

The Russian Deception

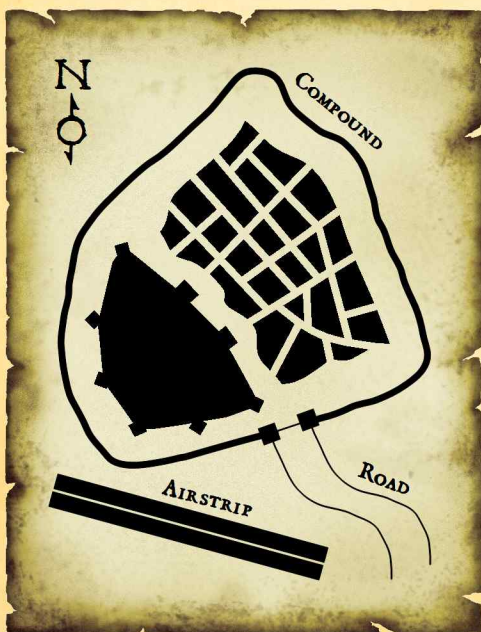
INTRODUCTION

You are a group of highly-specialized mercenaries. A government agency seeks to employ your services, saying:

"An Iraqi scientist named **Dr. Dlawer Hafeez** has been kidnapped from his lab in Baghdad. Hafeez has knowledge to make the world's deadliest compound—**A.E.-12**—an airborne transmitted ebolla virus which is lethal, contagious and has the potential to kill millions. Saddam Hussein had Hafeez developing this potential weapon before the Iraqi invasion. America initially did not know of this weapons program but recently became aware of Hafeez and his background. Shortly thereafter Hafeeze was kidnapped—his knowledge will soon be sold on the black market to the highest bidder. The government wants to avoid bad publicity surrounding biological weaponry, so they are looking to you and your unique skills for help. **Your mission is to free Dr. Hafeez and keep him and his knowledge from falling into the wrong hands.**

Intelligence indicates **Vladimir "Oddjob" Zheldak**—fat as a walrus and willing to sell anything for the right price—kidnapped Hafeez from Iraq. He is the henchman of **Dmitri Ryzhkov**, a drug lord who is arranging an auction to the highest bidder. The auction will take place in the very near future at **Ryzhkov's heavily guarded compound** located in a remote wooded area outside Moscow. Here is a rough map of the compound we obtained from an informant—we don't know what's inside.

Commercial air transport has been arranged for you to Moscow. You may wish to scope out the compound to plan your escape before you



rendevous with Oddjob. To contact Oddjob, make your way to a bar named "**The Blue Peacock**." Use a cover story of your own choosing to convince him you wish buy or ransom the Professor.

Here is an account number of a Swish Bank account with \$5 Million to use if necessary. They likely will allow no weapons within the compound. You will need to commandeer an airplane in order to escape. We will have an aircraft carrier offshore in international waters. This satellite-based **cell phone** I'm handing you contains a **beacon** which can be activated for us to find your airplane, but we cannot enter Russian airspace or approach near the coastline. We will of course disavow any affiliation with you if you are captured. Good luck."

GM TIPS

At least one character should have the **Pilot** skill. Local authorities will not involve themselves in most situations as they are on the dole of the drug lords. Turbaned Iranians and North Koreans will be in The Blue Peacock and will attend the auction. Page 3 is a handout you can give your players. You can optionally add stunts to named characters. **Escalations** are optional plot twists. The rest is up to your imagination!

PEOPLE

- **Professor Dlawer Hafeez** — Captured Scientist (+2 Fair Minion).
- **Dmitri Ryzhkov** — Russian drug lord
- **Vladimir "Oddjob" Zheldak** — Hafeez's Fat Henchman kidnapper (+2 Fair Minion).
- **Alyona Ivanov** — Major Domo (+2 Fair Minion) who oversees American slave girls.
- **Dae-Ho Soon** — North Korean leading group who will bid for Dr. Hafeez.
- **Farzad Akbari** — Iranian leading group who will bid for Dr. Hafeez.
- **A.E.-12** — Airborne transmitted ebolla virus.

SCENES

Scoping the Compound

There are three ways in and out: A) Loading Docks, B) Main Entrance, C) Servants Entrance.

Obstacles:

- **Notice the other ways in:** Alertness (Fair (+2))
- **Find ways to enter compound:** Investigation (Mediocre (0))

Escalation: Two guards patrol discover you.

The Blue Peacock

You meet Oddjob in a smoke-filled bar. The North Koreans (5 goons and **Dae-Ho Soon**) and Iranians (7 goons and **Farzad Akbari**) are there.

Obstacles:

- **Show you're not someone to mess with:** Intimidation (Mediocre (0))
- **Spot their devious lies:** Deceit or Rapport (Mediocre (0))
- **Meet your old pal "Fast Boris" to get information:** Contacts (Fair (+2))
- **Convince Oddball your cover story is true:** Deceit (Mediocre (0)); Fail—he will keep you under watch)
- **Get Oddball to like you:** Empathy or Rapport (Average (+1))
- **Win at bar-room gambling:** Gambling (Average (+1))

Escalation: **Bar fight erupts** after a local insults one of your groups.

Auction Preview

At 1pm, the Russian's give you a preview of the auction merchandise. You discover three kidnapped American high school girls are being sold as slaves!

Obstacles:

- **Interrogate scientist to determine his knowledge:** Science (Mediocre (0))
- **Notice slave girl signaling you for help:** Alertness (Fair (+2)); all players roll; highest scores notice the signal)

Escalation: **Suspicious North Korean's accuse you** of being enemy spies.

Break Before Auction

After the preview, you are given free time in the compound before the action at 3pm.

Obstacles:

- **Find route to slave block with captive girls:** Investigation (Average (+1))
- **Steal key to slave block:** Sleight of Hand (Fair (+2))
- **Roam compound undetected:** Stealth (Mediocre (0))

Escalation: **Iranians discover you** while seeking "private time" with girls.

Slave Girl & Major Domo

You may attempt to persuade Alyona Ivanov, the Major Domo in charge of the slave girls, to allow you to "inspect the merchandise."

Obstacles:

- **Unlock door:** Burglary (Fair (+2))
- **Break down door:** Might (Fair (+2)); Break it down quietly: Superb (+5))

The Russian Deception

- 📌 **Convince Major Domo to give you access to slave girls:** Deceit (Mediocre (o))
 - 📌 **Earn Major Domo's trust:** Rapport (Average (+1))
 - 📌 **Calm screaming slave girls down from after gunfire starts:** Empathy (Average (+1))
- Escalation:** Slave girls start to scream if gunfire erupts.

Jailbreak

If you try to break the schoolgirls and/or Professor Dlawer Hafeez from their cells.

Obstacles:

- 📌 **Notice guards walking by:** Alertness (Average (+1))
- 📌 **Jump a guard and render him unconscious:** Athletics (Average (+1))
- 📌 **Foil network security:** Engineering (Fair (+2))
- 📌 **Steal gun from guard:** Guns (Fair (+2))
- 📌 **Unlock door:** Burglary (Fair (+2))
- 📌 **Break down door:** Might (Fair (+2); Break it down quietly: Superb (+5))
- 📌 **Steal key:** Sleight of Hand (Fair (+2))

Escalation: Ambush by Korean's who are also trying to jailbreak the scientist (they had no money to pay). **Alarm sounds.** More guards appear.

Captured & Interrogated

If you bungle things, they'll interrogate you.

Obstacles:

- 📌 **Jump a guard and render him unconscious:** Athletics (Average (+1))
- 📌 **Unlock door:** Burglary (Fair (+2) (requires pen or other instrument))
- 📌 **Get guards to feel sorry for you:** Empathy (Fair (+2))
- 📌 **Gamble with guard for pen (needed to pick lock):** Gambling (Fair (+2))
- 📌 **Break down door:** Might (Fantastic (+6); Break it down quietly: Legendary (+8))
- 📌 **Resist torture & interrogation:** Resolve (Mediocre (o))
- 📌 **Steal key:** Sleight of Hand (Fair (+2))

Escalation: Guards threaten to kill slave girls one by one till you talk. **Someone gets separated** from the group

The Auction

If you don't take action before the auction, you can bid using your Swiss Bank Account .

Obstacles:

- 📌 **Arrange a fair deal:** Rapport (Mediocre (o))
- 📌 **Arrange a deal that goes in your favor:** Rapport (Fair (+2))

Escalation: Parties losing auction will seek to kill you at the first chance.

Final Escape & Chase

Snag a plane to escape. The Russian's follow you, but (unknown to you) the Koreans follow them.

Obstacles:

- 📌 **Decipher Russian airplane controls:** Academics (Mediocre (o))
- 📌 **Pilot plane:** Pilot (Mediocre (o); fly at -2 penalty if fail to decipher Russian controls)

Escalation: You are followed by two vehicles. The first are pursuing Russian guards. The second fires on the Russian vehicle behind you — it is the Iraqi's who will kill you to get the doctor.

ADVERSARIES

The Russians

Dmitri Ryzhkov (Named Character)

- **Aspects:** Sell anything for the right price • Sadist • "Fail me and I'll kill you"
- ✦ **Skills:**
 - Superb (+5) Deceit
 - Great (+4) Weapons, Resources
 - Good (+3) Guns, Leadership, Alertness
 - Fair (+2) Resolve, Endurance, Might, Intimidation
 - Average (+1) Pilot, Buglary, Stealth, Fists, Athletics
- 🗡️ **Minions:** 25 Fair (+2) compound guards plus Mediocre (o) servants

🌟 **Fate Points:** 6
+1 for each minion

♥ **Health Stress:** □□□□□ □□
 🗡️ **Composure Stress:** □□□□□ □□

Compound Guards (Minions) x25

♥ **Health Stress:** □□
 🗡️ **Composure Stress:** □□

The Iranians

Farzad Akbari (Named Character)

- **Aspects:** Relentless • "Kill the infidels!" • On A Mission from God
- ✦ **Skills:**
 - Superb (+5) Guns
 - Great (+4) Weapons, Deceit
 - Good (+3) Rapport, Leadership, Alertness
 - Fair (+2) Resolve, Endurance, Fists, Intimidation
 - Average (+1) Empathy, Academics, Stealth,

Fists, Pilot	
🗡️ Minions:	7 Good (+3) bodyguards
🌟 Fate Points:	4 🌟🌟🌟🌟
♥ Health Stress:	□□□□□ □□
🗡️ Composure Stress:	□□□□
Bodyguards (Minions) x7	
♥ Health Stress:	□□□
🗡️ Composure Stress:	□□□

The North Koreans

Dae-Ho Soon (Named Character)

- **Aspects:** Morbid Curiosity • Checkmate • Food Lust
- ✦ **Skills:**
 - Superb (+5) Science
 - Great (+4) Pilot, Deceit
 - Good (+3) Rapport, Leadership, Alertness
 - Fair (+2) Resolve, Endurance, Guns, Engineering
 - Average (+1) Empathy, Academics, Stealth, Fists, Investigation
- 🗡️ **Minions:** 5 Fair (+2) bodyguards

🌟 **Fate Points:** 4 🌟🌟🌟🌟

♥ **Health Stress:** □□□□

🗡️ **Composure Stress:** □□□□□

Bodyguards (Minions) x5

♥ **Health Stress:** □□

🗡️ **Composure Stress:** □□

AIRCRAFT

These are commerical aircraft with no weapons and roughly the same speed. **Suggested Rules:** Pursuer and pursued roll opposing Pilot skills; winner determines a chase condition ("getting closer", "getting futher," "manuevering for a shot", etc.) with GM's approval. Characters can use Guns skill to target passengers or the aircraft themselves. Planes take stress damage like people.

Largo Cargo Plane

♥ **Health Stress:** □□□□

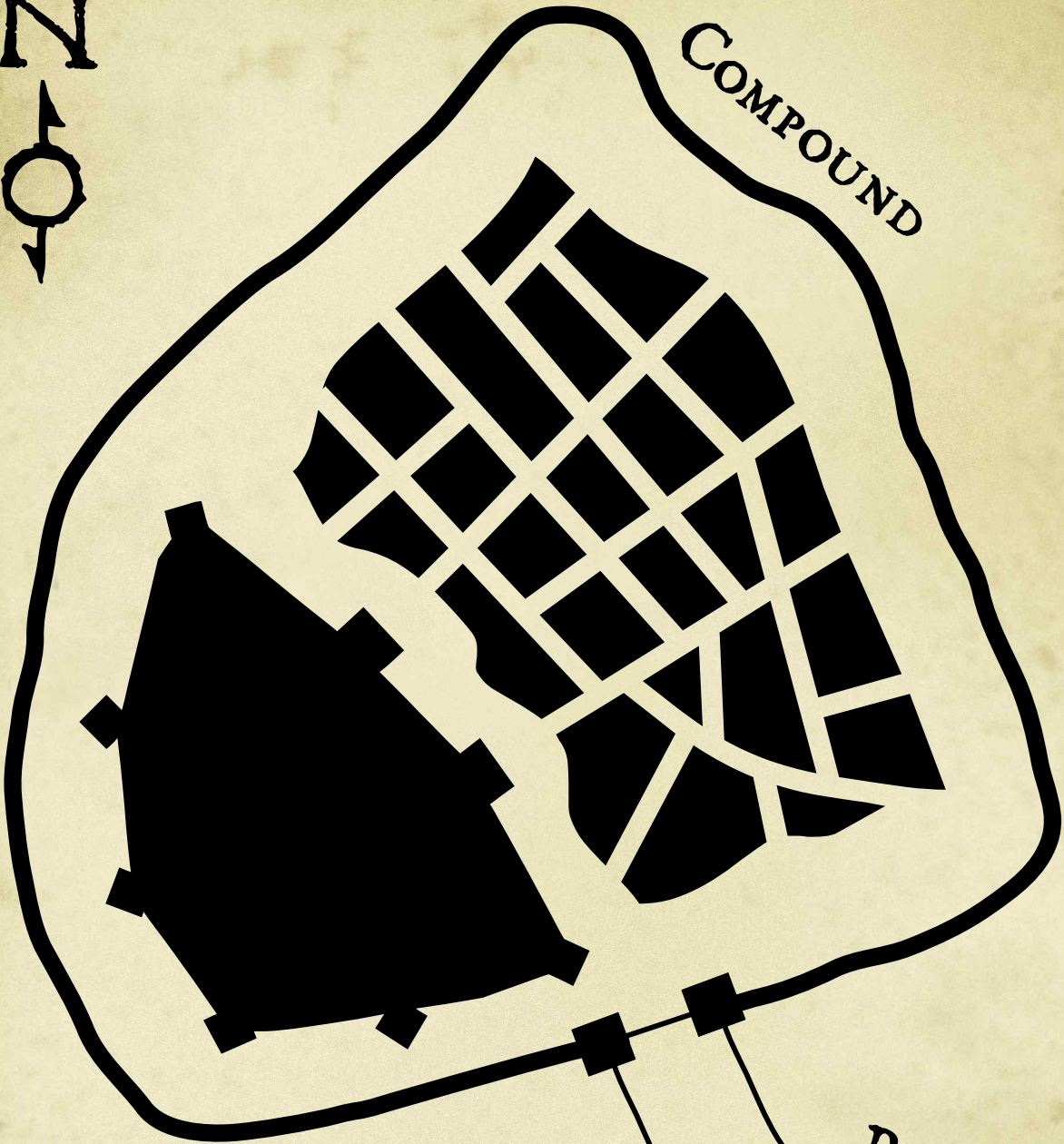
Small Aircraft #1

♥ **Health Stress:** □□□

Small Aircraft #2

♥ **Health Stress:** □□□

This document is for private, non-commercial use only. Copyright ©2011 by Rareclarity, LLC, DBA Rogue Comet. Trade dress and layout are copyright Rogue Comet. Learn more about our adventures at www.RogueComet.com.



COMPOUND

ROAD



AIRSTRIP