

Heavier Than Lead

By Gary Brown

This is a rescue mission originally designed for my DieArchy gaming system. This scenario can easily apply to any campaign where the villain's motive is revenge for the death of a loved one.

The villain kidnapped the PC's wife and son in Germany and is preparing to sell them into the secret slave market. He is getting revenge for the death of his son who was killed in a black market bust led or planned by the PC. The kidnapping scene was a shopping sector of Leipzig, Germany. They were carjacked in daylight. A note was found in the abandoned car later that evening which read, "As blood is thicker than water, revenge is heavier than lead."

Opening Scene: Sobota, Slovakia

The PC doesn't know who is responsible for the kidnapping yet. Adam Snow, a CIA operative in Slovakia, has agreed to help in an unofficial capacity. He meets the PC at a public park in Sobota, Slovakia. It is a dreary, overcast day.

Adam Snow

BTL	POW	AGL	SPD	PER	WIT	HP
D4	1	0	1	3	4	3

M, 6'0", 210lbs, 46yrs old, slightly overweight, cigar, hat, and overcoat.
9mm handgun

Snow tells the PC that there were black marketers among those captured and killed in the Yugoslavian raid six months ago. He found evidence linking that operation with a remote group in the Carpathian Mountains, in the town of Levoca (lay-voe-cha). They appear to be a Mafia-like syndicate. Their hang out is an inn called The Anjelov. It's just a scrap, but maybe it will give the PC something to start with. He gives the PC a list of three ranking criminals killed in the raid: Bremen Yurlovich, Milov Kalatzka, Ezrem Kurkuk. "We don't know much about them, but we believe that these are the only ones that would warrant the risk of a revenge crime such as this."

A freelance assassin has been tracking Snow and has been hired by Iraqi's to take him out. Snow has been getting in the way of their hazmat/bio-terrorism plans. As Snow and the PC are parting ways... PER check to notice a red dot (laser sight) go across himself and zero-in on Snow!! If failed then try PER check for Snow... Another PER check to locate the shooter... And conduct from there...

Assassin: Korthogo

BTL	POW	AGL	SPD	PER	WIT	HP
D6	2	3	1	3	2	8

M, 5'9" long bleached white hair, 31 yrs old (jeans & denim jacket)

Weapon: collapsible carbine rifle w. laser sight. (treat as .357)

CHASE SCENE: Korthogo will run when resistance gets steep. He will head up into the building's tower,

100' where he has a rappelling device staged. An antenna is anchored by out rigging cables. He will slide down one of those cables (300') to a two-story building where his motorcycle is parked in an ally. Pursuing him will require 3 chase rolls before he gets to the motorcycle. If the PC can acquire a vehicle quickly, the chase may continue at long or medium range. If Korthogo is captured, he will talk on a SOC roll of E2 or better.

Transition: The PC will have a long drive on increasingly rough roads to Levoca in the Carpathian Mountains.

Levoca

In this section of town, the dirty cobblestone streets are tight, lined with old buildings. Mining and agriculture appear to be the primary industries. Foreigners are very conspicuous in this town and not particularly welcomed. The average private car is small economy type, averaging 10-15 years old and there are probably just as many flatbed and open box trucks.

The Anjelov

The building is a two-story tavern and inn in the middle of the mountain town with four guest rooms upstairs. One of the leaders is armed with a .45 pistol and there is a shotgun behind the bar. In the likely event of trouble, there is cook, that will head to the kitchen and return with a sub-gun in 5 combat turns.

Common Foes: 3/1 ratio to PCs

BTL	POW	AGL	SPD	PER	WIT	HP
D4	1	1	1	1	1	4

Leaders: Yam & Posad Gavrol (brothers)

BTL	POW	AGL	SPD	PER	WIT	HP
D6	2	1	2	2	2	7

The PC has come here to find any scrap that could link him with the kidnappers. Here are the key points of info to be found here:

This group of smugglers conducts acquisitions for an unknown crime boss. They are contracted through a liaison, known as "Thapa". When they are ready to make delivery the contact Thapa, who arranges the exchange at a different location each time. If threatened, they may give up the cell phone number. Otherwise it can be found in a box of index cards in the cellar-workshop.

They have a shop in a converted cellar, beneath the Inn. The entrance is partially concealed behind a walk-in fridge. This is where they repair salvaged firearms and create custom weapons and ammo.

Budapest: Finding Thapa

The PC could track down Thapa in a number of ways, including:

Call her and try to arrange a face-to-face meeting using the cell phone number from the Anjelov.

Try to get more government/agency help to trace the caller's location through satellite or cell tower triangulation. She may be pinpointed at or around her meager apartment in a migrant-heavy section of town.

Try to obtain a billing or service address for the phone through the service provider. The billing address is for the Aerodax distribution center, which is the front for her arms smuggling deals.

Thapa's Place

It is a one bedroom efficiency style apartment under 1000 s.f.. This section of town is run down, but one figures that this is a place that she can easily work in obscurity. Being a foreigner herself, she is not so out-of-place here. It is easy to break into. There are no alarms or guards to contend with. Unless the PC attempts to break in or visit in the middle of the night, they are not likely to find her there. Indeed the sparse conditions within the apartment indicate that she doesn't spend much time there, other than sleeping. The only significant clue here is her Aerodax business card, which can be found lying in the open. That should point the PC to her office.

Aerodax Distribution Center

This company is a legitimate dealer of imported small aircraft and parts. However, the bigger money, since the collapse of the USSR, has been in illegal arms trade. Thapa started here as a young deliver person and quickly worked her way into black marketeering. She is now the office manager, which actually means "dealmaker".

The distribution center is an aging "flex space" building with a two-story office section in the front and a warehouse section in the back. The warehouse portion has high 25' ceilings and can serve as a small aircraft hanger. Thapa's office is on the second floor and is locked after hours. One security guard is on duty during hours and two guards after hours. They are common uniformed guards carrying revolvers.

BTL	POW	AGL	SPD	PER	WIT	HP
D4	1	1	1	1	1	4

Weapon: .38 Revolver

There is a small fire safe in the file drawer of her desk. It is locked and should not be too challenging to crack. Within the safe there are documents (including check copies and invoices) linking Thapa to Kalatzka and his smuggling operation called "Global Submarketers". Those clues will lead the PC to Kalatzka's current base in the mountains of Kenya, near Lake Rudolph.

Minor Villain: Thapa Age: 30, Ht: 5'8", Wt: 120
 She is a tall, gaunt, unattractive woman of Mongolian descent with greasy, wavy, shoulder-length hair. She is sassy and street savvy and likes to hang out in local dives and play pool in her leisure time. She knows the villain, Kalatzka, and can be linked to him through hardcopy transaction files in a safe at her office at Aerodax.

BTL	POW	AGL	SPD	PER	WIT	SOC	HP
D6	1	3	3	3	2	1	8

Weapon: S&W Sigma 9mm
 Skills: Driving +1, Mechanics 0, Electronics 0, Stealth +1, Surveillance 0
 Vehicle: She drives a rebuilt jeep. Looks bad... Runs great!

Kalatzka Residence in Kenya

The villain lives in the essential sprawling estate, consisting of several acres in the Cherangany Hills. White brick walls, 8' high, protect the grounds near the house. The place is heavily guarded with two-man security patrols night and day. A third guard is stationed at the gatehouse. Impressive, black steel gates greet visitors at the driveway entrance. The only other break in the wall is a horse gate at the back of the grounds. Parts of the house are secured at night with motion sensors. There is an expansive basement with soundproofing for the indoor shooting range. Nearby there are two large gun cabinets, one for loaded range weapons, and another beautiful glass cabinet full of collectable firearms that had belonged to notorious people such as past actors and world leaders.

At the time of arrival, the PC may have just missed his family members, who were sent in a van to Nairobi, for an underground slave auction. If the PC takes time to observe the compound before approaching, then you could mention the van's departure. Leaving the PC unaware that he just watched his loved ones drive away. In all, there will be about 18-20 people at the estate when the PC arrives. Here's the breakdown:

- 9 security guards (only 3 will be on duty)
- 4 female servants - they tend to be sexy and hang out by the pool when they are not serving the Kalatzka and his guests.
- Kalatzka & Narlov
- 2 mid-level henchmen- they are assistants for Global Submarketers
- 1-2 groundskeepers

The PC will dictate what happens from here. The likely scenario is that the PC gets into a battle at the estate, one way or another, and learns that his wife and child are already gone.

Villain: Rovnos Kalatzka Age: 47, Ht: 5'11, Wt: 170

He is a career arms smuggler and fits the typical crime boss stereotype, except that he does have a little bit of a conscience. That is why he did not kill the PC's family. Although he can be hot-tempered, he has learned to contain it before making stupid mistakes.

BTL	POW	AGL	SPD	PER	WIT	SOC	HP
D8	2	2	3	4	2	2	9

Weapon: Custom Springfield Match Pistol .45, +1 specialized
 Skills: Driving 0, Mechanics +1, Piloting 0, Tracking +1, Riding +1

Prime Henchman: Narlov Age 34, Ht: 6'6, Wt: 280
 He has always been a lifetime criminal and a natural enforcer. He has a powerlifter's build and enjoys wrestling and brawling.

BTL	POW	AGL	SPD	PER	WIT	SOC	HP
D10	5	2	1	3	1	1	13

Weapon: Glock Model 31, .357

Skills: Hand to Hand specialized +2 Offense.

Driving +1, Stealth +1, Rope Use 0

The Rescue

Once the PC is finished with business at the estate, then it is "off to the races", trying to catch up with his family, bound for Nairobi. Two henchmen are hauling them in a new crimson van with tinted windows. The van will likely have a 1 hour or better head start, so the PC must pass three random chase checks to have a chance to catch them before reaching Nairobi. If the PC passes all three checks, then the PC must make a PER check to identify the van. Another chase scene could occur here. Emphasize that these are rugged and dramatic mountain roads. Failing any one of those four skill checks means that the PC will have to track them down at the slave auction. An especially heroic PC may want to extract information from the

van drivers about this slave auction and even participate in the bust.

Getting information on the streets of Nairobi about this highly secretive, well-guarded event will require a SOC -1 check. Again, the character's actions will dictate how the actual rescue occurs. The auction is attended by wealthy men from many nations, most of them criminals themselves. All weapons will be confiscated at the door (of the event, not the door of the club) and not returned. Those running the auction can't take the chance of a deadly dispute drawing attention. Westerners are highly coveted servants to these bidders.

The auction is held in the sublevel of a night club called Klub House II or K2. K2 is located in the Six-Eighty Hotel on Kenyatta Avenue. It is by invitation-only and scheduled to begin at 1:00 a.m. local time. Disguise or serious persuasion should be required to get in. An assault should be discouraged. Most of the crime bosses in attendance have armed minions (chauffeurs, bodyguards) in the club or parking lot.