

MEDICAL ASSISTANCE

By Fizzygoo

SYNOPSIS

Set around late January or early February of 2070, this mission is based on the Emergence adventure seed, pg 20: “Dead Man Hacking” and plays off the assumption that the runners previously ran *On the Run*. The following paragraphs contain adapted text from the “Dead Man Hacking” adventure seed.

Zipper (from *On The Run*) and her lover, Matilda “Matty” Bowman, were hired by Corbin Takashi from Evo to hack an MCT run branch of a local hospital to acquire patient histories of a handful of people who had been through the system in the past 4 years. The majority of these patients were part of an MCT AIPS outreach program. MCT managed to backtrack the intrusion and flatline Bowman. An MCT black ops team, sent to clean up, then intercepted the DocWagon ambulance and discovered Bowman had been revived by the EMTs. The black ops team eliminated the DocWagon crew but didn’t have time to destroy the ambulance before DocWagon HRT units responded. The ambulance’s Valkyrie medical unit and smartsystem will reveal Bowman was resuscitated and even yield usable ritual samples. The black ops team has taken Bowman to a safe house and is awaiting the arrival of an interrogator to make sure she hasn’t hidden compromising backups somewhere (namely Zipper’s commlink).

At the time that the MCT black ops are taking down the DocWagon ambulance, Zipper contacts the PCs and requests a meet ASAP. She offers to pay the PCs to find and save Bowman.

Timeline of Events

7:46 PM, Day 1: Zipper and Matty hack the Overlake Medical Facility’s system.

7:54 PM, Day 1: Zipper gets disconnected by IC while watching Matty engage black IC.

7:58 PM, Day 1: Zipper can’t get a hold of Matty.

8:01 PM, Day 1: DocWagon picks up Matty

8:15 PM, Day 1: MCT Black Ops intercept DocWagon.

8:28 PM, Day 1: DocWagon HTR Team picks up Ambulance and takes it to Tacoma HTR center (see Ghost Cartels, pg 75).

8:30 PM, Day 1: MCT Black Ops brings Matty to safe house in Auburn (roll 3d6 x 30 minutes for when the interrogator [“Ni,” MCT Mage] arrives at safe house).

8:41 PM, Day 1: Zipper contacts the PCs for the job.

__:__ __, Day __: Soonest the PCs can get to the Cathode Glow.

__:__ __, Day __: Time MCT Interrogator gets to safe house (after 2 hours, they will kill Matty)

OLD ACQUAINTANCES

SCAN THIS

Zipper sends the runners an urgent message requesting that he and his team meet her at the Cathode Glow for business. Zipper’s willing to pay the team 4,000¥ up front and 30,000¥ on finding out what happened to her friend and getting her back.

TELL IT TO THEM STRAIGHT

It’s been too long since your last run. Just when you think you’re going to have to start flipping burgers, you get an urgent message on your commlink (see player handouts, 1).

You reach the Cathode Glow and find Zipper in the back at a booth whose table is constructed out of old printer parts.

“Thank you for meeting me on such short notice. I have an issue. My friend and I were hired to hack into a site for some paydata. All was nullsweat until we triggered some black IC. I was able to jackout with the majority of the data we were looking for, but Matty, my friend, she, well, last I saw she was fighting off the IC. I tried messaging her, several times, but after twenty minutes, I mean, she should have been out after that. So I tried digging around her apartment and found that DocWagon had been dispatched to her

address. But after that there's nothing. I'm her contact, DocWagon should have reported to me by now. But there's been nothing. I need you to find my friend and bring her back here. I'll give you 4K upfront and 30% of the paydata value once I deliver it to my Johnson, that'll be about 30K depending on if I get full price for having most of the data."

HOOKS

As a high paying rescue job, the team should take it. Zipper is reluctant to hand over the paydata but might do so if the team didn't kill Loomis in *On The Run*.

BEHIND THE SCENES

As outlined in the synopsis, Zipper's friend, Matty, has been taken by a MCT black ops team to a safe house in Auburn. Zipper desperately wants to get her friend, and lover, back safely. By asking around, especially from Street and Corporate contacts, the team will learn that the DocWagon ambulance was hit by what appeared to be a DocWagon HTR team. The ambulance was taken to the nearest DocWagon clinic where there should be more info on what went down.

PUSHING THE ENVELOPE

Characters with doctors and/or DocWagon contacts could find easy ways to infiltrate the DocWagon clinic and/or get more information on what happened to the Ambulance.

The data from the Ambulance's onboard sensors and Valkyrie system will not be uploaded to the clinic's nodes until 9 AM on Tuesday morning, but logs of the Ambulance arriving at the clinic as well as the HTR team's report will be available by 9 PM on Monday night.

If characters can get into SEA/TAC traffic control (see side bar) they could circumvent dealing with DocWagon by tracking the flight path of the DocWagon's Osprey II.

Especially creative characters may be able to track the Osprey by hacking into security cameras in the area where it confronted the ambulance, tracking it for as far as possible, then hacking into another system where they last tracked it, and so on until they will lose it flying eastward over southern Lake Tapps in Auburn.

DEBUGGING

If the characters are having trouble figuring out how to approach DocWagon and where to go, give hints to characters with DocWagon contracts or medical contacts.

REFERENCES

On The Run: pg 20-22
Unwired: pg 68-70

SEA/TAC Airport System, Seattle

The heart and soul of Seattle's air travel; SEA/TAC is a heavily used system. Peripheral nodes handle traveler's reservations, flight notices, as well as free access to the matrix at large for waiting passengers. Core nexi handle flight data, traffic control, and other security measures.

Sculpting: The system conforms to Seattle's Emerald City iconography with small commuter planes being witches brooms, larger aircraft are houses, and unknown/hostile aircraft as flying monkeys.

Hardware: Custom NeoNET integrated system (Core Nexi: Persona Limit 15, Processor Limit 40).

Authentication: Passkey

Privileges: Standard

Attributes:

Peripheral Nodes: F 4, R 5, Si 3, Sy 5

Nexi Nodes: F 5, R 5, Si 4, Sy 5

Spiders: 2 Professional Spiders (Un 68), 1 Security Consultant (Un 69).

IC: Encryption Prescription 4 (Nexi, Un 70 w/ Trace 4), Analyze+Track 4 (Peripheral)

Resident Programs: Analyze 5, Encrypt 5 on Nexi, Analyze 4 on Peripheral.

ARC: Peripheral & Nexi 1: Terminate Connection, Nexi 2 & 3: Launch IC (Encryption Prescription)

Topology: Peripheral Nodes serve as customer nodes. Nexi 1 handles employee basics (time clocks, schedules, etc.). Nexi 2 handles airport drones. Nexi 3 handles air traffic control and logs.

EMERGENCY ROOM

SCAN THIS

The players have to infiltrate the DocWagon clinic, find the ambulance that was attacked by the MCT black ops team, and retrieve the data from its sensor package and Valkyrie system.

TELL IT TO THEM STRAIGHT

For a Monday evening, the DocWagon clinic appears to be busy. VTOL Osprey II's take off and land from the rooftop as ambulances pull up to the emergency room doors, dropping off the sick and wounded, only to head back out into the night. Somewhere in or on the compound is the ambulance that may contain clues as to who or what took Matty.

HOOKS

The key to this scene is getting the players to access the DocWagon ambulance's records. Without it the players may have a very difficult time in locating Matty.

BEHIND THE SCENES

Once the players have access to the DocWagon ambulance they will need to hack its system (Firewall 3, Response 3, Signal 2, System 3; Analyze 3, ARC: Terminate Connection). Once in, they can locate the data on Matty (see player's handout 2). Otherwise, the clinic uses the basic layout and statistics from Ghost Cartels (pg 75).

PUSHING THE ENVELOPE

Depending on the style of play, the players may attempt to infiltrate, spoof, or outright attack the DocWagon clinic. The clinic has at least on HTR team on hand at all times, with a second team able to land at the VTOL pad on the roof within 1d3 minutes of getting a call and a third team within 1d6 after the first.

DEBUGGING

If the characters fail to get the data from the ambulance, they will have to either regroup and try again (with the clinic being on heightened security) or use their contacts to retrieve the information for them at cost.

The players may circumvent DocWagon by learning of the MCT black ops use of a stolen DocWagon Osprey II in their assault on Matty's ambulance. If so, the characters can skip this section and head straight to the Safe House scene.

LIKE A DWARF IN A HAYSTACK

SCAN THIS

Now that the team knows that A) Matty is still alive and B) taken by someone who can steal/spoof a DocWagon Osprey II's signature they will have to hunt down who is to blame. This scene is largely based on legwork. Characters with Knowledge: Safe Houses and Knowledge: Security Procedures will be able to help move things along by supplying their contacts with bonus dice.

DocWagon Clinic System

A no-frills secure system, DocWagon has a main access node that deals with patient appointments as well as information on subscriptions, billing scales, and elective surgery offers. Secondary node keeps patient data. The third node hosts information on the security operations of the clinic, from VTOL clearances and ambulance positions to weapon's checks for HTR teams.

Sculpting: The system appears as a hospital, DocWagon logo's covering almost every item, wall, and icon.

Hardware: NeoNET Medi-Core system (Persona Limit 12, Processor Limit 25).

Authentication: Passkey

Privileges: Standard

Attributes:

Node 1: F 3, R 4, Si 3, Sy 4

Node 2 & 3: F 4, R 4, Si 3, Sy 4

Spiders: 1 Professional Spiders (Un 68)

IC: Blackhammer 4 (Node 2 & 3, w/ Trace 3), Analyze+Track 3 (Node 1)

Resident Programs: Analyze 4, Encrypt 4 on all nodes.

ARC: Launch IC (Encryption Prescription)

Topology: Node 1 serve as customer nodes. Node 2 handles patient information. Node 3 handles security information.

TELL IT TO THEM STRAIGHT

Who ever took Matty definitely has their act together. It's not small task to be able to spoof a DocWagon Osprey II's signature, let alone steal one for actual use. But it's exactly because it's such a feat that gives you hope that the shadows will be aware of the culprits.

HOOKS

The use of bribes and other cash donations to contacts can help buy successes on their legwork tests as the GM deems appropriate.

BEHIND THE SCENES

This is a simple legworking scene. The characters will have to tap their contacts, search the matrix, etc., in order to find out where the safe house is and who is there.

THE SAFE HOUSE

SCAN THIS

Once the runners know the location of the MCT safe house all that's left to do is rescue Matty. The islands on Lake Tapps are interconnected by small bridges and the only way into the gated community is through the main gate entrance...or by boat, or by air.

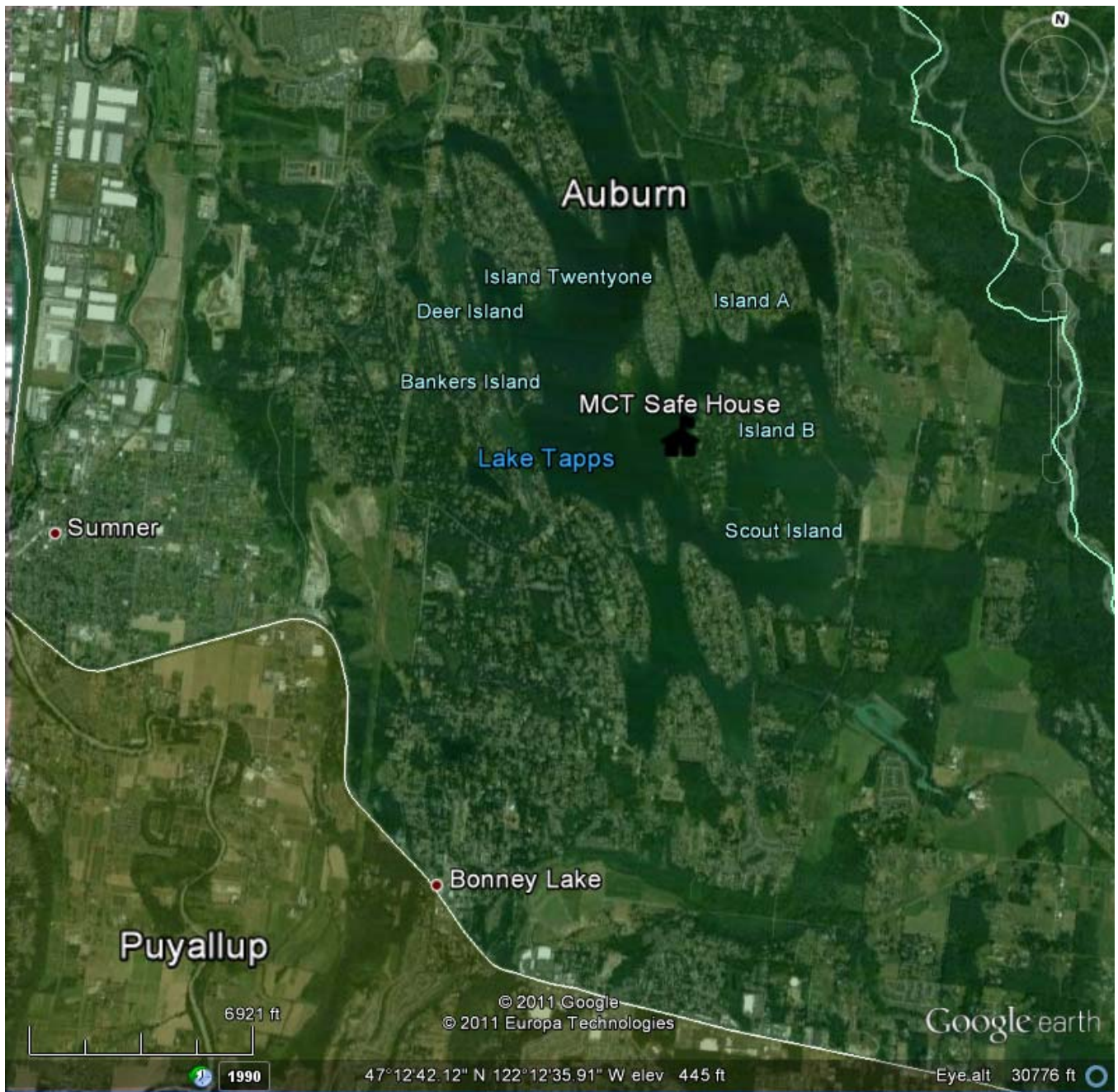
HOOKS

The runners will have to do their own reconnaissance of the safe house (or just rush on in).

BEHIND THE SCENES

The MCT strike team is simply waiting for their interrogator/mage to arrive and once he does ways for him to engage in his interrogations of Matty. After two hours, the interrogator will have the information that he needs, that Zipper was her accomplice and probably has a copy of the paydata. Once done, the interrogator will kill Matty and then seek out Zipper.

Below are maps of the location of the MCT safe house in Auburn and of the grounds of the safe house, which is a high lifestyle residence that is maintained to blend in with the rest of the gated community.



Auburn

Island Twentyone

Deer Island

Island A

Bankers Island

MCT Safe House

Island B

Lake Tapps

Sumner

Scout Island

Bonney Lake

Puyallup

6921 ft

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Google earth

1990

47°12'42.12" N 122°12'35.91" W elev 445 ft

Eye.alt 30776 ft



LEGWORK

DocWagon

Contact/Matrix (Contact, 1 hour)

0/0 – “They’re like doctors, right?”

1/2 – “Sure, they have clinics all over Seattle, she’s probably at the nearest one to where she was picked up.”

2/4 – “Well, if DocWagon was attacked, then it’s probably in the hands of their HTR division now.”

3/6 – “Yeah, for every 4 or 5 DocWagon clinics, one’s going to be a HTR center, I’d look for the nearest one.”

4/10 – “I heard DocWagon got jumped earlier this evening. Their patient was gone by the time HTR showed up.”

5/12 – “Rumor is some Black ops team took down the DocWagon ambulance. As I heard it, the black ops came in with a stolen DocWagon Osprey II. VTOL in, VTOL out.”

MCT Involvement & the Safe House

Contact/Matrix (Contact, 1 hour)

0/0 – “Isn’t that where you go when you play tag?”

2/4 – “Sure, there’s lots of safe houses in Seattle, even my landlord has one.”

4/8 – “I heard of a corp-job on DocWagon about a week ago taking one of their Osprey, never caught’em though.”

6/12 – “Sure, MCT supposedly took a DocWagon Osprey last week. Heard their using one of their Auburn safe houses to park it until needed.”

8/16 – “Yeah, just heard. MCT sent a black ops team after someone who stole some of their paydata. Very hush hush, mind you. They’ve a safe house they use often for interrogating snooping hackers out on Lake Tapps, not sure where though.”

10/18 – “Oh yeah. MCT been using their Lake Tapps safe house to interrogate hackers and other undesirables. It the western most house on Island B on the Lake. Not a zero-zone, last I heard, but still tough to get to.”

CAST OF CHARACTERS

ZIPPER

See *On the Run*.

MCT STRIKE TEAM (PL 5)

The MCT strike team is made up of Japanese males. GMs are encouraged to adjust the NPCs' stats to better fit their campaign.

Leader: "Ichi"														
B	A	R	S	C	I	L	W	Ess/Edg	Mg	Init	IP	CM	PR	ARM
3	5[7]	5[7]	3[5]	4	4	4	4	3.9/5	-	9[11]	3	10	5	11/6
Skills: Automatics 11 (4+7 Agi), Climbing 9 (4+5 Str), Computer 7 (3+4 Log), Dodge 10 (3+7 Rea), Etiquette 6 (+2 Corporate, 2+4 Cha), Gymnastics 11 (4+7 Agi), Infiltration 12 (5+7 Agi), Leadership 7 (3+4 Cha), Longarms 11 (4+7 Agi), Perception 7 (+5 Audio, 3+4 Int), Pilot Ground Craft 10 (3+7 Rea), Pistols 11 (4+7 Agi), Running 9 (4+5 Str), Swimming 9 (4+5 Str), Unarmed Combat 11 (4+7 Agi)														
Cyber/Bioware (All Betaware): Datajack (0.07e), Cybereyes II (0.21e, Eye Recording Unit, Flare Comp [1], Image Link, Low-Light Vision [2], Smartlink [3], Thermographic Vision [2]), Cyberears II (0.21e, Audio Enhancement III [3], Damper [1], Ear Recording Unit, Select Sound Filter II [2], Spatial Recognizer [2]), Synaptic Booster II (0.7e, +2 Rea, +2 IP), Muscle Augmentation II (0.28e, +2 Str), Muscle Toner II (0.28e, +2 Agi), Orthoskin II (0.35e, +2 B/I)														
Gear: Beretta 97 Heavy Pistol (6P, -1 AP, SA/BF, 15(c), 3 clips Explosive Rounds, SGS, Silencer), Ingram SuperMach 100 (5P, -1 AP, SA/FA, RC 3[4], 60(c), 3 clips Explosive Rounds, 1 clip APDS [4P, -4 AP], SGS), Full-Body Form-Fitting Body Armor (6/2, half-encumbrance), Mortimer of London Berwick Suit Jacket (3/2), Commlink (4/4/4/4, Hacking Programs at 4)														

Mage: "Ni"														
B	A	R	S	C	I	L	W	Ess/Edg	Mg	Init	IP	CM	PR	ARM
3	3	4	3	5	5	4	5	5.51/ 5	5	9[11]	3	10	5	9/4
Skills: Automatics 7 (4+3 Agi), Banishing 9 (4+5 Mag), Binding 9 (4+5 Mag), Climbing 7 (4+3 Str), Counterspelling 9 (4+5 Mag), Dodge 7 (3+4 Rea), Etiquette 7 (Corporate, 2+5 Cha), Gymnastics 7 (4+3 Agi), Infiltration 8 (5+3 Agi), Longarms 7 (4+3 Agi), Perception 8 (3+5 Int), Pistols 7 (4+3 Agi), Ritual Spellcasting 10 (5+5 Mag), Running 7 (4+3 Str), Spellcasting 11 (6+5 Mag), Summoning 10 (5+5 Mag), Swimming 7 (4+3 Str), Unarmed Combat 7 (4+3 Agi)														
Spells: Psionic Tradition (Drain Dice 10 [W+I], Combat: Fire, Detection: Air, Health: Man, Illusion: Guidance, Manipulation: Task), Analyze Truth (Active, Directional, M, T, NA, Sus, F/2), Armor (P, LOS, Sus, [F/2]+3), Blast (Indirect Area, P, LOS(A), Sdmg, Inst, [F/2]+2), Clairvoyance (Passive, Directional, M, T, NA, Sus, [F/2]-1), Clout (Indirect, P, LOS, Sdmg, Inst, F/2), Control Thoughts (M, LOS, NA, Sus, [F/2]+2), Mind Probe (Active, Directional, M, T, NA, Sus, [F/2]+2), Physical Barrier (Environ, Area, P, LOS(A), Sus, [F/2]+3), Stunbolt (Direct, M, LOS, Sdmg, Inst, [F/2]-1), Stunball (Direct, M, LOS(A), Sdmg, Inst, [F/2]+1)														
Cyber/Bioware (All Betaware): Datajack (0.07e), Cybereyes II (0.21e, Eye Recording Unit, Flare Comp [1], Image Link, Low-Light Vision [2], Smartlink [3], Thermographic Vision [2]), Cyberears II (0.21e, Audio Enhancement III [3], Damper [1], Ear Recording Unit, Select Sound Filter II [2], Spatial Recognizer [2])														
Gear: Beretta 97 Heavy Pistol (5P, SA/BF, 15(c), 3 clips, Silencer), SCK Model 100 (5P, SA/BA, RC 1, 30(c), 3 clips, Sound Suppressor), Full-Body Form-Fitting Body Armor (6/2, half-encumbrance), Mortimer of London Berwick Suit Jacket (3/2), Sustaining Focus III (Crystal Ring w/ Improved Reflexes 3 hits)														

Hacker: "San"														
B	A	R	S	C	I	L	W	Ess/Edg	Mg	Init	IP	CM	PR	ARM
3	4	4[5]	3	3	5	6[8]	5	3.13/5	-	9[11]	2/3V	10	5	9/4
Skills: Automatics 8 (4+4 Agi), Climbing 7 (4+3 Str), Computer 13 (5+8 Log), Cybercombat 13 (5+8 Log), Data Search 13 (5+8 Log), Dodge 8 (3+5 Rea), Electronic Warfare 13 (5+8 Log), Etiquette 5 (Corporate, 2+3 Cha), Gunnery 8 (4+4 Agi), Gymnastics 8 (4+4 Agi), Hacking 13 (5+8 Log), Hardware 13 (5+8 Log), Infiltration 9 (5+4 Agi), Longarms 8 (4+4 Agi), Perception 8 (3+5 Int), Pistols 8 (4+4 Agi), Running 7 (4+3 Str), Software 13 (5+8 Log), Swimming 7 (4+3 Str), Unarmed Combat 8 (4+4 Agi)														
Cyber/Bioware (All Betaware): Cerebral Booster II (0.28e), Commlink , Internal (0.14e, 5/5/5 Programs at 5), Control Rig (0.35e), Cybereyes II (0.21e, Eye Recording Unit, Flare Comp [1], Image Link, Low-Light Vision [2], Smartlink [3], Thermographic Vision [2]), Cybears II (0.21e, Audio Enhancement III [3], Damper [1], Ear Recording Unit, Select Sound Filter II [2], Spatial Recognizer [2]), Data Lock (0.07e), Datajack (0.07e), Sim Module (0.14e, Hot-mod), Wired Reflexes I (1.4e, +1 R, +1 IP)														
Gear: Beretta 97 Heavy Pistol (5P, SA/BF, 15(c), 3 clips, Silencer), SCK Model 100 (5P, SA/BA, RC 1, 30(c), 2 clips, 1 clip Explosive Ammo [+1P, -1 AP]), Full-Body Form-Fitting Body Armor (6/2, half-encumbrance), Mortimer of London Berwick Suit Jacket (3/2)														

Fire Support #1: "Shi"														
B	A	R	S	C	I	L	W	Ess/Edg	Mg	Init	IP	CM	PR	ARM
5[6]	5[8]	6[8]	5[8]	2	3	3	4	3.16/5	-	11	3	11	5	11/9
Skills: Automatics 13 (5+8 Agi), Climbing 12 (4+8 Str), Dodge 13 (5+8 Rea), Etiquette 4 (Corporate, 2+2 Cha), Gunnery 12 (4+8 Agi), Gymnastics 12 (4+8 Agi), Heavy Weapons 12 (4+8 Agi), Infiltration 13 (5+8 Agi), Longarms 13 (5+8 Agi), Perception 6 (+2 Visual, 3+3 Int), Pistols 13 (5+8 Agi), Running 12 (4+8 Str), Swimming 12 (4+8 Str), Unarmed Combat 13 (5+8 Agi)														
Cyber/Bioware (All Betaware): Bone Density Augmentation I (0.21e), Cybereyes III (0.28e, Eye Recording Unit, Flare Comp [1], Image Link, Low-Light Vision [2], Smartlink [3], Thermographic Vision [2], Vision Enhancement II [2], Vision Magnification [2]), Cybears II (0.21e, Audio Enhancement III [3], Damper [1], Ear Recording Unit, Select Sound Filter II [2], Spatial Recognizer [2]), Datajack (0.07e), Muscle Augmentation III (0.42e), Muscle Toner III (0.42e), Orthoskin III (0.525e), Synaptic Booster II (1.05e, +2 R, +2 IP)														
Gear: Unarmed Attack (4P), Beretta 97 Heavy Pistol (6P, -1 AP, SA/BF, 15(c), 3 clips Explosive Ammo), Nitama Optimum II (Rifle: 7P, -2 AP, SA/BF/FA, RC 1[4], 30(c), 4 clips Explosive Ammo, Gas-Vent 3 System; Shotgun: 8P, -2 AP, SA, RC 1, 5(m), 25 rounds Explosive), Full-Body Form-Fitting Body Armor (6/2, half-encumbrance), Mortimer of London Berwick Suit Jacket Reinforced (3/4)														

Fire Support #2: "Go"														
B	A	R	S	C	I	L	W	Ess/Edg	Mg	Init	IP	CM	PR	ARM
6[9]	6[9]	5[8]	5[9]	2	4	2	4	1.69/5	-	9[12]	4	11	5	11/9
Skills: Automatics 15 (4+10 Agi+1), Climbing 15 (4+10 Str+1), Dodge 15 (6+8 Rea+1), Etiquette 4 (Corporate, 2+Cha), Gymnastics 15 (4+Agi+1), Infiltration 16 (5+Agi+1), Longarms 15 (4+Agi+1), Perception 7 (3+Int), Pistols 15 (4+Agi+1), Running 16 (4+Str+1), Swimming 15 (4+Str+1), Unarmed Combat 17 (6+Agi+1)														
Cyber/Bioware (All Betaware): Bone Density Augmentation IV (0.84e), Cybereyes III (0.28e, Eye Recording Unit, Flare Comp [1], Image Link, Low-Light Vision [2], Smartlink [3], Thermographic Vision [2], Vision Enhancement II [2], Vision Magnification [2]), Cybears II (0.21e, Audio Enhancement III [3], Damper [1], Ear Recording Unit, Select Sound Filter II [2], Spatial Recognizer [2]), Datajack (0.07e), Enhanced Articulation (0.21e), Muscle Augmentation IV (0.56e), Muscle Toner IV (0.56e), Orthoskin III (0.525e), Synaptic Booster III (1.05e, +3 R, +3 IP)														
Gear: Unarmed Attack (4P), Beretta 97 Heavy Pistol (6P, -1 AP, SA/BF, 15(c), 3 clips Explosive Ammo), Nitama Optimum II (Rifle: 7P, -2 AP, SA/BF/FA, RC 1[4], 30(c), 4 clips Explosive Ammo, Gas-Vent 3 System; Shotgun: 8P, -2 AP, SA, RC 1, 5(m), 25 rounds Explosive), Full-Body Form-Fitting Body Armor (6/2, half-encumbrance), Mortimer of London Berwick Suit Jacket Reinforced (3/4)														

HANDOUTS

Handout 1

Incoming encrypted Message...Decrypting ...Decryption complete
New Message: Urgent
From: Zipper To: Guy Time: 8:41:27 PM PST, 3-Feb-2070
Urgent. Need your services. Bring your team to Cathode Glow, ASAP. -Zipper

Handout 2

Subject: Wanda Chou DWID: hsp05142047ChWa047781 Initial Contact: Unconscious/Unresponsive. Possible Brain hemorrhaging. Shallow breathing. 32 hbpm. Valkyrie Diagnosis: Urgent: Large un-ruptured lateral aneurism in left frontal lobe. High cholesterol count. Suggested Course: Microvascular Clipping of aneurism (surgery). Anti-cholesterol medication, low cholesterol diet. Valkyrie Status: Blood thinning pharmaceutical cocktail (#4503b) administered (8:08:31 PM 2/3/70). Heart rate increased to 68 hbpm (8:09:10 PM 2/3/70). Subject conscious, responding to stimuli (8:12:41 PM 2/3/70). DWAmbulance Sensor Suite: Incoming DW Osprey II (DWID UCAS-TAC-151090-2 //Flagged: decommissioned ID//). Automatic Fire detected. Incoming missile at...
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