to bring Harris in.

## **Frother Fracas**

With the realisation that things haven't gone well with Denoon or pretty much anyone else, Richie retires to a McGiver bar to drown his sorrows. Unfortunately Jess is already there, trying to dissuade some of her brothers from taking unwise action. There is also a MacUre clansman present; Josh MacUre would appear to be Jessica's rebound.

An inevitable argument leads to an inevitable fight. Unless they are McGiver-affiliated, the squad will have huge problems gaining admission to the bar and filming will likewise be impossible unless the players have an ingenious cover for it. The fight ends with a number of frothers insensible on the floor and Joshua MacUre staring sightlessly at the ceiling - dead of a broken neck.

## The Operative Fight

Harris is now wanted for manslaughter; had the matter been between the Harris and Denoon clans the clan chiefs might have arrived at a settlement, but the death of a MacUre clansman requires action if the MacUres are not to declare feud. A record of the Shiver Confrontation has come to light so a red BPN has been issued for the arrest of Richie.

This BPN is picked up by new squad The Minders who proceed to stake out Richie's apartment.

Left to his own devices, Richie will walk right into this ambush. He may take a few Minders with him, but he will go down. If warned, he will go anyway but with a plan to flank and eliminate the Minders one by one. This may not go entirely as he plans (he's not planning to actually kill anyone at this point) but it will definitely not go well for The Minders who are largely out of their depth here.

There is little the players can do here except get into trouble. The Minders plan to overwhelm Harris with firepower so gunplay is inevitable. Harris is wanted alive rather than dead, but the operatives will have no problems shooting armed opponents opposing their legitimate execution of a BPN.

## Your 15 Minutes Starts Now

Richie already has a name as a contract killer. One of the preceding altercations will have made him a news item. The squad may be surprised to see some of their own footage in use as Third Eye portray Harris as a bad boy. If contacted, Gardiner will claim that his copy was appropriated by the news team on the orders of a senior manager. *Psychology check or Ebb Communicate*: he's lying.

## Dark Finder

Richie needs to get into Central to sign the contract transfers with Gardiner, but by now there are serious charges against him. Despite the squad's best efforts, a Dark Finder emerges from a building 100m along the route Richie is taking and turns his way. The Finder walks steadily in his direction, apparently taking no notice until he is 5m away when he stops, looks straight at Richie and calls out "Richard Harris, you are under arrest".

*SLA Info check*: the Finder has not drawn his gun, which would be normal practice when facing anyone remotely likely to be armed. Whatever weapon Harris opts to use, the Finder will match him rather than simply shooting him.

*Detect check*: unless the players are all focussed on this epic fight in a Central street, at least one should notice another Dark Finder standing further up the street at the corner. If anyone thinks to check behind or makes a very good check, there is another at the last corner they passed.

If the players try to help Richie other than to try (fruitlessly) to talk him down or physically restrain him from this mad battle, the other Finders will have no compunction over shooting them. Richie is knocked out, cuffed and thrown into a Shiver Hammer to be driven off to detention. Any squad members arrested for any acts they have committed in this incident are not taken to the same location, and are released if fines and reprimands are sufficient remedies.

## Newsflash

The BPN has apparently failed. Harris faces conscription, the usual fate of those who are unruly, bellicose and capably violent. A news segment shows his final fight and fate; the squad do not receive any network payment for this as it was already included in the terms of the BPN.

The squad leader receives a call from Gardiner; Harris has escaped from custody, killing two Shivers in the process and wounding a number of others. The BPN is still open, if they can find Richie. The network still wants footage of him. *Bargain check*: Third Eye will pay for the footage, but Gardiner demands first refusal. A controller has been assigned to the squad.

## Conclusion

A hunter sheet has been issued for Harris (a mere 500c) as the media tempo rises. Richie appears to have gone to ground; there is no trace of him in any of his usual haunts and whilst his clan recognise that they can't shield him because of the MacUres, they are hardly keen to hand him over.

The squad get a call from Gardiner. He calmly tells them to pick up Doonan and meet him at his apartment in Unity Bastion, Westlaw, Uptown. *Detect or Evaluate Opponent check*: despite his calmness, something has Gardiner badly rattled. He cuts the line as soon as he has given the squad this instruction.

The squad should have no problems picking up Jess, who is not only willing to come with them but also dissuades any of her brothers from accompanying the squad. Bastion security (ironically by Danline) admit the squad and Jess once they give the right name. The apartment has quite good security and is not easily accessible except via the front door to the vestibule.

Harris is in the apartment, holding Gardiner at gunpoint. Gardiner explains that he had Harris smuggled out of prison; there were no Shiver casualties. He needs one more epic scene to launch Richie's career and make him famous; a staged battle with the squad followed by a dramatic escape Downtown. Jess tells him he's mad; there is a hunter sheet open on Richie, escape across the Uptown boundary is impossible and they would need to go deep into Downtown to escape the feud with the MacUres.

Richie, evidently not aware of the hunter sheet until now and thinking the cases against him to be mere media window dressing, realises that he's being forced into the role of an anti-hero; a proscribed antagonist for the arena. He shoots Gardiner.

The players must either try to stop Richie from trying to escape, or go with Gardiner's plan to stage a fight in order to salvage their own reputations. This needs to be good, as it is all going on film. They can't simply shoot Harris and claim the bounty on him as he's already the subject of their BPN.

If the squad are able to disarm Harris, have Gardiner draw a gun and shoot Denoon, claiming to Ritchie that she was only ever going to slow him down. Harris will then kill Gardiner with his bare hands unless the squad restrain him. If they don't, getting paid could be a problem.

## Richie Harris

Clan Frother, Death Squad package

Unarmoured: STR 12 Damage bonus +4  
 ..●●●●● DEX 13 Act in all phases

Armoured: STR 12 Damage bonus +3  
 ..●●●●● DEX 13 Act in all phases

DIA 4 Walk: 1m  
 CON 3 Run: 2m  
 CHA 5 Sprint: 5.2m  
 COL 6  
 PHY 12 Carry: 44Kg  
 KNO 4 Half: 88Kg  
 Lift: 176Kg  
 HP 24

Armour: PV 8 PP Exo - Heavy

Head: PV 8 ID 15 8 HP  
 Arms: PV 8 ID 25 12 HP  
 Torso: PV 8 ID 35 24 HP  
 Legs: PV 8 ID 28 12 HP

Addiction #1: Ultraviolence -1  
 Housing: Upper Downtown semi  
 prone to rages -6  
 Bad reputation -2 (history of violence)  
 Minor Friend +2: McGiver clan member  
 Minor Enemy -2: dislikes most other clans

2 Shock tendons  
 2 Sinewshock

GA-201 Sledgehammer AS 60x10g - 5/1 (6/7)  
 FEN-603 autopistol 20x10mm 3/1 (3)  
 DPB Gash Fist slash / impale  
 MJL Power Claymore slash / impale

Strength..... Unarmed Combat 7  
 Blade, 1-H 4  
 Blade, 2-H 7

Dexterity.... Gymnastics 3  
 Rifle 7  
 Physique..... Running 4  
 Climb 2  
 Auto / Support 6  
 Dance 2  
 Diagnose..... Tactics 2  
 Intimidation 1  
 Concentration Weapons Maintenance 2  
 Detect 1  
 Knowledge.... Streetwise 4  
 Evaluate Opponent 4  
 SLA Information 2  
 Rival Company 2  
 Navigation 1  
 Music, general 1

Harris really is the stereotypical Frother, with the customary power claymore, clan affiliation and drug habit. What really sets him apart is the way he really loses it in a fight. He angers easily, and once raging his violence is incessant and brutal. Whilst that cost him his last position in a squad of operatives, clever media types such as Gardiner have been able to keep him in suitably telegenic solo BPNs that have steadily stoked his ratings.

He's now got one rank of toleration for Ultraviolence so must take double doses when shooting up.

His family are ancestral McGiver clients, so he's a born-and-bred member of this pre-eminent clan and doesn't have any time for the others. His apartment is in a McGiver stronghold in upper downtown.