

OPERATION: SNIPE HUNT



A MISSION FOR AGENTS OF LEVELS 1 TO 3



*BY ANTHONY C. HUNTER
SLEEPING GRIFFON PRODUCTIONS*

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Design, Artwork and Cartography: Anthony C. Hunter

Compatible with White Lies Espionage Roleplaying Game
by Bill Logan - DwD Studios



This adventure is designed for one to six 1st to 3rd level agents. The Admin can scale the opponents easily enough by dropping or adding a couple of opponents as needed. This mission assumes the agents are members of Bureau 19, although they can easily be freelancers or affiliated with another agency, as the Admin desires. On the surface, it is a simple enough mission, albeit one with a very tight time schedule, as the Agents must stop a sniper before a visiting diplomat arrives in town the following day. The City is used as a generic setting so the Admin can place it as desired. This adventure is set up in a fairly linear fashion, although the lines of investigation spread out as more information is made available. The majority of this adventure is a series of locations and people. The Admin will be able to make use of this information as the Agents race to stop the assassinations.

BRIEFING

The news has been filled with stories about the sniper that has the city trembling in fear. Over the past week, half a dozen police officers, two assistant district attorney's, a judge, a bank president and two city council members, as well as an assortment of over half a dozen office workers, delivery drivers and a hot dog vendor have been cut down by a sniper operating in the city. The police have had their hands full trying to follow up on leads as people are getting shot down at various locations around the city, sometimes in separate parts of the city within a half hour of each other. The media are calling for the resignation of the police chief and for the police to do more to protect the citizens. Multiple auto accidents have occurred as drivers find themselves flinching away from shadows and reflections from high places as they drive.

The agents are called to a meeting by their handler, Agent Creswell, who gives them the following information:

"As you probably know, the 'Ghost Sniper' as the media have dubbed him, has the city in chaos. We've been tasked with putting a stop to him, but it needs to be done before noon tomorrow.

Dimitri Opono, the Ambassador newly formed nation of Petroskovia is scheduled to arrive on the noon flight from Lisbon tomorrow and is being taken to a meeting with the Mayor, the City Council and several local business leaders to discuss a trade agreement that will economically revitalize the City. We cannot take a chance that the Ambassador will be targeted by the Sniper. Find him and remove him from the equation. Make contact when the mission is completed.

I have the official police reports from each shooting and can provide you with information that the police have not yet released to the media, such as the fact that the sniper seems to be either disposing of his weapons or stashing them ahead of time at the shooting sites, since ballistics shows several different weapons being used in the attacks. Any additional questions?"



If asked questions, Agent Creswell will respond in the following ways (the Admin may use this as a guideline for answering questions):

Where should we begin our investigation?

"I'd start with the scene of the latest shooting, which happened half an hour ago at the Garrity Bank & Trust, where the bank president, Thomas Garrity was shot. The snipers nest has not, as of my last briefing, been located"

What is our cover?

"We don't have time to craft you a cover right now, as time is of the essence. Either use an existing one, or try to avoid the attention of the authorities, if at all possible."

What if we have to bend or break a few laws to get the job done?

"How long have you been doing this job? If you get caught, you do not exist officially, so don't expect a get out of jail free card."

What do the victims have in common, if anything?

"The only significant items that the police have found, other than everyone being a resident of the City, are the following:

- 1. Detective Sergeant Roger Wilkins was scheduled to lead the escort for the Ambassador to City Hall tomorrow. He has been replaced by his partner, Detective Lisa Watts.*
- 2. Assistant District Attorney Carol Gilroy was the lead prosecutor on an anti-trust case that is scheduled to be heard by Judge Harold Pomeroy against Cosgrove Pharmaceuticals.*
- 3. City Councilman Oliver Kingsley was under investigation by the police in regard to the Cosgrove Pharmaceuticals case. He was also cheating on his wife with the sister of Raymond Montoya, one of the other victims. Mr. Montoya worked in the offices of Elbert Electronics.*
- 4. City Councilwoman Roberta Smallwood was Detective Sergeant Wilkins' maternal aunt.*
- 5. Cecily Florentino, the hot dog vendor, typically worked the block between Garrity Bank & Trust and Cosgrove Pharmaceuticals, and was shot leaving her home in Westwood."*

Can the Ambassador's route or meeting place be changed?

"Apparently, the Mayor and the City Council are unwilling or unable to do so, therefore, we have been tasked to stop the sniper."

Could there be more than one sniper?

"Of course there could be, and heaven help us if that is the case, it will make your job that much more difficult, so hope that it is one very efficient sniper with a plan that you can figure out before noon tomorrow."

Who tasked us with this job?

"That is need to know, and you don't."

Any other questions the Admin can extrapolate answers for after reading the following sections.

**IF YOU ARE PLANNING ON PLAYING IN THIS ADVENTURE,
STOP READING NOW TO MAXIMIZE YOUR ENJOYMENT.**

**COME ON . . . CLOSE THE ADVENTURE, WORK ON YOUR
CHARACTER OR WATCH A SPY MOVIE.**

Okay, Admin, the rest of this is for your eyes only, but rest assured, the Adventure will NOT self destruct after you read it (and if somehow it does, you can always download it again).

ADMIN NOTES - WHAT IS HAPPENING HERE

The actions of the 'Ghost Sniper' are indeed those of a group of four shooters, one primary sniper, Anton Kregan and his three assistants. Kregan was hired by Simone Opono, the sister of Ambassador Opono to kill her brother before he can finalize the deal with the Mayor and City Council. She is confident in her ability to get appointed as his replacement as the grief stricken sister, and her personal and political agenda works much more closely with that of her lover, District Attorney Samantha Ramirez, who wants to become the next Mayor of the City. Details on each of the principals is listed below for the Admin.

Simone Opono, PhD - only living family of Ambassador Opono, Simone has a plan in place to get herself elected President of Petroskovia, after which she will declare herself Queen. She wants control of the oil fields of her country and also the diamond mines that her geologists recently discovered. Simone has a doctorate in Geology and is Minister of Petroskovia's Department of Natural Resources. She has also been allowing Harrison Cosgrove to use the Petroskovian oil transports as a means to smuggle pure opium into The City from the farms he owns outside Petroskovia's borders. Along with her partner, District Attorney Samantha Ramirez, she prepared a list of people they felt needed to die in the 'random' sniper attacks prior to her brother arriving in The City.

District Attorney Samantha Ramirez - DA Ramirez wants to be Mayor Ramirez and is willing to go to any lengths to achieve her goal. She and her lover, Simone Opono have made plans to achieve the goals both of them desire. Samantha added the names of her Assistant District Attorneys, Carol Gilroy and Bart Williamson to the sniper's list. Gilroy because she was enthusiastically pursuing the case against Cosgrove Pharmaceuticals and was getting close to finding out the drug connection to Petroskovia, and Williamson simply because Samantha found him to be an annoying person. She has assigned the lead prosecutor's position on the Cosgrove case to her most incompetent ADA, Elizabeth Farmer.

Robert Welch - President of First City Bank, Welch is financing DA Ramirez' bid for Mayor and is the brother in law of Carl Elbert, owner of Elbert Electronics. He is unaware of the DA's associations with Opono and Cosgrove, and is also unaware that Opono had Garrity added to the snipers list of targets due to Garrity spotting Harrison Cosgrove and Detective Watts meeting in a coffee shop across from Garrity's bank. He has been friends with Cosgrove since college, but is unaware of his illegal dealings.



Detective Lisa Watts - Former partner of Detective Sergeant Roger Wilkins, Watts is on Harrison Cosgrove's payroll and keeps him apprised of investigations that may affect his legitimate and not-so legitimate pharmaceutical endeavors. She reported to him that Councilman Kingsley had told Councilwoman Smallwood that he wanted to meet with Detective Sergeant Wilkins about a crime he had information regarding. DA Ramirez had Detective Watts assigned to cover her partner's spot as lead for the ambassador's escort to City Hall, and added her name to the target list.

Harrison Cosgrove - CEO of Cosgrove Pharmaceuticals and kingpin of illegal drug activity in The City. Cosgrove owns a number of foreign properties, including a several thousand acre poppy farm just outside Petroskovia's borders. He has been working with Minister Opono to use Petroskovian resources to smuggle opium into The City. He has also been paying off DA Ramirez for years and is former college roommates and current golf partner with Robert Welch of First City Bank, whom he has kept unaware of his illegal operations. He passes the Anti-Trust suit off as a nuisance that he will easily be cleared of (especially since he has the DA in his pocket).

Ambassador Dimitri Opono, MD - Third cousin of Grigory Polchon, the current president of Petroskovia, Dr. Opono is a patriot and humanitarian who wants to work with the Mayor of The City in an effort to finance improvements to both his nation and to The City. Selfless and naive, Ambassador Opono is unaware of his sister's nefarious dealings and plans. He has been grateful to her for arranging his itinerary for the trip, to the point of going to the trouble of flying to The City two weeks ahead of time to make all the arrangement for his visit.

Anton Kregan - The Sniper. An experienced and notorious assassin, Kregan is on the most wanted list of Interpol, the FBI, Europol, MI-5 and the Surete. Kregan was contacted and hired by Simone Opono to stage multiple sniper attacks in The City during the week prior to her brother's scheduled visit and then to assassinate him and the Mayor of The City when they meet on the steps of City Hall. Kregan was given a list of specific targets, with a few additions since the shooting began. Kregan has a safe house in the center of The City, unknown to any of his partners or his employer. He has hired a small team to help him with the job and already has them set up to take the blame for the killings.

Amanda Moses - Raised by a single father with a passion for hunting, Amanda found herself a passion for hunting a different type of game - people. She has operated as an assassin for almost five years and has thus far managed to avoid getting a criminal record. She does not trust Kregan and has her own extraction plan for getting out of The City when her job is done.

Jack Crystal - A former US Marine sniper, dishonorably discharged for beating his commanding officer with a crowbar after receiving a bad performance review. Crystal has been selling his services to the highest bidder for the past eighteen months.

Pietr "Peanut" Petrovich - A hulking Georgian who served briefly in the Russian Army before becoming a mercenary. Pietr decided he could probably make more money as a freelance shooter than he could slogging through warzones. This is his first 'professional' job.



GARRITY BANK & TRUST

If the Agents follow the suggestion of Agent Creswell and go to the Garrity Bank first, they can arrive there while the scene is still being processed. A section of sidewalk a few feet from the front entry to the bank is taped off with police tape and markers on the ground indicate the position of the body (which is being moved to the Coroner's van as the Agents arrive), and where the bullet exited the body and struck the sidewalk. Police officers are canvassing the crowd, asking people what they saw and trying to keep the civilians away from the crime scene.

Clues To Be Found

Agents should be able to find at least one of these clues if they do some searching and questioning in the area. It is recommended that the Admin not hold the Agents back from progress due to bad dice rolls. Make them work for it, but throw them a bone before they get bored.

- A successful Action Check using Intelligence, Wisdom or Charisma (*player choice*) will allow the agents to overhear a couple of people arguing over whether or not they had seen a flash of light from the parking garage down the street, the one right across from the Cosgrove Pharmaceuticals office.
- Eliminators and Investigators looking around the scene can automatically note the angle of the mark where the shot struck the sidewalk would line up to the fourth or fifth level of the parking garage down the street.
- Any class who decides to 'work the crowd' can spot a preteen child with a pair of toy binoculars peering through them towards the parking garage down the street.
- Other clues the Admin may decide exist based upon the actions of the Agents. Something should point the Agents towards the upper floors of the parking garage where a new clue awaits.

THE PARKING GARAGE - FOURTH LEVEL

The sniper who fired from here, 'Peanut' Petrovich, left via the stairwell beside Harrison Cosgrove's private elevator as soon as he saw Thomas Garrity hit the ground and it was obvious to him that Garrity was dead. Before leaving, Petrovich stashed the rifle he used, a Russian made Dragunov rifle, in a hollow of a support column a few feet from the elevator and stairwell. The hollow is regularly used by drug dealers leaving cash for Harrison Cosgrove.

Clues to be Found

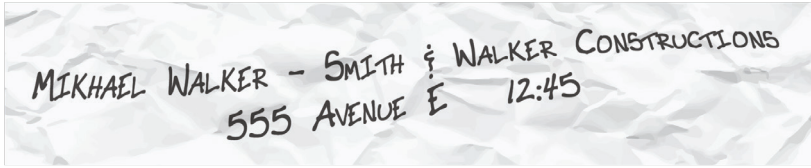
Eliminators and Investigators will automatically notice the spot where Petrovich fired from by the markings on the concrete wall and the disturbances in the dust, which they will recognize as a place where a rifle was rested and fired from. This spot gives a clear view of the front of Garrity Bank & Trust.

Any Agent stating that they are looking around the area near the elevator and the stairwell will see a small, crumpled up piece of paper laying on the ground at the base of a column directly in front of the



elevator. Examining the paper will reveal a note (see below).

That location is two miles away and the time noted is 30 minutes from the current time.



A successful action check (Intelligence or Wisdom) will reveal a pair of large bootprints in the dust at the base of the column, which seem to be only the front portion of the boots.

Searching the column with a successful action check (Intelligence or Wisdom) will reveal a false panel near the top of the column, which currently contains Petrovich's Dragunov rifle (2d6 damage, standard sniper rifle from the White Lies rules).

Possible Complications

The Agents hear the police coming up the ramp or the stairs of the parking garage. This could be anything from a mild annoyance to a major problem (especially if they are standing there with the Sniper Rifle in hand). Use the stats for the Policeman on page 92 of the White Lies rules. There are 2 police officers approaching this area, looking into and under cars and other hiding places, although more are nearby, searching other areas of the garage. Gunshots will bring them 1d4 more police officers per round for 2d4 rounds and the SWAT team (details on page 93 of White Lies) will arrive in 2d6 minutes.

Policeman

Armor Class: 7[12] (Light Body Armor)

Hit Dice: 1

Total Hit Bonus +1

Saving Throw: 18

Movement: 12

Attacks: Nightstick (1d6) or Revolver (1d6+1)

Special: Call Backup (which summons another 1d4 squad cars to arrive over the next 1-3 combat rounds)
Level/XP: 1/15

One of Cosgrove's drug dealers comes out of the stairway to drop off his payment in the column. He is armed with a semi-automatic pistol, a switchblade knife and is carrying a small backpack containing \$20,000 in mixed bills. As with the Police Officers, any gunfire or a loud confrontation will bring the police running from where they are searching nearby.

Drug Dealer

Armor Class: 9[10]

Hit Dice: 1

Hit Points: 4

Total Hit Bonus +1

Saving Throw: 18

Movement: 12

Attacks: Switchblade Knife (1d6) or Semi-Automatic Pistol (1d6)

Level/XP: 1/15



A stray dog wanders into the area while the Agents are searching. If they pet the dog or give it food, it will follow them wherever they go, even attempting to enter vehicles or buildings with them. If they strike the dog or ignore it for long, the dog will start barking at the Agents and will run off if attacked. The noise, however, is likely to draw the police officers who are searching nearby.

Stray Dog

Armor Class: 7[12]

Hit Dice: 1

Hit Points: 3

Total Hit Bonus +1

Saving Throw: 18

Movement: 18

Attacks: Bite (1d6-1)

Special: Keen Senses (low light vision, track by smell)

Level/XP: 1/15

The Agents are spotted by the media, police and/or bystanders near the front of the Bank when they are looking over the wall from the sniper's position. This could cause an outcry and possibly a mob of reporters and angry citizens and cops converging on the parking garage.

Angry Mob

Armor Class: 9[10]

Hit Dice: 1-1

Total Hit Bonus +0

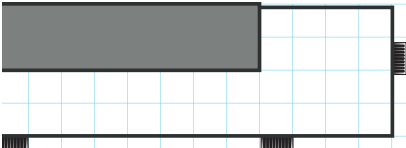
Saving Throw: 19

Movement: 10

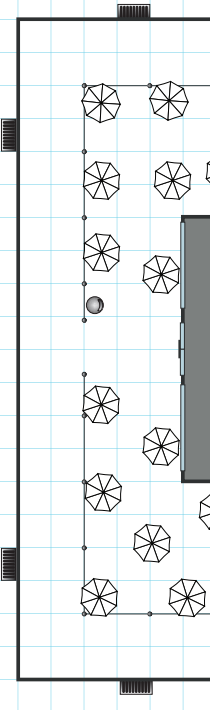
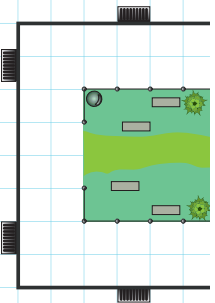
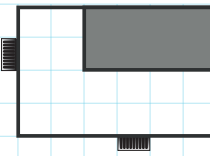
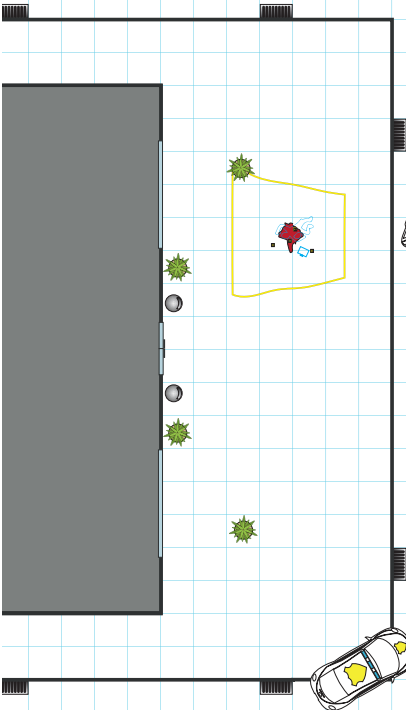
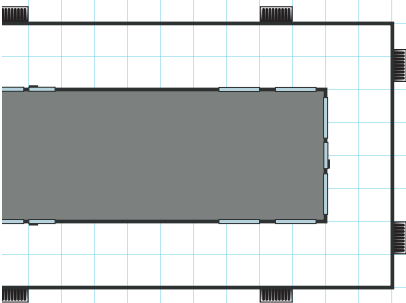
Attacks: Improvised Weapon / Unarmed (1d6-1)

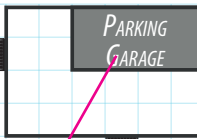
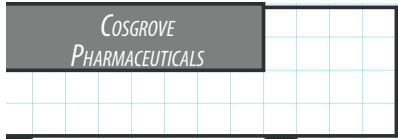
Level/XP: ½ / 10



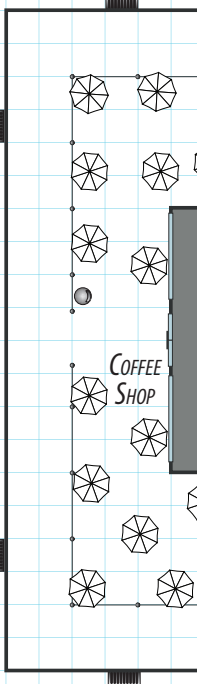
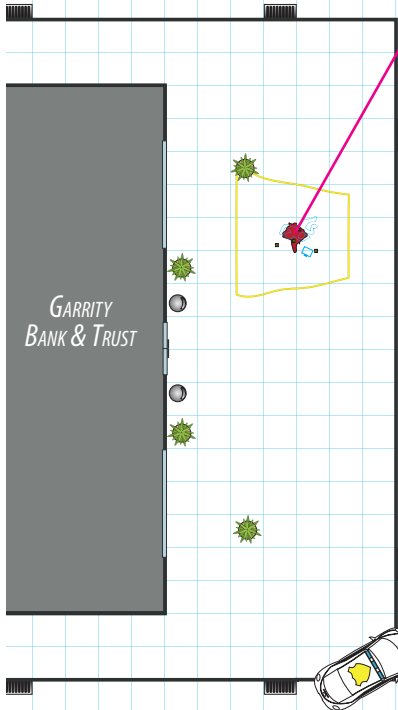
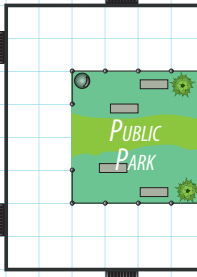
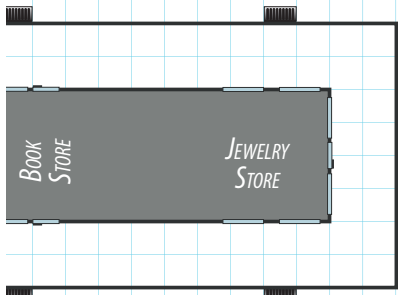


PLAYER MAP





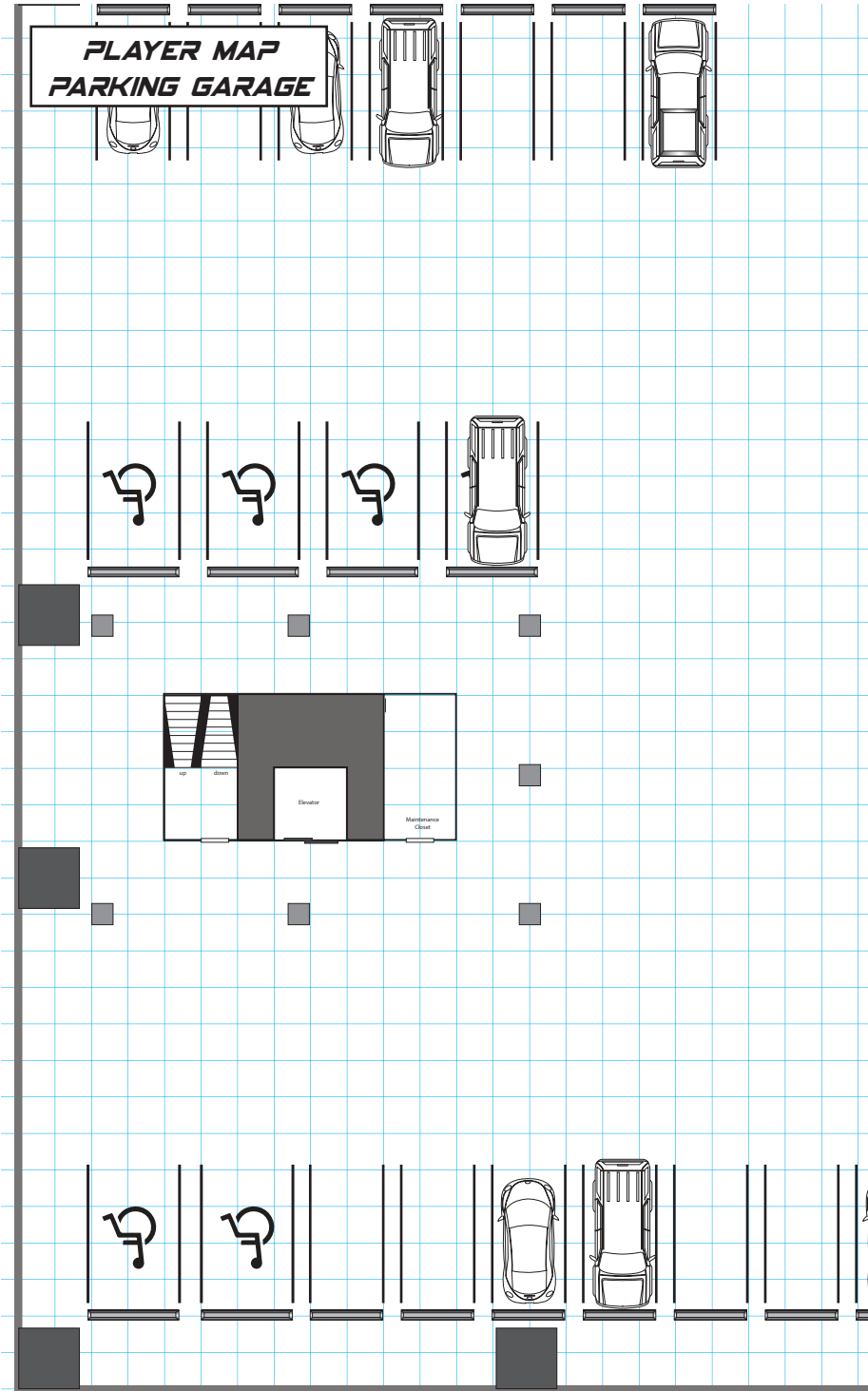
ADMIN MAP



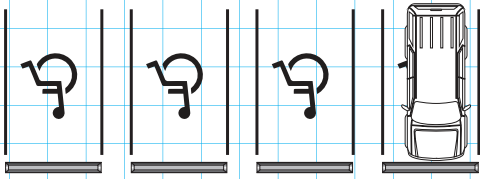
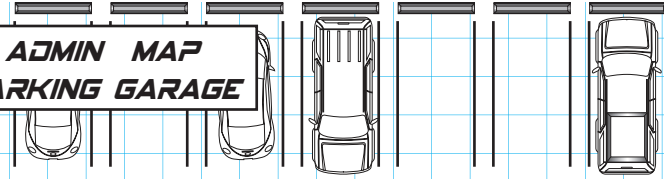
LINE OF FIRE



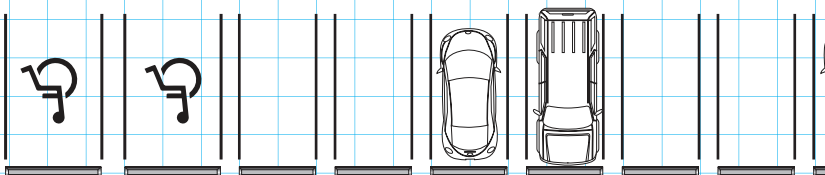
**PLAYER MAP
PARKING GARAGE**



**ADMIN MAP
PARKING GARAGE**



X
Crumpled Paper
&
Hollowed Post



Shooter's Position

X

LOCATION - SMITH AND WALKER CONSTRUCTION

For maximum fun, feel free to have the Agents run into multiple obstacles on their way to the construction site and have them arrive with only minutes (or moments to spare). Michael Walker, one of the owners of the construction company is the next on Petrovich's target list. Petrovich has a Weatherby .300 rifle with Improved Sights upgrade (use sniper rifle statistics - 2d6 damage) that he had prepared in his vehicle when he came here from the parking garage. The address listed on the paper the Agents found is a construction site, and Petrovich was told to shoot Walker as he arrived for a scheduled meeting at 12:45. He is then to disappear and lay low until the Ambassador's arrival the next day, when he is to meet with the other snipers to finish the job. His final target is Detective Watts.

The point of this encounter is to hopefully stop or interfere with Petrovich before he can shoot Walker, and hopefully capture or kill Petrovich as well, gaining valuable intelligence regarding the plans of the snipers.

Fortunately for the Agents, and unfortunately for Petrovich, when Walker arrives in his large pickup truck, he is obviously talking on his cell phone, and obscured by being inside his truck. Petrovich plans to shoot him as he rounds the vehicle to head for the construction office, a few yards from where he has parked.

Pietr "Peanut" Petrovich

Armor Class: 7 [12] Light Armor (Ballistic Vest) Hit Dice: 2 Hit Points: 10

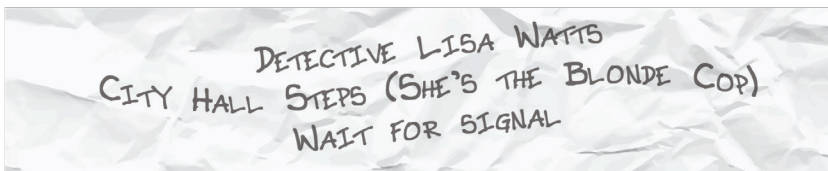
Total Hit Bonus: +2 Saving Throw: 17 Movement: 12

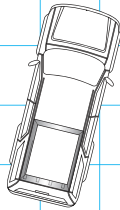
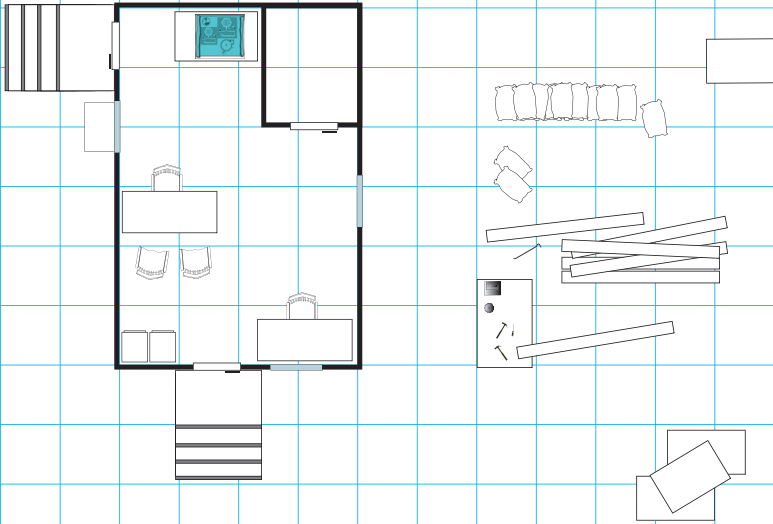
Attacks: Sniper Rifle (2d6), Semi-Auto Pistol (1d6) or Knife (1d6) [+1 for exceptional STR figured in]

Level/XP: 2 / 30

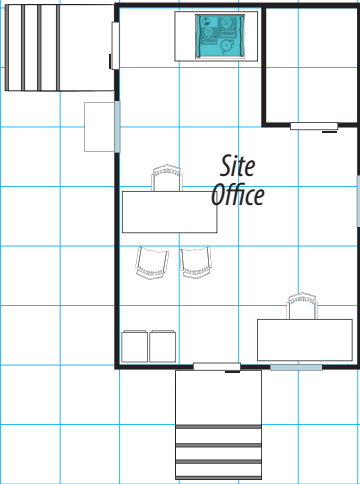
If Pietr is taken alive, he will refuse to talk, repeating that the worst prison they can put him in is more posh than the local jails in Russia. However, if the Agents threaten him with death, either by their hand or the death penalty, he will be at a -2 penalty to his Saving Throw to maintain his silence.

If convinced to talk, he will tell them the names of the other shooters and that Crystal was planning to meet him for beers at a bar called "Horowitz's Hoe-Down" across town at 4pm and that Crystal had a target for 1pm and so did Amanda. He does not know who either of their targets are. He does not know where to find Amanda and says he invited her to join them at the Hoe-Down for drinks. He has two pieces of paper crumpled in his pocket (see below), a room key for room 114 at the Double Dutch Hotel and a wallet with \$275 and a condom in it.

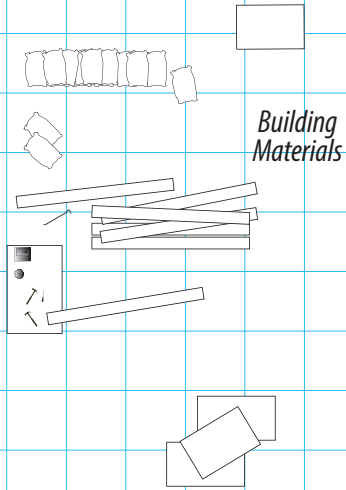
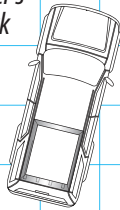




PLAYER MAP
SMITH & WALKER
CONSTRUCTION
SITE



*Walker's
Truck*



*Building
Materials*

**ADMIN MAP
SMITH & WALKER
CONSTRUCTION
SITE**

Petrovich is positioned on the second floor of the partially constructed office building located about 50 yards away. Most of the building is still steel framework, girders and floor boards, some wiring hanging. Open with very little cover.



LOCATION - HOROWITZ'S HOE-DOWN

Horowitz's Hoe-Down is a local dive bar, with the parking lot typically filled with motorcycles, beat up cars and trucks and the occasional passed out drunk. The regulars tend to not ask a lot of questions if a patron does not cause trouble. At 4 in the afternoon on a weekday, the parking lot has only seven motorcycles, one beat up pick up truck, and a pale blue sports car.

Horowitz's Hoe-Down is owned by Rebecca Horowitz, a former enforcer for a local crime boss who decided to go as legit as possible for a former mob leg-breaker after she retired about four years ago. She bought the Hoe-Down and it is a favorite with local bikers and is respected as neutral territory in regards to gang disputes, which can be settled one on one in the fighting pit in the basement. In addition to the occasional scheduled pit fight, a big draw in the Hoe-Down are Tuesday Night Karaoke and the Thursday Night Dungeon Crawl Sessions.

If the Agents go in at or around 4, the bar is occupied by Rebecca behind the bar, chatting with a short biker in red leather, a man sitting in the back corner, fitting the description of Crystal, if the Agents got Petrovich to talk, four biker-looking types shooting pool in the middle of the room, one waitress in a neon green miniskirt and tank top delivering drinks, and an older couple in riding leathers throwing darts at a board between the bar and a set of stairs that lead downwards.

There is a large sign just inside the door that reads "**NOW ENTERING THE NEUTRAL ZONE - TAKE YOUR FIGHTS ELSEWHERE OR TO THE PIT**" Beneath that in smaller, pink handwriting has been added, "*You only get one warning, then you meet Miss Slugger! RH*"

How the situation in the bar goes will depend entirely on the actions of the players and the Admin, so you will be provided with a map, and notes on each of the patrons and employees of the bar. If a gunfight erupts, Rebecca will dial 911 and then come up from behind the bar with a shotgun loaded with beanbag rounds (*she's trying to turn over a new leaf and not kill anyone these days if she can help it*).



Rebecca Horowitz

Armor Class: 9[10] Hit Dice: 2+2 Hit Points: 10

Total Hit Bonus: +4 Saving Throw: 16 Movement: 12

Special: Exceptional Strength and Constitution (+2 /+1) • Beanbag Shotgun

Attacks: Baseball Bat (1d6+2) or Pump Shotgun (1d6+3 - Non Lethal • Save or Stun 1d3+1 rounds)

Level/XP: 3/60

Rebecca has her shotgun loaded with Special: 'beanbag' rounds. These do normal shotgun damage, but the damage is non-lethal, pummeling a target into submission or unconsciousness. Non-lethal damage will recover at a rate of 1 point (+any Con Modifier) per hour of rest. Beanbag rounds hit with stunning force. Targets must make a Saving Throw (Con Modifiers apply) or be stunned for 1d3+1 rounds.

Felicia the Waitress

Armor Class: 9[10] Hit Dice: ½ Hit Points: 1

Total Hit Bonus: 0 Saving Throw: 19 Movement: 12

Special: ---

Attacks: Unarmed (1d6-1) or Knife (1d6-1)

Level/XP: ½ / 10

Darius D'vil (*short biker in red leather*)

Armor Class: 5[14] (Leathers + 18 Dex) Hit Dice: 2 Hit Points: 10

Total Hit Bonus: +2 Saving Throw: 17 Movement: 12

Special: Circus Acrobat, Exceptional Dexterity

Attacks: Unarmed (1d6-1), Collapsible Baton (1d6) or Acrobatic Kick (1d6+2)

Darius is the star acrobat for the Farrington Brothers Circus, which is based out of The City. He is a regular at the Hoe-Down and sweet on Rebecca. If Rebecca is harmed, he will attack the person who hurt her with a fervor (+2 to hit and damage until that person is down)

Level/XP: 3/60

Bikers Playing Pool (Ralph, Joe, Marcus, Denzel)

Armor Class: 7[12] (biker leathers) Hit Dice: 1 Hit Points: 3, 5, 2, 4

Total Hit Bonus: +1 Saving Throw: 19 Movement: 12

Special: ---

Attacks: Pool Cue (1d6), Switchblade Knives (1d6-1) or Unarmed (1d6-1)

These guys are regulars here, if a gunfight breaks out, Marcus and Denzel will try to grab the old couple and hustle them out through the back door or behind the bar to hide them before helping defend the bar.

Level/XP: 1/20

Old Couple (Margaret and Louis)

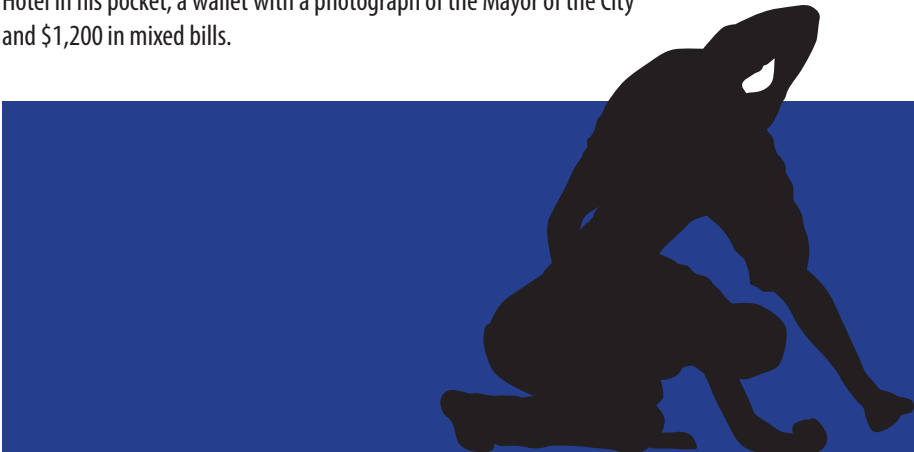
Armor Class: 7[12] (biker leathers) Hit Dice: 1/2 Hit Points: 1 each
Total Hit Bonus: +0 Saving Throw: 19 Movement: 10
Special: ----
Attacks: Dart (1d6-1) or unarmed (1d6-1)
Level/XP: ½ / 10

Margaret and Louis are passing through The City on a trip through the area, having retired a few years back from their jobs at a small town law office. They stopped in at the Hoe-Down for a little relaxation, a few beers, and one of Rebecca's famous Mega-Burgers.

Jack Crystal

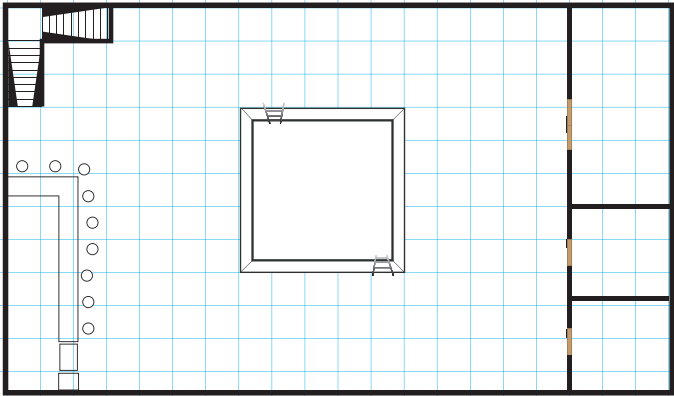
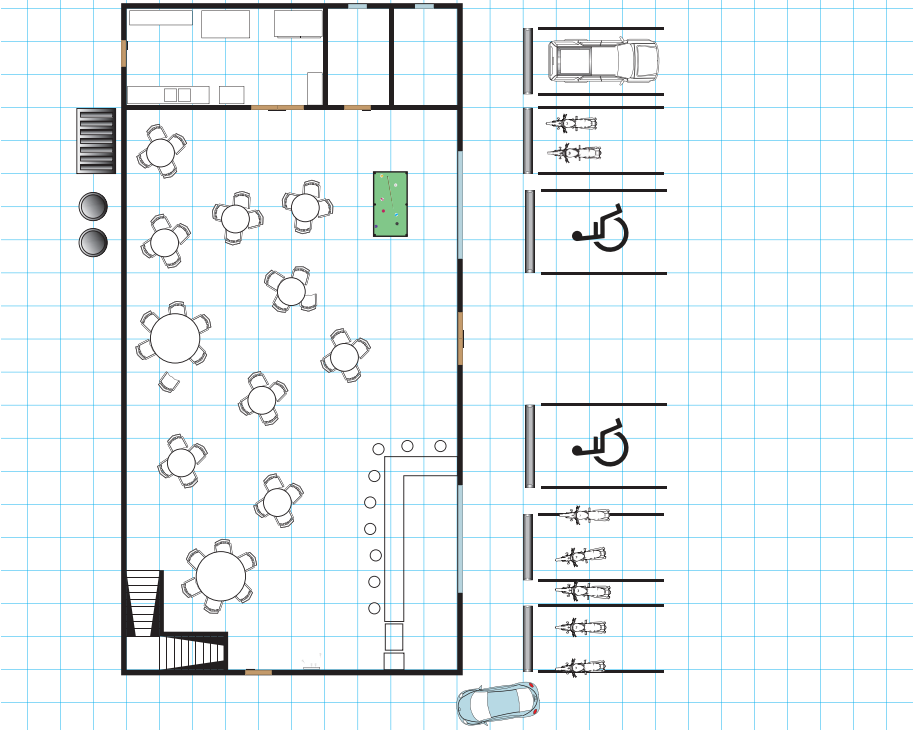
Armor Class: 7[12] (light body armor) Hit Dice: 3+3 Hit Points: 18
Total Hit Bonus: +4 Saving Throw: 17 Movement: 12
Special: Exceptional Strength and Constitution (+1 each), Alert (+2 to initiative)
Attacks: Knife (1d6-1) or Semi-Auto Pistol (1d6) with the Spare Ammo upgrade (x2)
Level/XP: 5 / 240

Jack Crystal is a psychotic killer, who would not hesitate to grab the waitress or one of the old people in the bar and use them as a human shield. If possible, he will attempt to escape from the Agents, using a hostage in an attempt to get to the back door of the bar. If he has to shoot his way out, he will try to reach the exit as quickly as possible and then head for his room (117) at the Double Dutch Hotel (three blocks away) to either hole up or grab his go-bag, depending on whether he thinks he eluded pursuit. If captured and questioned, Crystal will offer to talk in exchange for 'a deal' thinking that the Agents are official law enforcement. If offered a deal, he will tell the Agents that the three of them are staying at the Double Dutch Hotel, Petrovich in 114, Amanda in 120, and himself in 117. He does not know where Kregan is staying, although he tried to follow him when they first met and lost him near City Hall. If Crystal is incapacitated or killed, he has a key to room 117 at the Double Dutch Hotel in his pocket, a wallet with a photograph of the Mayor of the City and \$1,200 in mixed bills.



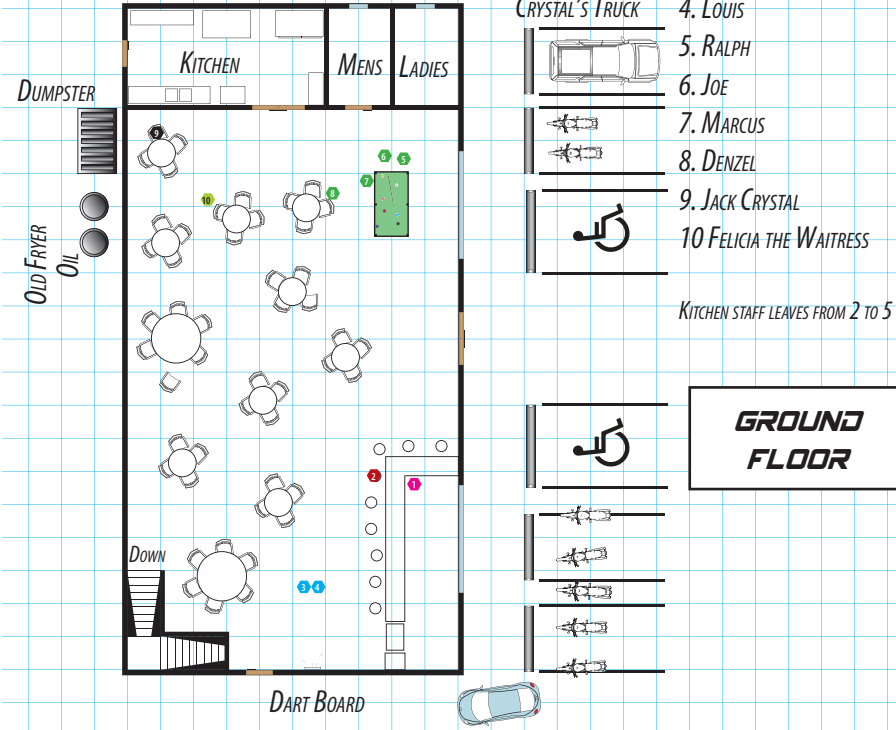
**PLAYER MAP
HOROWITZ'S HOE-DOWN**

GROUND FLOOR

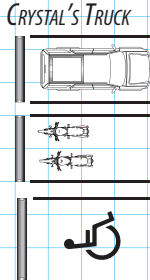


BASEMENT

**ADMIN MAP
HOROWITZ'S HOE-DOWN**



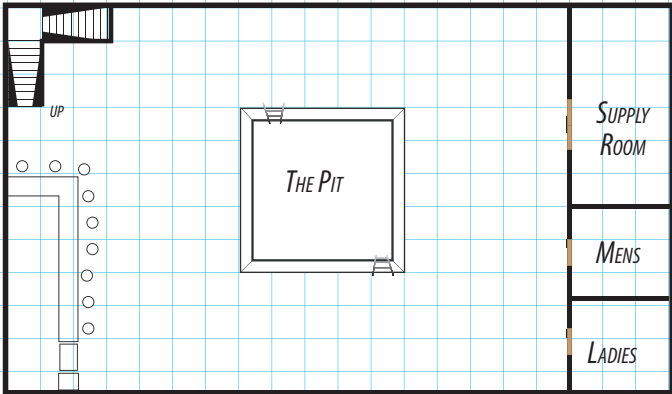
- 1. REBECCA
- 2. DARIUS D'VIL
- 3. MARGARET
- 4. LOUIS
- 5. RALPH
- 6. JOE
- 7. MARCUS
- 8. DENZEL
- 9. JACK CRYSTAL
- 10. FELICIA THE WAITRESS



KITCHEN STAFF LEAVES FROM 2 TO 5

GROUND FLOOR

THE PIT IS USED TO SETTLE DISPUTES OR SOMETIMES SIMPLY FOR ENTERTAINMENT. IT IS A 20' x 20' AREA, DUG DOWN 10'. IT HAS A DIRT AND STRAW FLOOR AND WOODEN WALLS WITH TWO METAL LADDERS THAT ALLOW ACCESS.



BASEMENT 'THE PIT'

LOCATION - DOUBLE DUTCH HOTEL

A single story hotel with 15 rooms (numbered from 111 to 125, there used to be a second building with 10 rooms on the other side of the parking lot, but it was sold and demolished years ago), the Double Dutch is home to four long-term residents, the manager and currently three temporary residents, the Ghost Sniper team. The owner of the hotel is a member of the Bruno crime family, a local syndicate that controls prostitution, protection rackets and the drug trade in this section of town. If unexpected and sustained gunfire occurs, the manager will not call 911, he will call a nearby Enforcer, Pinky Pollano, who will come to 'investigate' the disturbance, accompanied by four thugs from his crew. It will take them 3d6+4 rounds to arrive after being called.

Occupants of The Double Dutch Hotel

Room 111 - Rabin Mohinder - Hotel Manager

Rabin is a mousy little man with a bad comb-over and no desire to get involved in anyone's business. As noted above, if unexpected and sustained (more than 4 rounds) gunfire occurs, he will place a call to Pinky Pollano to report the disturbance, and then lock the front door and his office door and watch the front door via security camera until Pinky or one of his men gives him the all clear signal. Rabin is found in the Office except from 10 am to 6 pm Tuesday through Sunday, and is usually either in his room or at a nearby bar (Horowitz's Hoe-Down) having his meals and drinks. If he is not on duty, the front desk will be manned by one of the part time employees:

Joey - twenty something stoner who barely glances up from his phone to acknowledge anyone who comes in. Usually wearing earplugs with the volume on his phone cranked up.

Cecilia - Pretty, buxom and looking for 'Mr. Right' or 'Mr. Right Now' if that's what she can find. Flirts with every man who comes in. The more handsome or affluent-looking, the more she flirts.

Vincent - Retired policeman who supplements his retirement income by working part time at the hotel. He respects the rules of the Bruno family, but refuses to participate in anything related to the drug trade and does not tolerate any violence towards the 'working girls' who live on site, having pistol whipped a pimp who dragged a girl out into the parking lot and started kicking the girl. He gets along surprisingly well with Pinky, even though he arrested Pinky three times on various charges during his career as a policeman.

Room 125 - Sara Selene - “Working Girl”

Sara is a prostitute in the Bruno stables, tended by a ‘manager’ named Roberto, who replaced Cletus after Vincent pistol whipped Cletus in the parking lot a few weeks ago. She is in her early 20’s, originally from a small town in Nebraska and came to The City about six months ago hoping to find a good job in a fancy high-rise. She was hit and kicked by her former ‘manager’ Cletus a few weeks back, but Mr. Vincent from the front office of the Hotel made him stop. Now she is trying to save enough money for a bus ticket to get herself back home. Working the diner on Main Street or even helping on Aunt Beatrice’s dairy farm is starting to look like a better alternative. She has seen the two large men in rooms 114 and 117 coming and going carrying multiple rifle cases, and also, the red-haired woman in 120, although Sara does not think the red-head stays at the hotel very often, although she did spend at least one night in Mr. Malloy’s room (112), and Sara saw her carrying a map a few times when she left. She also saw a ‘distinguished looking’ gray-haired man in a suit, driving a range rover pick up all three of them a couple of days after they arrived. (Distinguished looking with short gray hair is a common description of Kregan)

Room 112 - Kevin Malloy - Writer

Kevin is an aspiring writer of crime fiction. He has taken a long-term room in the Double Dutch and made arrangements with Pinky and the Bruno’s to be allowed to talk to members of the ‘family’ on the condition that he ‘fictionalize’ everything he learns regarding their organization and not mention any of them by name. Kevin has lived in the hotel for almost a year. He attempted to talk to the three newest residents with varying degrees of success. Petrovich told him that he was a former mercenary who had angered a central African warlord and that he was hiding out until the heat died down in that area of the world for him, so that he could take a vacation on a tropical beach without having to watch out for the man’s killers. Crystal told him to get lost and mind his own business. Amanda spent a night with him, told him she was a professional hunter, but she was hiding from an abusive ex-husband, and asked him about his work and why he was living here when he had what sounded like a much more comfortable condo in the city and he explained how he was immersing himself in his work and since he was single, there was no one to take offense to his being gone for an extended period of time. Kevin has a late model SUV parked in front of his room with a bumper sticker that reads “Writers do it with Imagination”.

Room 118 - Cassida “Casey” Jones - “Working Girl”

Cassida has been working for the Bruno family for almost three years. She has fixed her room up to be quite nice and comfortable. She does not bring clients back to this room, it is her private space. She specializes as a Dominatrix and has a ‘dungeon’ set up in a house two blocks away that has been specially outfitted for her trade and clientele, including being soundproofed.

Room 114 - Pietr "Peanut" Petrovich's room

Pietr keeps this room immaculate. There is one bed in the room with two rifle cases containing sniper rifles, as well as cleaning kits and four semi-automatic pistols laid out atop the sheets. There are half a dozen sets of jeans and t-shirts hanging in the closet. In the corner of the bathroom is a pair of combat boots. Hidden in the boots is \$5,000 in mixed bills. There is a map of city hall with several spots marked lying on the dresser.

Room 117 - Jack Crystal's room

Jack's room is messy, empty food containers and empty beer cans all around the room. There is a sniper rifle propped up against the corner of the room. There is a packed backpack containing two changes of clothing, \$5,000 in cash, a multi-tool, two dozen sticks of beef jerky and two bottles of water. If Crystal escaped the Hoe-Down and came back here, he will be prepared for a fight.

Room 120 - Amanda Moses' room

This room is very clean and is very cold, as the air conditioner has been turned down very low. There are two changes of casual clothes in the dresser, and one pair of sneakers under the bed. There is \$1000 in small bills under the mattress of the bed. There is a revolver hidden behind the toilet in the bathroom and there is a sniper rifle under the bed. Along with a few empty food wrappers, there is a map of The City in the trash can, with two areas circled (one is the location of Kevin Malloy's condo, and the other is a townhouse that she followed Kregan to a few days before).

Pinky Pollano

Armor Class: 9[10]

Hit Dice: 2+2

Hit Points: 9

Total Hit Bonus: +2

Saving Throw: 17

Movement: 12

Special: ---

Attacks: Louisville Slugger (1d6) or Semi-Automatic Pistol (1d6)

Level/XP: 2/30

Pinky's Thugs

Armor Class: 9[10]

Hit Dice: 1

Hit Points: 3, 5, 2, 2

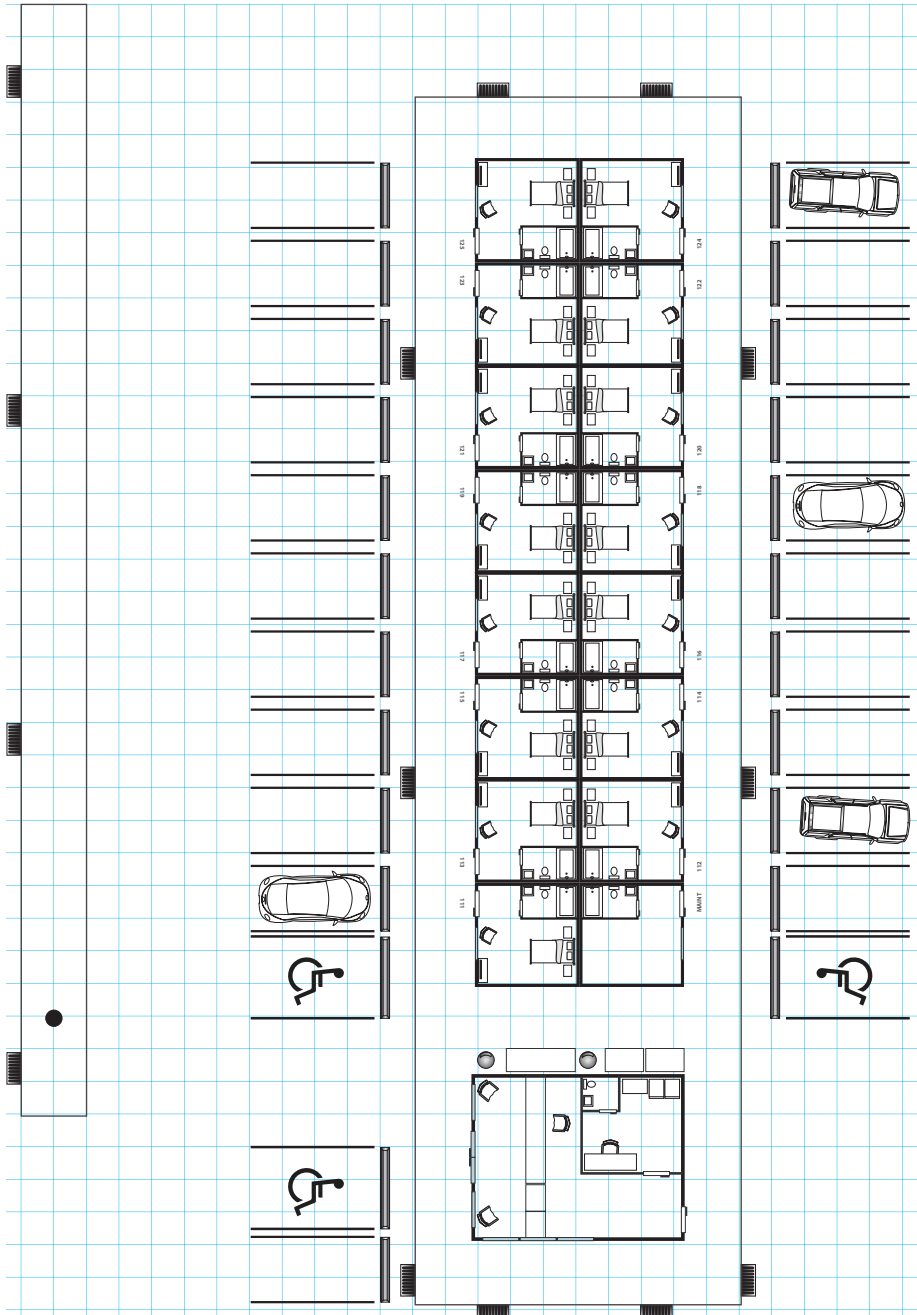
Total Hit Bonus: +1

Saving Throw: 19

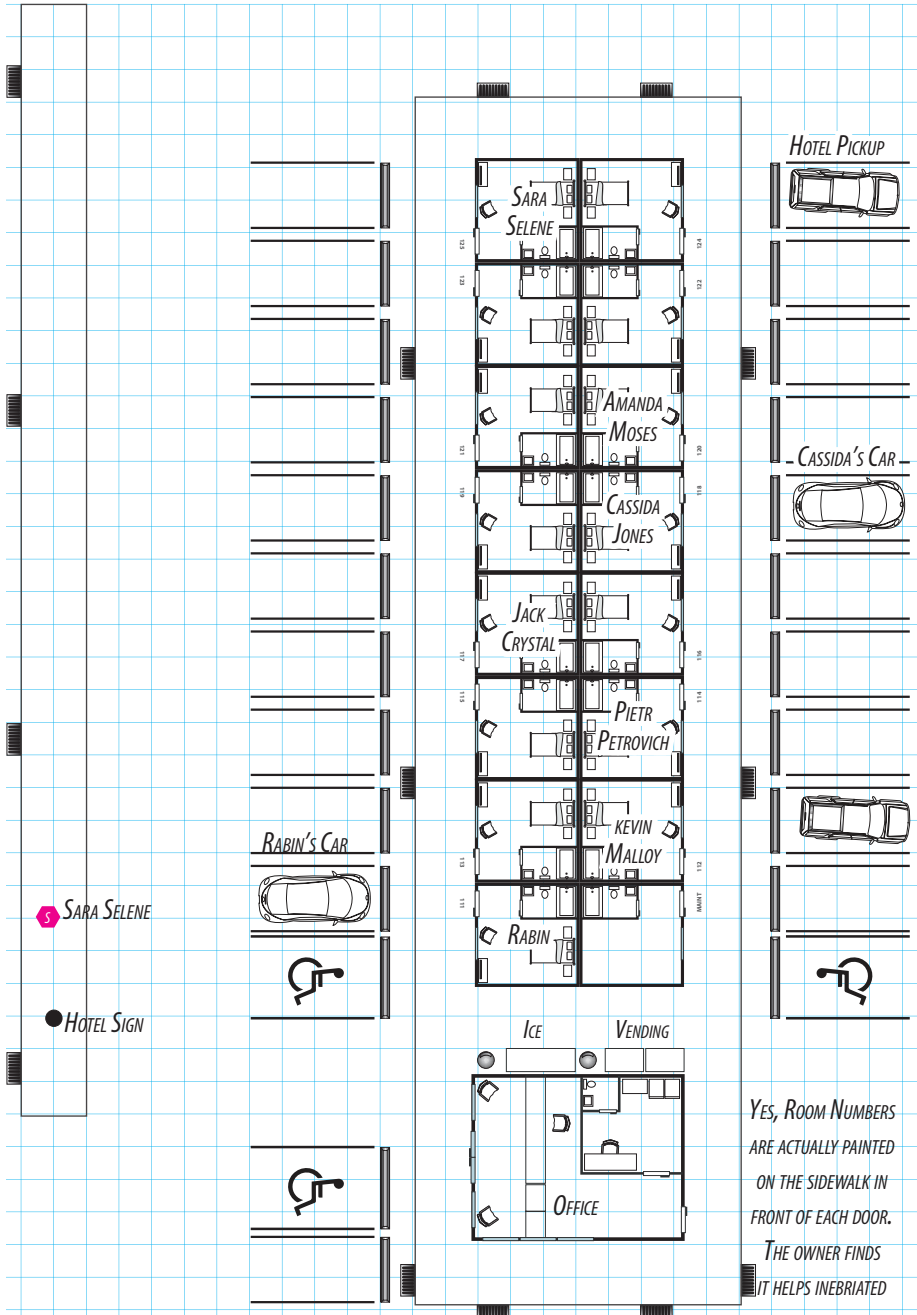
Movement: 12

Special: ---

Attacks: Brass Knuckles (1d6) or Semi-Automatic Pistol (1d6)



PLAYER MAP
DOUBLE DUTCH HOTEL



YES, ROOM NUMBERS ARE ACTUALLY PAINTED ON THE SIDEWALK IN FRONT OF EACH DOOR. THE OWNER FINDS IT HELPS INEBRIATED GUESTS FIND THEIR ROOMS.

**ADMIN MAP
DOUBLE DUTCH HOTEL**

LOCATION - KEVIN MALLOY'S CONDO

Amanda Moses managed to find the address of Malloy's condo during the evening she spent with him and decided it would make a great safehouse since she does not trust her employers. The condo does not have doormen or security gates, so she was able to get in with the copy of the key she lifted from Malloy's keyring while he slept off the effects of their drinking and lovemaking.

Amanda has been a considerate houseguest, the condo is clean and tidy, a sheet is laid across the dining room table with two sniper rifles laid out on it, as well as a cleaning kit and two semi-automatic pistols and several boxes of ammunition.

Amanda will be here from noon of the final day before the Ambassador's visit (the day the operation starts for the Agents) until around 6am the next morning. Her plan is to load what she is taking with her in her truck, drive to her shooting area, have breakfast, then watch the area for complications until time for her to take her position (around noon, since it will take the Ambassador's motorcade about three quarters of an hour to an hour to reach City Hall.) Her job is to take any backup shots if someone else misses their target.

She has managed to gather her own 'insurance policy'. After following Kregan to his Safehouse, Amanda waited until he was gone to meet with the employer, and broke into the townhouse he is staying in.

She has photos of the following items on her cell phone:

- She found the owner of the townhouse, an elderly lady, and her eight cats, dead and stuffed in the chest freezer in the pantry.
- A letter from Simone Opono, minister of Petroskovia's Department of Natural Resources, to Kragan requesting a meeting with him.
- A list of targets, including those already killed, some with names penciled beside them (Cosgrove, Ramirez, Simone). The Mayor's name is on the list with Ramirez penciled in beside it, and Demitri Opono's name has his sister's name beside it.
- A routing number for an off-shore bank account, with the words *PetDNR* \$10mm written beside it.
- A photo of Kregan. This is a plus, because no agency has a good, clear photo of him. Amanda managed to get it when he first interviewed her.
- A map with shooting positions marked (like the map Petrovich has in his hotel room)

Amanda will attempt to bargain her way to freedom, telling the Agents that she has not killed anyone yet, that she is just the back-up shooter. (This is a lie, she shot both City Councilwoman

Smallwood and Cecily Florentino, the hot dog vendor.) She will offer to provide evidence revealing the real shooter and will start by telling the Agents the address where Kregan can be found and which shooting position is his. If she gets a chance with a distraction, she will try to escape if she can, and prefers to avoid a fight, especially if she is outnumbered. She will surrender rather than trying to shoot her way out of the room, as she figures she can always escape somewhere along the way.

Amanda Moses

Armor Class: 5[14] (Light Armor & Dex) Hit Dice: 2 Hit Points: 8
Total Hit Bonus: +2 [+4 Ranged for Dex] Saving Throw: 17 Movement: 12
Special: Exceptional Dexterity and Charisma (+2 / +1), Stealth (+1 Stealth related checks)
Attacks: Unarmed (1d6-1) or Semi-Auto Pistol (1d6) (carries 3) or Sniper Rifle (2d6)
Level/XP: 3 / 60

Amanda has a small canvas cross-body bag which holds her backup Semi-Auto Pistol, her phone and \$2,500 in mixed bills.

LOCATION - KREGAN'S SAFEHOUSE

This is a brick townhouse in a respectable section of The City. Kregan has scouted the location as one of many for quite some time, visiting the elderly owner and establishing his presence with the neighbors as her caring nephew who checks on her when in town. Kregan has a number of similar locations 'prepared' throughout the world for when he needs a place to avoid official scrutiny.

Kregan broke the neck of the owner and strangled her cats and stuffed all of the bodies in the woman's chest freezer in the pantry. He has used this as his staging area since arriving in The City to meet with Simone Opono and taking the job to kill her brother and the other targets.

Kregan has booby traps set in the front and rear entrances of the townhouse and has his own exit through the attic to the townhouse next door, whose occupants are away on vacation.

If entering through the front or back door of the townhouse, the Agents will find the doors locked. The locks on the door are of good quality, and give a -1 penalty to Action Checks to pick the locks. There is a trip wire on the other side of each door, attached to an improvised explosive device, turned to face the doorway for maximum effect. A careful examination of the door (opening it a crack and looking for instance, will allow the Agent to see the trigger wire) gives the Agents a chance to disarm the trap. If the Agents go in by forcing the door, or otherwise rush in, they have no chance to see the trap and it will automatically trigger when the door is opened. The explosive does damage to everything in a 15' cone, starting at the doorway, 5' wide and spreading to 15' wide at the end of the cone.

The damage is 3d6+2 in the 5' immediately in front of the door, 2d6+2 in the next 5' (10' wide) and 1d6+2 to each target in the next 5' area (15' wide). See the diagram on Admin map for clarification.



If either of the traps are triggered, Kregan will prepare to fight the intruders, and if the fight goes badly, will grab his go-bag and head upstairs for the trap door to the attic, which is located in the top of the area by the stairs. If Kregan is forced to flee, he will head out of The City and use the money he received up front from Opono and what he has saved to keep a low profile for a while before doing any additional jobs.

Clues available

If the Agents arrive at the townhouse before 9am the morning of the scheduled assassination, they will find two sniper rifles are disassembled on the dining room table, Kregan was in the process of giving them a final inspection and cleaning before he leaves for his position. In the spare bedroom, there is a large map of The City, with locations marked that correspond to the shootings that have occurred. Each one has a photo of the target and a monetary amount marked by them. These photos are marked with black pushpin through the photo. In addition, there are three photos on City Hall, one of the Mayor, one of Ambassador Opono, and one of Detective Lisa Watts, with the amounts \$10mm / \$10mm / \$5mm respectively, beneath them. These are pinned up with green pushpins. There are four pushpins, white, blue, red and pink marking places near the city hall (these indicate the shooter's positions). In the wastebasket beneath the map is a list of targets, including those already killed, some with names penciled beside them (Cosgrove, Ramirez, Simone). The Mayor's name is on the list with Ramirez penciled in beside it, and Demetri Opono's name has his sister's name beside it.

A letter from Simone Opono, minister of Petroskovia's Department of Natural Resources, to Kregan requesting a meeting with him, dated two weeks previously is on the dining room table, with handwritten note at the bottom that appears to be a routing number, with the words 'PetDNR \$10mm written (This is the routing number of the Petroskavian Department of Natural Resources bank account, which Simone used to pay Kregan).

Anton Kregan - Assassin

Armor Class: 5[14] (Light armor and Exceptional Dex) Hit Dice: 5 Hit Points: 25

Total Hit Bonus: +7 Saving Throw: 14 Movement: 12

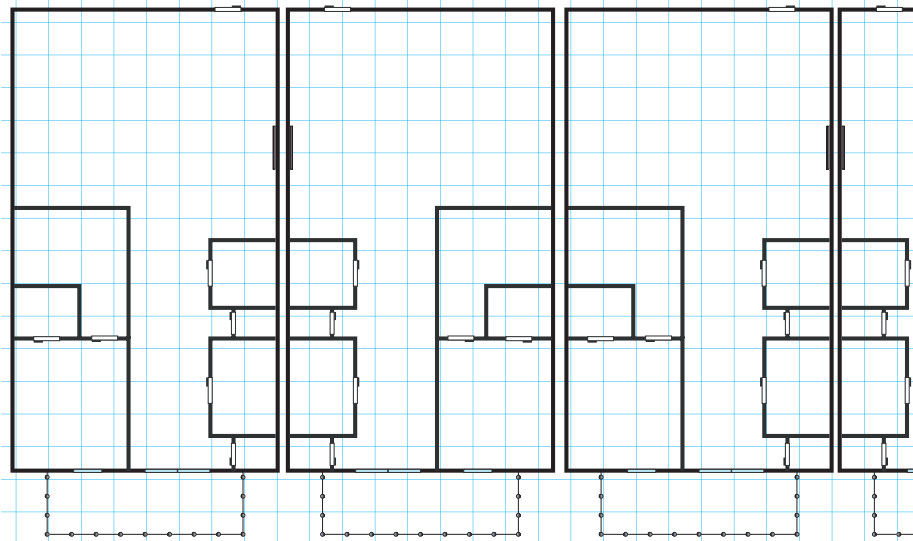
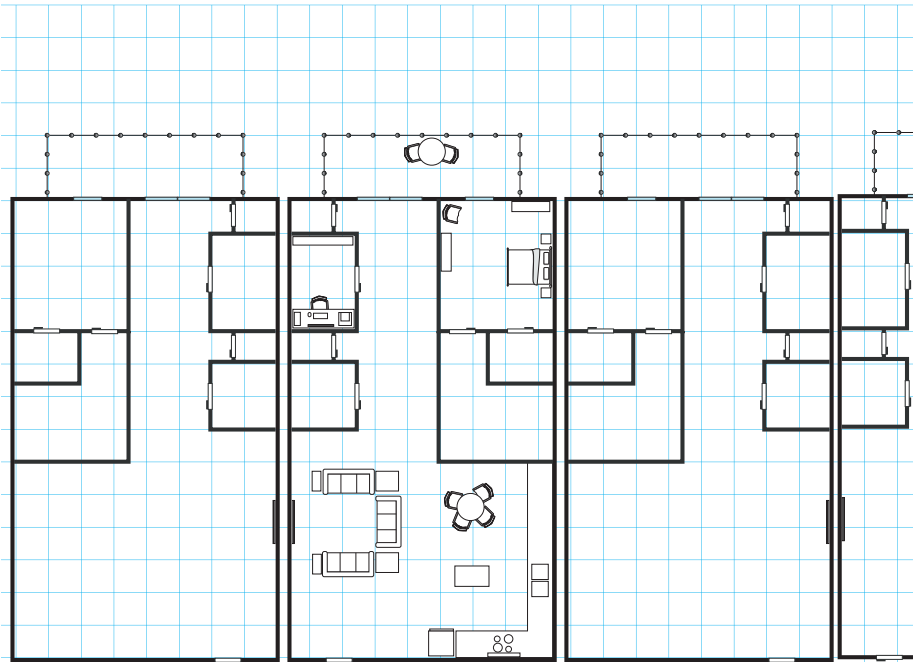
Special: Tactics, Stealth, Alert, Exceptional Strength and Dexterity [+2 each]

Attacks: Upgraded Semi-Auto Pistol (1d6+1), or Collapsible Baton (1d6+2)

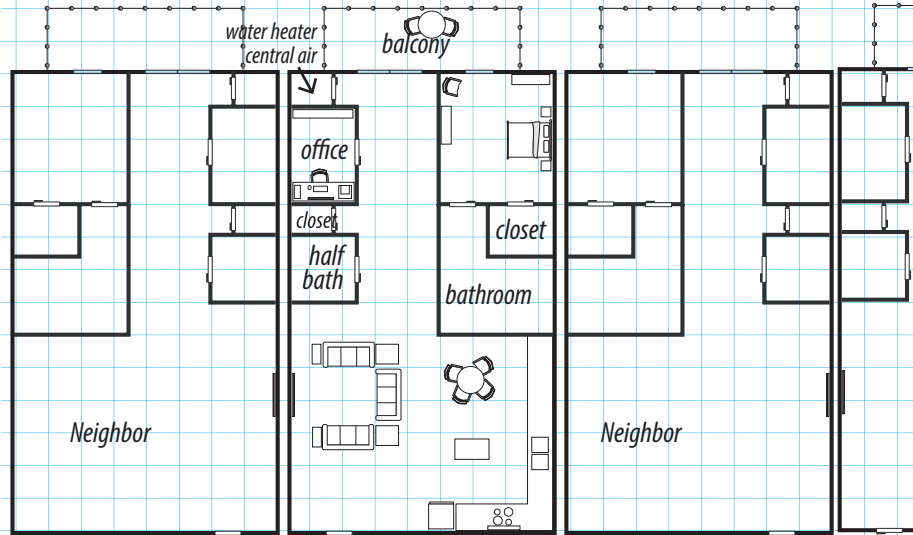
Level/XP: 7/600

Kregan will do his best to escape. Much like Amanda, however, he knows the value of surrendering if escape looks hopeless. He will sell out Simone Opono, DA Ramirez and Harrison Cosgrove for a chance at getting out alive. He can tell the Agents all of the information listed in the Admin notes. He knows who is sleeping with whom, who stands to benefit from the deaths and what deals have been made behind the scenes. This is his insurance policy. He will insist on being turned over to whatever Agency he believes the Agents represent, he will tell them that if he is turned over to local authorities, those who set the assassination up will simply try again, after he is killed in the local jail.

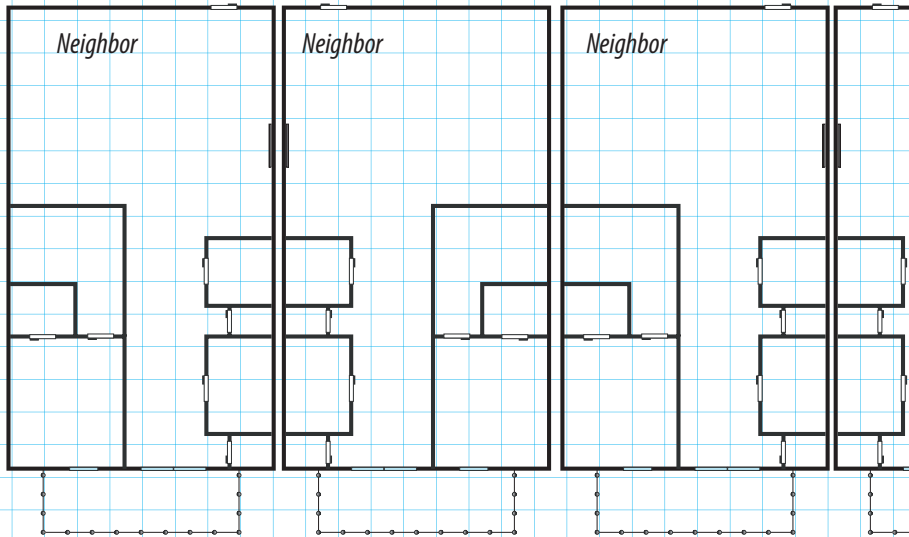




**PLAYER MAP
MALLOY'S CONDO**



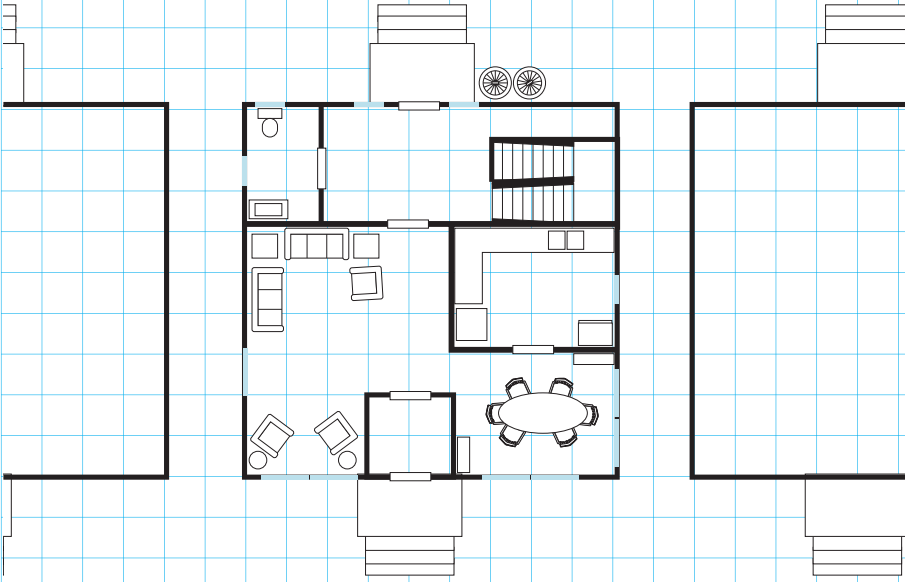
Hallway



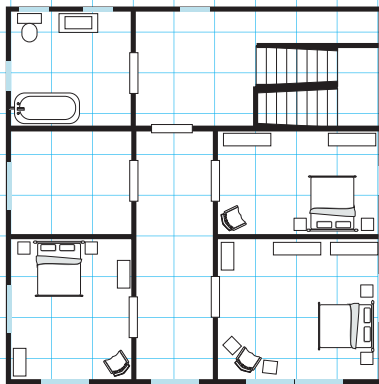
**ADMIN MAP
MALLOY'S CONDO**



GROUND FLOOR



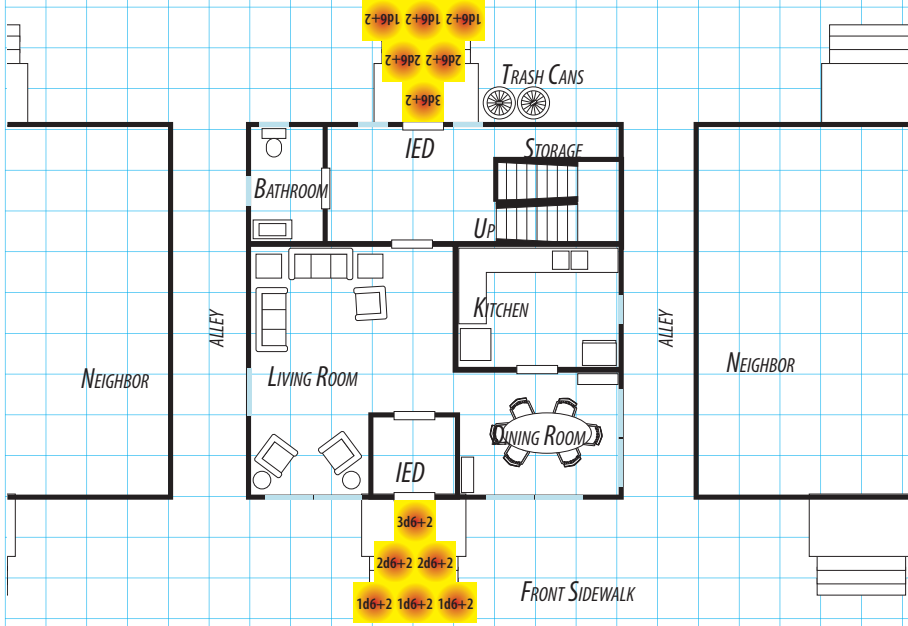
SECOND FLOOR



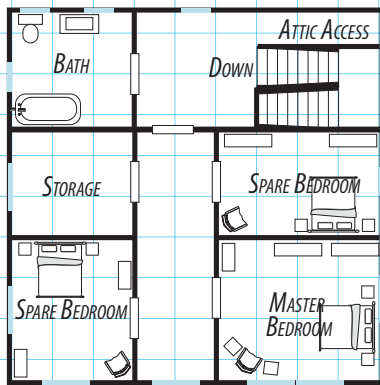
**PLAYER MAP
KREGAN SAFEHOUSE**



GROUND FLOOR



SECOND FLOOR



***ADMIN MAP
KREGAN SAFEHOUSE***



WRAPPING UP THE OPERATION

If the Agents didn't stop the shooters at the locations they have visited to this point, they have one last chance, assuming they have not run out of time. Going to City Hall, the Agents can automatically determine where the best places to shoot are located, and there appear to be four locations. Feel free to make them roll Action Checks to spot the locations, and make them sweat, but give them this one last chance if the mission has not gone their way so far. Three of the final shooting sites are located in the parking garage located across from City Hall, and Kregan's site is an apartment in the building that it is attached to (use the parking garage map provided earlier and the map of Kregan's safehouse for these locations).

Stopping Kregan and his team is the objective of this mission. Should any of the shooters escape, they will leave The City and keep a low profile for a few months. The Agents should be encouraged to avoid direct contact with the police, who are likely on their way, especially if explosives have gone off and gunfire has been exchanged, whether at the safehouse, or across from the scheduled event at City Hall. If they are successful in their mission and get caught by the police, they will be detained for a few hours and questioned until the arresting detective receives a call and reluctantly releases them. If they are unsuccessful in their mission and arrested, perhaps a second adventure detailing the Agent's attempts to escape jail will be in order, for the Agency will not offer any assistance while they are compromised if this is the case.

When the agents call in with a report of success or failure, they will be told to report back for debriefing. Once they arrive back at headquarters, they will be debriefed and given medical treatment.

Mission Payment: The Admin should use the "International" multiplier of x8 since although this mission took place within the confines of The City, it has international ramifications. Thus, if they accomplished the primary objective (stopping the assassination of Ambassador Dimitri Opono from taking place), each Agent is given \$8,000. If they also captured or killed Petrovich, Crystal, Moses and Kregan, they receive an additional \$4,000 for each one they captured or killed. Since the mission took place over (technically) a two day period, they will each also receive \$2,000 active duty pay. Admins must decide if they deserved other bonuses for their work in stopping the assassination.

XP Award: Remember that Agents receive 1 XP for every \$10 earned as Mission Payments, in addition to all XP awards for all enemies defeated.

Other Awards: If the Agents bring in Kregan alive and willing to deal, or managed to recover the evidence from Kregan's safehouse before the police arrived, they will receive an extra \$4,000 each as a bonus (no XP award for this bonus).

New Enemies: Any of the shooters who escaped may turn up as recurring annoyances for the Agents. If Simone Opono is implicated, she may very well escape as she is a resourceful woman who has many contingency plans in place. She will not be happy with being thwarted.

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