CY_BORG *Lucky Flight Takedown* GM Notes: Adversary List/Schedule/Tables

	Triggered Alarm Response	
R	**D4+1 SecOps** **within D4 minutes of alarm** **HP 6** Morale 8 Vest -D2 Taser D2, Toughness DR12 or fall.	**6x CySG Response Team D6+8 minutes later** HP 9 Morale 8 Combat gear −D4 ACG-SMG with silencer D6a D4-1 flashbangs test Toughness or +4DR on all tests for D4 rounds.
Area	**During Business Hours (1000-0700)**	**During Close (0700-1000)**
1	**2 Bouncers** HP 8 Morale 7 Vest −D2 Shockstick D4, Toughness DR12 or fall. Will alert other SecOps of anyone acting hostile or violent.	Steel gates block the doors, impossible to open without noise. Otherwise empty.
2	**d6 SecOps** HP 6 Morale 8 Vest −D2 Taser D2, Toughness DR12 or fall.	Two techs are performing maintenance on the slots, overseen by a single SecOp.
3	**d6+2 SecOps** HP 6 Morale 8 Vest −D2 Taser D2, Toughness DR12 or fall. The two by the doors: 9mm (D6).	A lonely cleaner sits half-asleep as an industrial maintenance drone is deep cleaning a piece of blood-stained carpet.
4	**Bouncer** HP 8 Morale 7 Vest −D2 Shockstick D4, Toughness DR12 or fall. Will alert other SecOps of anyone acting hostile or violent.	Dark and empty. A small bag sits forgotten on a bench. Inside is a 200¤ credchip and 1 dose of Sunset Chalk.
5	**Four patrons** are cutting deals by the basins.	**Two SecOps** are taking care of a body that was found dead in a stall.
6	No one present except just around closing/opening.	
7	**d4+1 VIPSec** HP 6 Morale 8 Kevlar −D4 SmartGun™ D6a, or Shockstick D4, Toughness DR12 or fall.	**Sasa** HP 7 Morale 5 Rough jacket −D4 Throwing knives D4, 2 attacks/round. 2k¤ on a traceable credchip. **3x Stone Eels** HP 5 Morale 6 Light vest −D2 HiQ SMG d6a	**A tired office** worker looking for left-behind drugs
8	**3D6 office workers**, if disturbed, will assume the PCs are guests and point toward the VIP section's door.		**d4 office workers** who will call for help or trigger the alarm if they notice intruders.
9	**Vaska Jordan** HP 4 Morale 4 Unarmored and unarmed Vaska is rarely at this casino, **1d6 while open, 1d8 while closed**, Unarmed D2. 2k. on a tacky, gilded credstick		
10	**Hidden Camera (all times)**	A cleaning droid has just gotten stuck in some loose wiring. It will soon start to beep loudly. **A SecOp and a cleaner will arrive in d6 minutes.**
11	**Zola**, an imprisoned Nano-infected, able to remember any number, used as a living offline database and balance sheet. *The DATA!*	
12	**D4+3 staffers** monitor the cameras, supported by a **primitive AI** to catch cheaters or monitor unruly guests. They want no trouble.	**D4 SecOps (and tech fixing surveillance system)** HP 6 Morale 8 Vest −D2 Taser D2, Toughness DR12 or fall.
13	**Batu,** old enough to know better. Caved-in eye, missing teeth. Beaten half to death for allegedly trying to steal chips.	**Wattana (torturing Batu by testing various brands of shocksticks)** HP 20 Morale – Skin plating −D4 Wristblade D6 + Pink Ooze (test Toughness DR14 or all hits taken the following 5 minutes deal an additional D4 damage), or μSMG D4a. Keys and access to all areas.
14	During a show (2000-0300) full of clothes and stuff from the band	Usually empty (but oot)
15	**D4 Cleaning drones** performing automatic maintenance or being charged in a corner.	**d6 cleaning crew** restocking and handling drones.
16	Empty just the power core	

Casino Schedule and Activity Levels

0000-0100	Peak/Band/show
0100-0200	Peak/Band/show
0200-0300	Mod/Band/show
0300-0400	Mod/transition
0400-0500	Slow/die hards
0500-0600	Slow/die hards
0600-0700	Slow/clear out
0700-0800	**CLOSED**
0800-0900	**CLOSED**
0900-1000	**CLOSED**
1000-1100	Slow/addicts
1100-1200	Slow/addicts
1200-1300	Slow/addicts
1300-1400	Slow/addicts
1400-1500	Mod/Happyhour
1500-1600	Mod/Happyhour
1600-1700	Mod/Happyhour
1700-1800	Mod/SecOpSC+
1800-1900	Moderate
1900-2000	PrePeak/Trans.
2000-2100	Peak/Band/show
2100-2200	Peak/Band/show
2200-2300	Peak/Band/show
2300-0000	Peak/Band/show

Area 2: On stage (d6)
1. **PHASER/MOB** blackened chromecore (−1DR when attacking, +1DR when defending)
2. **G_-.-** seismic noise (+3DR Presence tests)
3. **Ternion 2** meta/progen-rap (−1DR Toughness tests)
4. **I must leave** doompunk (−1 on morale rolls)
5. **HeCcc** hexcore (−1DR Presence tests when activating Nano powers)
6. **Sirius Last Light** atmo-orbitalwave (−1DR on anything benefitting from concentration)

Area 2, 3, 7: "I wanna gamble"
PC decides how much they want to bet and then rolls 3d6:
3: Bet×2 lost, add as a new debt owed to CasinoBlizzFunds Inc if not enough funds are available
4–12: Bet lost
13–14: Bet returned
15: Bet×2 returned
16: Bet×3 returned
17: Bet×5 returned
18: Bet×10 returned (facial/ ID logged by the Stone Eels for robbery considerations, see page 7–8).

Area 14: Loot the Green Room (d4)
1. Random drug, D6 doses.
2. D100 ¤ on a band-branded credstick.
3. A sick instrument.
4. A mountain of empty syringes, PC takes D4 damage.

Area 15: Messing with Maintenance
Creative PCs can temporarily shut down, flood or disrupt the casino in other ways from here. But any tampering will attract the guards' attention.
D3 SecOps will show up every D6 rounds until 10 SecOps are] present or the situation is resolved.
Tampering with the electricity will result in an automatic reset and override after 30 seconds as long as the Power Core is operational.