



Gun Runners

Dave McAlister

**A
SPYCRAFT
SCENARIO**

**A
TOP
SECRET/S.I.
SCENARIO**

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ADMINISTRATOR'S BACKGROUND

This scenario was originally written for a team of FBI agents. However, with a little work, it can be converted to suit any team of agents.

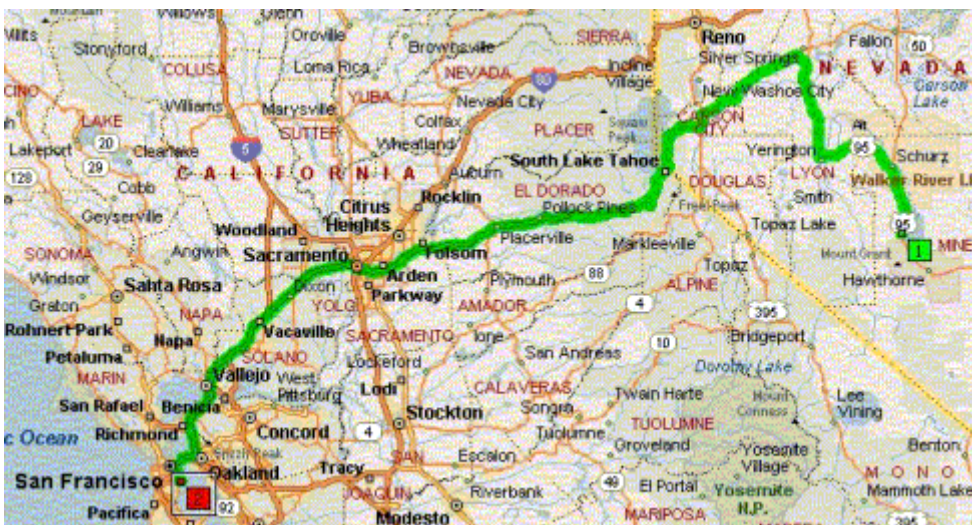
A rogue army Colonel (Mark Rydell) has blackmailed the California State Governor (Ian Roberts) into releasing one Malcolm Day from Fresno State Penitentiary. Malcolm Day was convicted, in 1990, on multiple counts of armed robbery and gun smuggling and sentenced to a serve a minimum of 20 years imprisonment. Rydell has done this so that Day can plan and execute the hijacking of the weapons convoy. Day has persuaded his brother, Scott Evans and a member of the military police, to assist. Evans, in turn, has brought in the services of most of the other convoy personnel: Sgt Steven Drysdale, Cpl Denise Thackery and Pte Lynn Wang. The other members of the convoy, Capt Stuart Cameron and Pte Brian Hogg will be disposed of when the need arises.

The convoy will travel along its route as planned until after the check-in at Schurz. Approximately 18 miles further on there is an old farmhouse, together with a couple of barns. The convoy will stop here, on the pretence of a rest period, and Capt Cameron and Pte Hogg will both be killed (although the town of Hawthorne isn't very far away, gun shots are common due to the Ammunition Depot based there). Malcolm Day and another person, Bill Rhodes, will be hidden in one of the barns along with an articulated truck and a pick-up. In addition they have brought with them 4 dead bodies recently stolen from the Reno morgue. Once Cameron and Hogg are dead, the hijackers will transfer the contents of the army truck into the artic – this will take the best part of an hour. They will then move all the army vehicles into the barn and place the 6 dead bodies in one of the humvees. In order that the recognition of the bodies is hindered, Day will set fire to the humvee. Closing the barn doors, the new convoy will make its way to San Francisco Docks. It will be 1:30pm before the convoy departs. The convoy will stick to the speed limits everywhere, with the pick-up approximately 1 mile in front of the truck (although in constant radio contact). Rhodes and Quinton will be in the truck, with Day, Drysdale, Thackery and Evans in the pick-up.

Rydell will meet the convoy at the docs and the cargo will be transferred onto a waiting ship (the Lexicon, registered in Mexico). The ship will put to sea that night (approximately 10:00pm) and travel to Mazatlan, Mexico. Upon arrival, the weapons will be sold and will become untraceable—that is, until they are used!

CONVOY ROUTE AND JOURNEY TIMINGS

Time	Location
1:30pm	Old Farmhouse
1:53pm	Schurz
2:56pm	Silver Springs
4:12pm	California/ Nevada State line
5:30pm	El Dorado
6:39pm	Sacramento
8:38pm	San Francisco
8:54pm	San Francisco



PLAYERS' INTRODUCTION

For the last 3 days you have been working in the Reno office, finishing off the reports from your last case—a car-jacking ring. Before you can finish though, your boss, Mike Simpson, calls you all into his office. Normally of your smart appearance, his tie is loose around his neck and he looks concerned.

"Take a seat people, we have a delicate situation on our hands. At 8:00am this morning an army weapons convoy left the Sierra Army Depot outside of Harlong, California. It was travelling to Mina, Nevada, the site of a military exercise, a journey of almost 235 miles. The convoy consisted of a 4-ton truck and 2 humvee jeeps. This is its cargo manifest."

With that he hands over a computer printout (Handout 1—Cargo Manifest).

"It was due to arrive around 1:00pm, but has not yet done so. The last radio check in, at 11:30am, was from the small town of Schurz, some 70 miles from the exercise site. The army have sent a team to Schurz, but can find no sign of the convoy, although local residents confirm that the convoy did pass through the town at about the same time as the recorded radio check in. The Army have provided a copy of the authorised route."

Again, he hands over a piece of paper (Handout 2—The Convoy's Route).

"I want you to go to Schurz and assume control of this investigation. As you can see from the manifest, some dangerous equipment has gone missing. Find it."

The time is now 2:00pm. If the PCs ask, another team has been sent to Sierra Army Depot to investigate there.

WHAT NEXT?

Schurz is some 60 miles from Reno, by air, and it will take approximately 30 minutes to get there (after taking into account, getting to the helicopter and the flight time). This means that, provided they don't do anything else, the PCs will arrive in Schurz at 2:30pm, at which time the new convoy will be travelling through Schurz. The PCs will not notice this unless they specifically stop each and every truck passing through immediately after they land. Even if they do, there is only a 5% chance that the hijacker's truck will be one of those stopped.

In Schurz, the PCs have a number of options. They will be met by Captain John Hedges who is the army officer leading the investigation. He will immediately hand over to Melissa after checking her ID. He is helpful and cooperative and will provide any resource that he is able to. He will inform Melissa that his men (10 soldiers) have started to question the locals and a number saw the convoy pass through town at approximately 11:30am and continued south towards Hawthorne. It didn't stop, nor was it meant to. He will further inform Melissa that both his troops and himself are at her disposal.

SEARCHING THE ROAD FROM SCHURZ

Should the PCs decide to search the road, they have two ways of doing so, by air or by land. The PCs have their own helicopter or they could commandeer a marked police vehicle from the County Sheriff's Office or a humvee from Captain Hedges.

BY LAND

Approximately 25 miles south of Schurz a dirt track leads off the main highway. Allow everyone in the vehicle a chance to spot this (Top Secret/S.I.: INT check. Spycraft: Spot check, DC 15). Once it has been spotted a further check (Top Secret/S.I.: ½ INT check. Spycraft: Spot check, DC 20) will reveal

REQUESTING ASSISTANCE FROM THE POLICE

If the PCs request the assistance of the County Sheriff's department or the State Troopers, this will, of course, be forthcoming. The Sheriff's department are already in Schurz assisting with Captain Hedges' men, whereas the State Troopers have already been asked to "keep an eye out" for the convoy. These orders can be easily charged, but if the PCs ask either police force to do something dangerous or illegal the request will be rejected.

that it has been used recently – there are tyre tracks leading from (or to) it onto the highway. This track leads to an old farmhouse on the banks of Walker Lake. Should this course of action be attempted it will take 30-45 minutes.

BY AIR

The PCs will be able to see the dirt track more clearly from the air, but will be unable to tell if it has been used – they will be too high up and if they descend the rotor blades will disturb the ground sending up a cloud of dust (thus destroying any proof of usage).

OLD FARMHOUSE, WALKER'S LAKE

If the PCs arrive by land, they will see smoke coming from the barn that stands to the left of the farmhouse. This smoke is coming from the humvee, which is on fire. At present it is only the inside of the vehicle that is on fire, although the exterior is very hot to the touch (Top Secret/S.I.: CON check. Spycraft: Fort save, DC 15. In both cases failure indicates 1 point of damage). Also in this barn are the other humvee and the 4-ton truck – neither of these are on fire. Lying on the floor of the barn (Top Secret/S.I.: ½ INT check to spot. Spycraft: Spot check, DC 20, to spot) is a scrap of paper (Handout 8—The Note). This points to the Lexicon at 10:00pm, however see Red Herrings...

Both the other barn and the farmhouse are empty, although the bathroom in the farmhouse looks like it has been used and there is a recent newspaper (Handout 7—Newspaper) lying on the lounge floor. If the PCs check on the owner of the farmhouse they will find that it belongs to the Bank of America who foreclosed on the previous owners (a Mr and Mrs Fitzpatrick) 6 months previously for failing to keep up with the mortgage payments. Mr and Mrs Fitzpatrick are now living in a small apartment in Reno and can tell the PCs nothing other than they hate the Bank of America!

The dirt track outside the farmhouse is another matter. Should the PCs look carefully (Top Secret/S.I.: INT check. Spycraft: Spot check, DC 15), they will see that a large vehicle used it not long ago. This is obvious due to the moisture on this part of the track (caused by the lake). A clever PC will deduce, correctly, that the mud, which has a distinctive orangey colour, may have been sprayed onto the side of the vehicle by the wheels.

THE NEW CONVOY

As detailed earlier, the convoy will make its way to San Francisco along the aforementioned route. The truck, which is driven by Wang, with Drysdale riding 'shotgun', is a dark blue articulated unit with a container style trailer. The container is of the type that can be lifted onto and off the trailer by means of a crane. The trailer has a reasonable amount of mud splattered down its sides. The pick-up, which is driven by Rhodes, with Day riding 'shotgun' (and Evans and Thackery in the back), is a GMC Sierra 3500 4WD and is gunmetal grey in colour. It also has mud splattered down its sides.



HOW TO FIND AND STOP THE CONVOY

The PCs have a number of ways to find and stop the convoy. Obviously, finding it is the hard part. There are a number of ways to achieve this, one of which is to have the State Troopers implement rolling roadblocks on the major roads to San Francisco, stopping any trucks with distinctive orange mud splattered down its sides. If this course of action is followed, the State Troopers will find 3 trucks like this. The exact locations of the trucks will depend on when the PCs find them, but

a distance of 10 miles apart is about right. One of the trucks is the correct one. Legitimate haulage firms operate the others; Steve Tompkins Inc (a refrigerated container truck carrying fresh meat) and P&C Haulage (a flat-bed truck carrying lumber). Both trucks are going to San Francisco.

Stopping the truck is another matter and one that cannot be properly planned for. Basically, evaluate the PCs plan and make a judgement based on the facts as they stand. As long as the plan doesn't endanger the lives of innocent civilians the State Troopers will help.

Once the PCs start to stop the truck, things will turn nasty. None of the hijackers is willing to give themselves up without a fight. Each is armed with a Beretta Model 92FS, although Day has **one** of the Stinger missile launchers in the pick-up, and isn't afraid to use it if he thinks it will enable him to escape.

GAME STATISTICS—TOP SECRET/S.I.

MALCOLM DAY

STR 27, REF 51, INT 69, WIL 26, CON 53, MOV 39, DEX 60

Advantages: Eye-hand Coordination (3).

Disadvantages: Greed (3).

Skills: Basic Firearms (0), Basic Heavy Weapons (0), Basic Melee (0), Basic Tool Use (0), Club/Ax/Blackjack (0), Driving/Automobile (1), Electronics (0), Knife (0), Metalworking (1), Pistol (1), Rocket Launcher (0), Throwing (0).

Luck Points: 2

MILITARY PERSONNEL

STR 45, REF 45, INT 45, WIL 45, CON 45, MOV 45, DEX 45

Skills: Basic Melee (0), Driving/Automobile (1), Driving/Truck (2)*, Pistol (0).

Luck Points: 1 (each)

* Only Wang has this skill.

'WILD BILL' RHODES

STR 45, REF 45, INT 30, WIL 30, CON 30, MOV 45, DEX 38

Skills: Basic Melee (0), Driving/Automobile (1), Pistol (0).

Luck Points: 1

TRUCK

Max Spd 90, Accel 6, Handl -50, Brake 10, Prot -60, #Pass 2, Range 500

PICKUP

Max Spd 110, Accel 10, Handl -10, Brake 26, Prot -50, #Pass 5, Range 375

GAME STATISTICS—SPYCRAFT

MALCOLM DAY

4th-level Soldier: v/wp 47/14; Init +6 (+3 Dex, +3 class); Spd 30 ft.; Def 15 (+3 Dex, +2 class); Atk +3 unarmed (1d3-1, fist) or +3 melee (1d4-1 [Error 1/Threat 19-20], Dagger) or +5 ranged (1d10+1 [Error 1-2/Threat 20], Beretta Model 92FS) and +5 ranged (1d10+1 [Error 1-2/Threat 20], Beretta Model 92FS) or +7 ranged (3d10+2 [Error 1-3/Threat —], Stinger missile); SQ Accurate, DR 1/-, Armor use +1; SV Fort +8, Ref +5, Will +0

Str 8, Dex 16, Con 14, Int 17, Wis 8, Cha 10

Skills: Demolitions +10, Driver +12, First Aid +6, Intimidate +6 or +7, Spot +6, Tumble +10, Use Rope +10

Feats: Ambidexterity, Quick Draw, Speed Trigger, Two-Weapon Fighting

MILITARY PERSONNEL

1st-level Soldiers: v/wp 9/12; Init +2 (+1 Dex, +1 class); Spd 30 ft.; Def 11 (+1 Dex); Atk +2 unarmed (1d3+1, fist) or +2 melee (1d4+1 [Error 1/Threat 19-20], Dagger) or +0 ranged (1d10+1 [Error 1-2/Threat 20], Beretta Model 92FS) and +0 ranged (1d10+1 [Error 1-2/Threat 20], Beretta Model 92FS); SV Fort +3, Ref +2, Will +1

Str 12, Dex 12, Con 12, Int 12, Wis 12, Cha 12

Skills: Demolitions +5, Driver +5, First Aid +5, Intimidate +5, Spot +5

Feats: Ambidexterity, Quick Draw, Two-Weapon Fighting

'WILD BILL' RHODES

1st-level Soldier: v/wp 7/9; Init +2 (+1 Dex, +1 class); Spd 30 ft.; Def 11 (+1 Dex); Atk +2 unarmed (1d3+1, fist) or +2 melee (1d4+1 [Error 1/Threat 19-20], Dagger) or +2 ranged (1d10+1 [Error 1-2/Threat 20], Beretta Model 92FS); SV Fort +1, Ref +2, Will -1

Str 13, Dex 12, Con 9, Int 9, Wis 9, Cha 9

Skills: Demolitions +3, Driver +5, First Aid +3, Intimidate +5, Spot +3

Feats: Blind-Fight, Cleave, Power Attack

TRUCK

Hnd -9, Speed 450 ft., MPH 45/90, Def 2, WP 150, Hrd 9

PICKUP

Hnd -2, Speed 550 ft., MPH 55/110, Def 7, WP 120, Hrd 6

RED HERRINGS

Although Handout 8—The Note points towards the Mexican registered ship, Lexicon, there are also two other "Lexicons" in the vicinity. The first is the Lexicon Hotel in Reno and the second is Lexicon Air Freight, a private airfreight company operating out of Reno Airport.

LEXICON HOTEL

The Lexicon Hotel is a plush, modern affair. Built in the early 1990s it contains everything that is required of a hotel in Nevada. Twenty-five storeys high, the hotel has 98 rooms per floor. The standard room numbering procedure is followed, that is the first two digits are the floor number, and the last two digits are the room number. The only rooms not available on any floor are 13 and 100. Likewise, there is no floor 13.

With this in mind, the PCs may feel that the note refers to room 2200 at the Lexicon Hotel. The hotel does have a 22nd floor, but it doesn't have a room 100 (although PCs may not believe the receptionist...)

LEXICON AIR FREIGHT, INC



A small, privately owned company operating out of Reno Airport, this might be considered a prime candidate by the PCs. Indeed, they do have a flight, to Washington DC, departing at 10:00pm. Should the PCs manage to persuade the office staff to let them see the flight plan and associated documents they will find that the cargo is machine parts that are due to be delivered at 9:00pm. The flight has been booked by Dazday, Inc a local farm machinery manufacturer. Although very suspicious, it is a legitimate cargo and flight.

HANDOUT 1—CARGO MANIFEST

Inventory Code	Description	Quantity
BM92FSSP	Beretta Model 92FS Service Pistol	1000
CM16A2AR	Colt M16A2 Assault Rifle	500
MM60E4LMG	Maremont M60E4 Light Machine Gun	500
HSIVAAML	Hughes Stinger IV Anti-Aircraft Missile Launcher	250

HANDOUT 2—THE CONVOY'S ROUTE



- Key**
-  Sierra Army Depot
 -  Mina

HANDOUT 3—MILITARY PERSONNEL

Cameron, Stuart



Captain Stuart Cameron

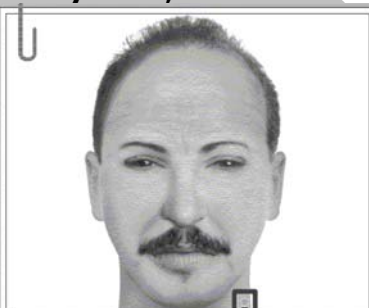
Military Details

Name: Cameron, Stuart
Rank: Captain
Seniority: 18 July 2001
Date of Enlistment: 17 September 1998
Promotion Recommendation: Recommended

Personal Details

Date of Birth: 29 December 1975
Marital Status: Married (12 March 1998)
Children: 1 (daughter (2))
Education: College (Law Major)
Financial Status: Secure

Drysdale, Steven



Sergeant Steven Drysdale

Military Details

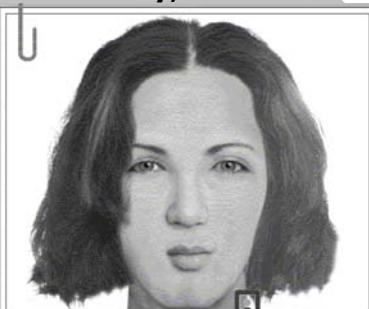
Name: Drysdale, Steven
Rank: Sergeant
Seniority: 23 September 1999
Date of Enlistment: 31 March 1989
Promotion Recommendation: Recommended

Personal Details

Date of Birth: 31 March 1972
Marital Status: Widower (11 June 1996)
Children: Nil
Education: High School Diploma
Financial Status: Reasonable

Note: Wife killed in road traffic accident. Other vehicle driven by one Barry Milne who was found to be driving under the influence of alcohol and sentenced, after trial, to 10 years imprisonment. Milne was murdered during a fight with fellow inmate (William "Wild Bill" Rhodes) two weeks ago.

Thackery, Denise



Corporal Denise Thackery

Military Details

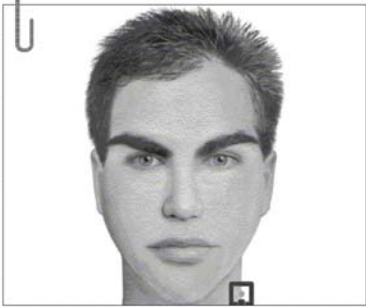
Name: Thackery, Denise
Rank: Corporal
Seniority: 1 February 1998
Date of Enlistment: 19 October 1997
Promotion Recommendation: Not Recommended

Personal Details

Date of Birth: 13 March 1978
Marital Status: Single
Children: Nil
Education: High School Diploma
Financial Status: Reasonable

Note: Disciplined in June 2002 for conduct unbecoming a non-commissioned officer (she urinated in a public place).

Evans, Scott



Corporal Scott Evans

Military Details

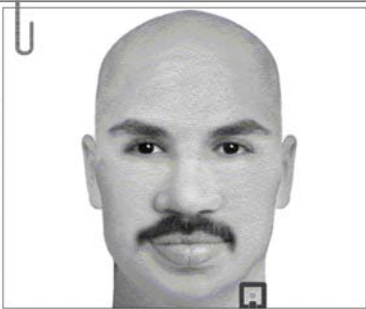
Name:	Evans, Scott
Rank:	Corporal
Seniority	17 April 1996
Date of Enlistment:	26 July 1995
Promotion Recommendation:	Highly Recommended

Personal Details

Date of Birth:	20 January 1975
Marital Status:	Single
Children:	None
Education:	High School Diploma
Financial Status:	Perilous

Note: Joined US Army after returning to US in 1995 (parents emigrated to South Africa in 1980 and still live there).

Hogg, Brian



Private Brian Hogg

Military Details

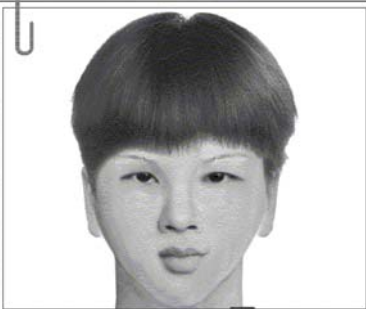
Name:	Hogg, Brian
Rank:	Private
Seniority	30 November 1988
Date of Enlistment:	30 November 1988
Promotion Recommendation:	Recommended

Personal Details

Date of Birth:	16 May 1969
Marital Status:	Married (27 June 1989)
Children:	3 (3 sons (11, 9, and 3))
Education:	High School Diploma
Financial Status:	Perilous

Note: Promoted to Corporal in 1997 but demoted for submitting fraudulent travel claims.

Wang, Lynn



Private Lynn Wang

Military Details

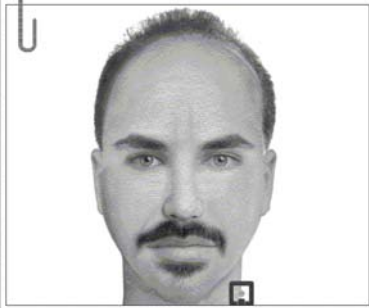
Name:	Wang, Lynn
Rank:	Private
Seniority	10 October 2000
Date of Enlistment:	12 December 1997
Promotion Recommendation:	Recommended

Personal Details

Date of Birth:	16 September 1980
Marital Status:	Single
Children:	Nil
Education:	High School Diploma
Financial Status:	Perilous

HANDOUT 4—MALCOLM DAY

Day, Malcolm

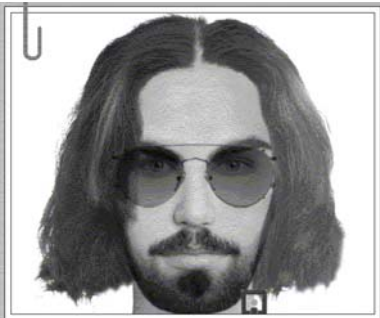


Malcolm Day

Personal Details

Name:	Day, Malcolm
Date of Birth:	14 July 1973
Marital Status:	Single
Children:	Nil
Education:	High School Diploma
Financial Status:	No information available
Relevant Information:	Released from Fresno State Penitentiary yesterday. Due to report to parole officer in Los Angeles at 9:00am tomorrow. Has one brother, Scott, who disappeared immediately after Day was convicted in 1990.

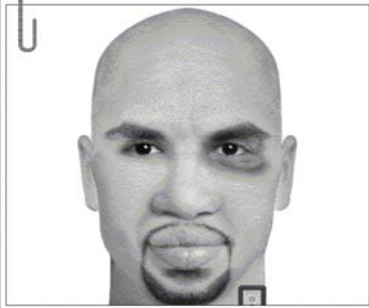
HANDOUT 5—PICTURE OF SCOTT DAY



Scott Day

HANDOUT 6—WILLIAM ‘WILD BILL’ RHODES

Rhodes, William



William "Wild Bill" Rhodes

Personal Details

Name:	Rhodes, William
Alias:	'Wild Bill'
Date of Birth:	31 January 1980
Marital Status:	Single
Children:	Nil
Education:	None
Financial Status:	No information available
Relevant Information:	Escaped from penitentiary last week. Originally imprisoned for murder of a Los Angeles policeman, now also wanted for murder of prison inmate, Barry Milne.



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7 February 2002

ARMY CAPTAIN KILLED

Military Police at nearby Sierra Army Depot today confirmed that an Army Captain was shot and fatally wounded in a drive-by shooting yesterday morning. Captain John Hamilton was killed in full view of his wife and 2 young children. Police are continuing their investigation and ask that anyone with information contact their local precinct immediately.

Custody

In light of yesterday's shooting police have placed Mary Hamilton (25) and her 2 young children in protective custody and will today take them to a safe-house elsewhere in the State.

Theft

It is understood that Hamilton (30) was under investigation by the Military Police in connection with the theft of \$12,000 from the Depot Officers' Club. Unconfirmed sources suggest that the victim had a gambling problem, accumulating large debts.



A police car parked outside Sierra Army Depot yesterday

Quiet

The Depot's commanding officer, Colonel JJ McMillan, described Hamilton as a quiet and hard-working officer and he believed that the Military Police's investigation would completely exonerate Captain Hamilton of any wrongdoing. "As far as I'm concerned, John Hamilton was the best Supply officer that I've ever come across. It's a crying shame that his life has been cut short in such a horrific manner."

DAY RELEASED

It was announced yesterday that Governor Roberts will today grant parole to Malcolm Day. Day was convicted in June 1990 on multiple counts of armed robbery and gun smuggling and was sentenced to 20 years imprisonment.

Election

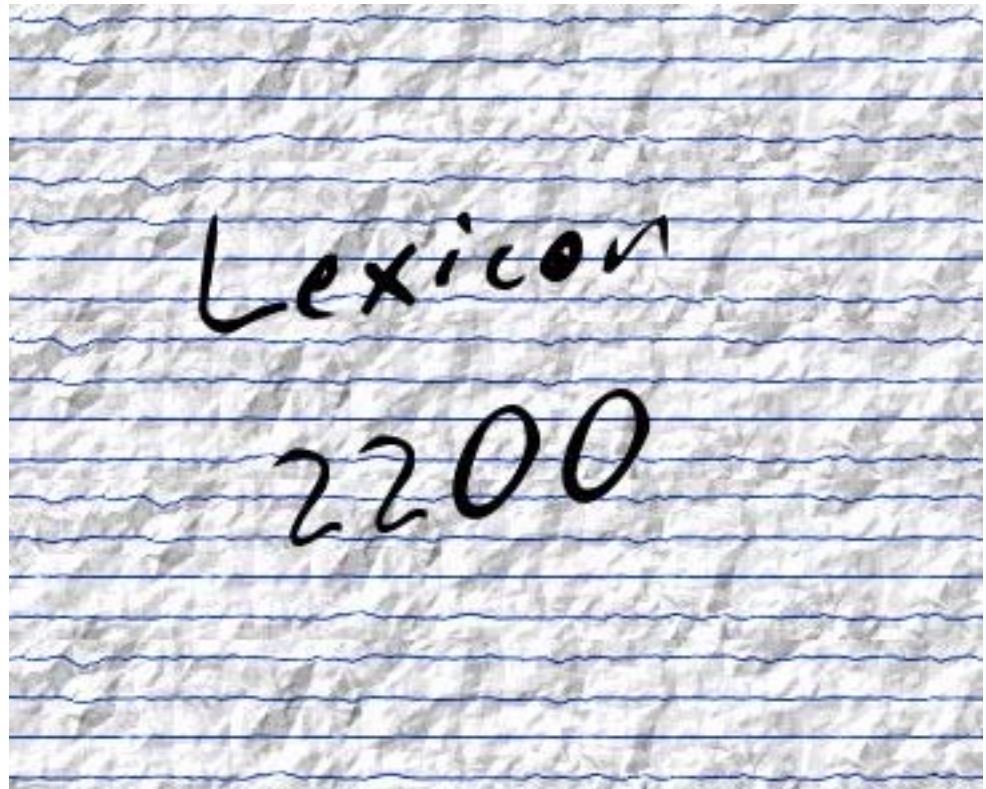
Day's release coincides with the Governor's run for re-election, although popular opinion is now likely to be against him.

WARGAMES TO CONTINUE

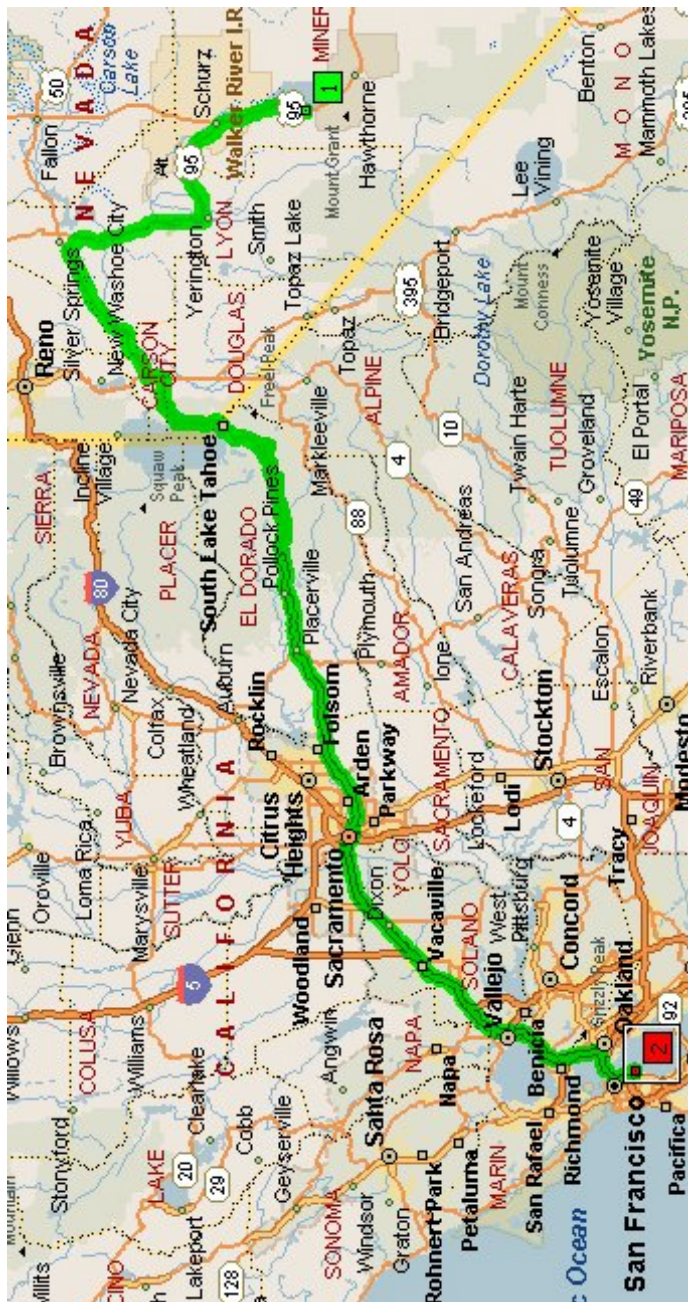
Despite a large number of complaints from local residents about the noise being generated by the convoy movements from the Sierra Army Depot, the current cycle of Wargames will continue. A spokesman said, "The need to ensure that equipment can be moved quickly, efficiently, and safely outweighs local opinion. Having said that, the convoy movements should cease within the next week."

INSIDE: TV pages 13-15, Horoscopes page 11, Sport pages 16-20, National News page 5

HANDOUT 8—THE NOTE



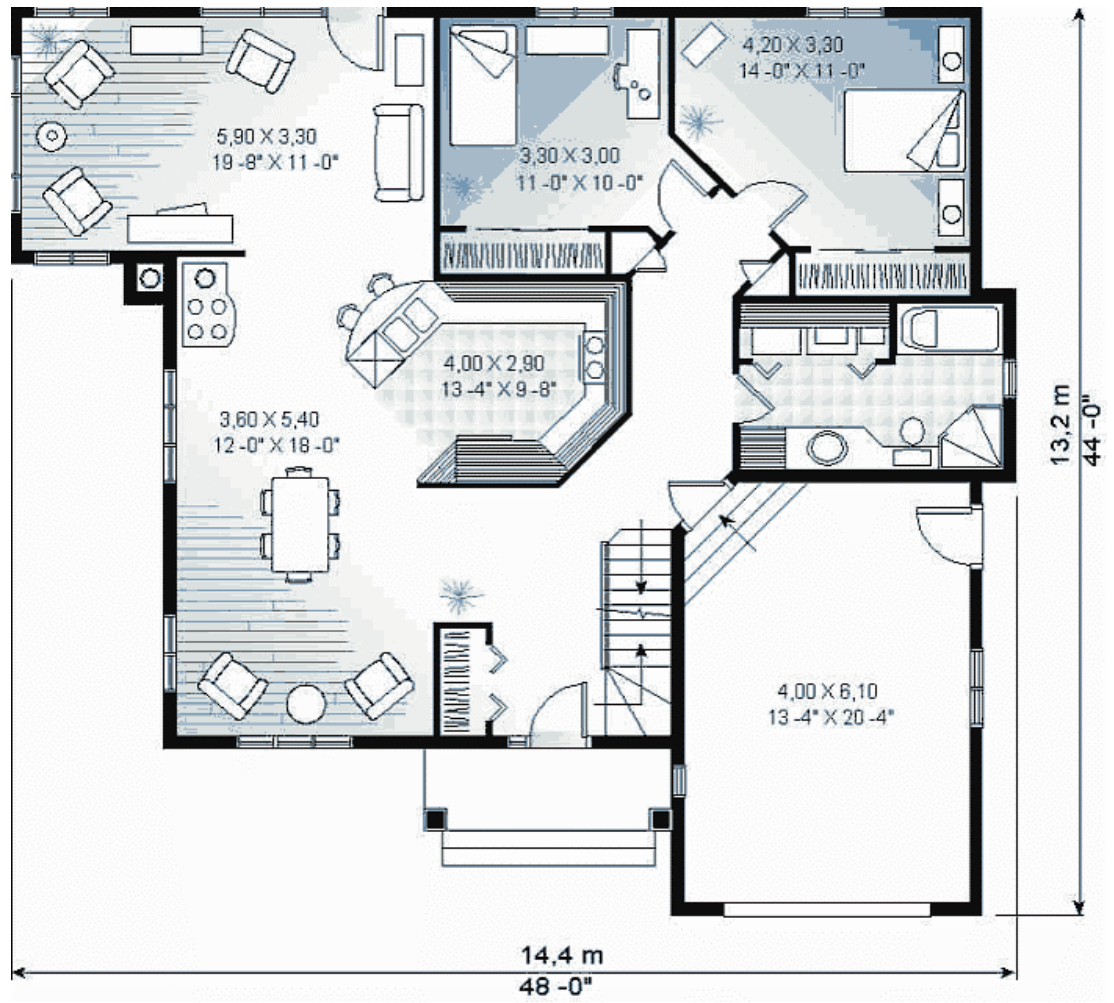
ADMINISTRATOR'S AID 1—THE ROUTE TO SAN FRANCISCO



Key

- Farmhouse, near Walker Lake
- San Francisco Docks

ADMINISTRATOR'S AID 2—FARMHOUSE FLOOR PLAN



ADMINISTRATOR'S AID 3—FARMHOUSE



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