

# FOR QUEEN & COUNTRY

## Owning the Sun

By Claire Morris

# Introduction

This module is a soft point mission and it part of the first season of the For Queen and Country campaign. This mission is aimed at agents who are levels 1-3 and who have recently been recruited as part of the NIA - London Central.

The National Intelligence Agency (NIA) is an arm of the British Intelligence Service that specialises in cross-department collaboration. It is tasked with handling both foreign and domestic threats, in partnership with established security services. Its main remit is to deal with counter-terrorism and counter-espionage, but it also gathers intelligence for other departments on serious crime, illegal arms, people trafficking and the drugs trade.

## Synopsis

*Owning the Sun* follows the standard 'For Queen and Country' module format, and is divided into an introduction, 4 scenes, and an epilogue.

Special Branch has recently been investigating the activities of Romanian crimelord, Grigorie Lupei. Undercover officer Dan Burnett was dispatched to Romania to infiltrate Lupei's inner circle and to gather information which could destroy or disrupt the pipeline of drugs and unwilling prostitutes being brought into the UK. Lupei is also currently under threat from other criminals in the area and his position is tenuous.

However, getting into Lupei's gang has not been as easy as was expected. Lupei is brutal, violent and seriously paranoid. Burnett managed to get in on the periphery of the operation and was lucky enough, just a few days ago, to make contact with Lupei's wife, Dajana. Dajana is the widow of Dumitru Vaduva (Lupei's former boss) and mother to 9 year old, Constantin.

Dajana bit off more than she could chew when she married her new husband. Rather than sticking to his more 'base' crimes, he has recently decided to branch out into the business of selling weapons to terrorists. Dajana feels that this may be an attempt by Lupei to gather influential, and more terrifying, friends to himself - given his current situation. Unfortunately, Dajana and Burnett's conversation ended more quickly than the officer would have liked and Burnett was unable to gather further information. Burnett informed his superiors of this new turn of events, and the NIA were involved.

Yesterday, Burnett reported that he had received a hastily written message from Dajana. In the message she told him that the family were flying to Monaco to watch the Grand Prix (a favourite hobby of her husband's), and that she would be at a Pre-race party at the Hotel Sass on Thursday evening. Dajana also intimated that her husband would be meeting with his new business associates at some point during his time in Monaco.

The agents are briefed and sent on the next flight to Monaco where they are due to meet with Burnett. However, what they are not aware of is that Lupei knows all about his wife's meeting with Burnett and intends to have the officer killed. He has every intention of doing the same to anyone else who interferes with his business, or his family.

## Opening Sequence

The agents meet Head of Operations, Angela North, at their new NIA office. She gives them the background to the Special Branch project and then sets them to work with a very specific brief: travel to Monaco, contact Burnett, meet with Dajana – ensuring the secrecy of this exchange (she may prove to be a long-term asset), and finally, record the meeting between Lupei and his new friends.

## Mission Briefing

### **Making contact**

The team arrive in hot, sunny Monaco – along with thousands of other tourists all heading for the Grand Prix. Burnett meets them at the designated meeting point for Burnett. The agents, and their Special Branch contact, must come up with a water-tight plan for getting close to Dajana.

## Scene 1

### **The source**

At the Pre-race party, the team makes contact with Dajana despite Lupei's heavy security detail. Dajana tells the team that the meet is due to take place at an isolated house at 4am the coming morning.

## Scene 2

### **Ambushed**

The team set themselves up to record the meet. Unfortunately, they have been betrayed and an ambush is sprung. The team deal with their opponents (hopefully), and discover Dajana in the back of a car. She tells them that Lupei knew about her first meeting with Burnett and has been holding her son, Constantin, hostage since that time. Dajana must report back to Lupei that the ambush was successful, and then he will continue with his original meeting. If all goes to plan, he will let her and her son go. She will tell Lupei that his plan to get rid of the agents worked (enabling the agents to gather the intelligence that they need) if they promise that her son will be safe.

## Scene 3

### **Getting it all on tape**

North requires a report on the meeting, and is dismayed to hear about the ambush. The NIA still desperately need a recording of the weapons sale taking place. In addition, Hamilton – and his equal in Special Branch – want Lupei taken into custody as he really has crossed the line now (and is aware of the surveillance). In collusion with Dajana, the agents rush back to record Lupei's meeting (in the car park) with his terrorist friends. Once this is over the team attempt to arrest him, but he escapes in a nearby sports car and a chase ensues.

## Scene 4

### **The last leg**

On catching Lupei the agents discover that he has had time to order his thugs to kill the boy. In the harbour, just a few hundred yards from them, they see a yacht heading out to sea. Dajana begs them to save her son. The agents can take a speedboat from the harbour and finish the chase.

## Aftermath

The agents are told by Hamilton that the NIA operative, who had the terrorist cell under surveillance, was discovered and killed. His identity and location appear to have been compromised by someone from within the agency.

# Opening Sequence

You may wish to start by letting the players give each other names and descriptions of their characters. Most agents will still be relatively unfamiliar with each other. Make a note for yourself what sort of classes you've got around the table; it will make things go more smoothly in Encounter 1.

Read the following to the players.

**The first hints of fresh summer air breeze through the window into the, usually stuffy, London Central HQ meeting room. The muffled noise of London traffic is strangely soothing as your team awaits its early morning briefing.**

**Angela North, designated Head of Operations for this mission, enters the room and hands a file to each of you. North is in her early 30s, of slim build - with her dark hair pulled back into a neat French pleat. You've heard that Angela is professional, personable and fair. She also doesn't beat around the bush:**

**'For some time now, Special Branch has been investigating the activities of a certain Grigorie Lupei. Over the past few months, an undercover officer, Daniel Burnett, has been in Romania attempting to infiltrate Lupei's inner circle. Unfortunately, he hasn't had a lot of luck. Lupei is notoriously paranoid.**

**However, Officer Burnett reported a conversation he had with Lupei's wife, just two days ago, that set alarm bells ringing in Special Branch. It seems that Lupei is under threat from other gangs in the area, and has decided to branch out into selling weapons to terrorists. We don't know where he's getting them from - but contacts in the old Soviet bloc seem likely. We do know which group he is planning on selling the weapons to.**

**As per usual procedure, Special Branch contacted us.**

**Lupei's wife, Dajana, is extremely concerned about this turn of events and is looking for an exit route. Unfortunately, Lupei whisked his family away yesterday to the Grand Prix in Monaco. Dajana intimated to Burnett that this is where the meet will take place.**

**Crack open the suntan lotion, team. You're off to Monaco.**

**Burnett will be there to meet you. He is probably better placed to answer your questions about Lupei, as he has been in most recent proximity to him. You need to arrange a meet with Dajana – if you are able, convince her to stay with Lupei for a little while longer as an asset. This means that it is vital that you maintain secrecy. Lastly, you need to record the sale between Lupei and his new friend – without being spotted. I want regular updates.**

**This is an intelligence-gathering exercise only. Your flight leaves from City airport today at 10.40am – which doesn't give you a lot of time to pack. If you need to requisition anything you can do so now and we will make sure that it gets to your hotel before you do, if you need extra gear then Officer Burnett may have some contacts in Monaco. Mission Code is Yellow. See you when you get back!**

**Who is Grigorie Lupei?**

Lupei is a Romanian crimelord who is heavily involved in the sale of drugs and guns - and some pretty appalling people trafficking and prostitution - to his contacts in the UK. He is violent, brutal and possessive. He is notoriously paranoid and has a number of local Romanian law enforcement and armed forces personnel on his payroll. Three years ago, Lupei murdered his boss Dumitru Vaduva and married Dumitru's widow – Dajana. He is stepfather to her 9 year old son, Constantin. Currently, Lupei has seen other criminal organisations begin to rival his own. Out of fear, or ego-mania, he has started to seek out much more powerful – and unpredictable – friends.

**What do we know about Dajana?**

There isn't much to know. Vaduva met her in Bucharest when she was just 19 years old. She was the typical trophy wife until Vaduva was killed, and then she became a typical trophy second wife.

**What do we know about Dumitru Vaduva?**

The previous crimelord. Lupei was his lieutenant and his ambitions led him to murder Vaduva – who trusted him implicitly. And then, of course, to marry his widow.

**Does Dajana know that Lupei murdered her first husband?**

Yes, she does.

**Why have Special Branch handed this over to the NIA?**

Because Lupei has diversified into the sale of illegal arms to terrorists – and special branch do not have the same skills and technology that we do. Lupei's new activities now fall under our remit to investigate. Lupei was originally the 'big fish' – now it seems that there are much bigger fish selling to, and buying arms from, him. Cross-departmental co-operation is the way forward.

**What's Lupei selling?**

We believe that it's a suitcase nuke.

**What do you know about the group that Lupei is planning on selling the weapons to?**

The group are an off-shoot of Al Qaeda and operate predominantly out of Northern Pakistan. We currently have an NIA agent who has managed to infiltrate the fringes of this group. Once they have the weapons in their possession our agent will find out what they intend to do with them and we will act based on this information. Hard evidence is needed to persuade the Pakistan government to let us mount an operation on this group.

**Threat level**

Mission threat level is Yellow.

**Deniable or Official**

This mission is official but should be kept very quiet. They should only contact the Monaco Police under the most dire of circumstances. The aim is to quietly obtain information and to prevent Lupei from discovering his wife's betrayal so that she may be used as a future asset.

**Gearing up**

Gearing up can happen now, but additional equipment can be obtained at the end of the Mission Briefing with Daniel Burnett (for the purposes of this game, Daniel is a Fixer), or both. However, the 'procure' rules apply for gearing up in Monaco. Please refer your players to the FQC equipment list and page 16 of the MRD if necessary. Please limit the time spent gearing up to 10-15 minutes.

# Mission Briefing

The agents travel economy to Nice and arrive at 2.40pm. There is a real buzz in the air as tourists and fans head to the South coast to watch the Grand Prix and to soak up the sun.

Read the following to the players.

**The arrivals area of Nice airport is full to bursting with garishly dressed tourists – many sporting F1 caps and t-shirts. Outside of the barely air-conditioned terminal are brilliant blue skies and dry Mediterranean heat. It's quite a change from the soft early summer back in London.**

**Standing amongst excited relatives and smartly dressed chauffeurs, you recognise a young, baby-faced man from the photograph in his file. Officer Daniel Burnett is dressed casually, but expensively, in designer jeans, a loose white shirt and leather sandals. With a small smile and a nod he motions you over and walks away towards a waiting car.**

**A brief drive into the countryside brings you to a roadside café and Daniel leads you out back to a pleasant table in the shade. The café is deserted and the owner seems to have been well paid to stay out of the way. After a light lunch is brought to the table, the small talk portion of your meeting is over. Daniel switches from relaxed to business-like in a matter of seconds.**

**'OK, Lupei and his entourage are staying at the Hotel Sass. They're only booked in for the next two nights, so if Lupei is meeting his contact in Monaco it's likely to happen pretty soon. Before she left Romania, Dajana managed to get a message to me to say that she would find out when the sale was due to happen, and that she would see me at the pre-race party tonight.'**

**'Lupei doesn't let Dajana out of his sight, so a big party is going to be our best chance to speak to her. You guys are the experts, what's the plan?'**

At this stage the players should come up with a plan of how they intend to get Dajana alone for long enough to speak to her, without making her husband aware of their presence – or her betrayal. Daniel has a neat hand-drawn map of the area where the pre-race party will be taking place.

## **How many men does Lupei have with him?**

Lupei has a detail of six security staff with him. In addition, Lucian Muresnu and his girlfriend Stefania, are also in the party. Two to four security staff are with him at all times, with the remainder left in the room.

## **Is Dajana ever left alone?**

Rarely. Wherever she goes, there is someone with her. Lupei is so paranoid and jealous that he has her watched constantly. Lucian's girlfriend Stefania sometimes even 'accompanies' her to the bathroom when they are out in public.

## **How long does Daniel need?**

Just enough time to get the information about the sale of the nuke, and to arrange their next meet. Daniel hopes to convince her to stay on as an asset with him as her handler.

## **What do we know about Lucien and Stefania?**

Lucien is Lupei's right-hand man and a 'Lupei-in-the-making'. Stefania is an ex 'model' and exotic dancer.

## Scene 1 – The source

Once the agents have decided on a plan of action with Burnett they can make their way to the Hotel Sass, settle in, get dolled up, and indulge in a spot of reconnaissance if they so desire. Lupei, his family and entourage have a suite of rooms in the lower penthouse. However, the players will most likely have less than 2 hours before the pre-race party begins, so their activities will be limited.

Read the following to the players.

**The Hotel Sass is the epitome of modern luxury. It takes pride of place on its own small marina – which is filled with the yachts of the rich and famous. Expensive jewelers, high class beauty salons, and designer boutiques are also dotted around the marina. You can see a beautiful sunset setting over the ocean through the large picture windows behind the bar.**

In this scene the players should:

- Carry out their plan to get Dajana alone for long enough to have a conversation – without arousing suspicion.
- If Burnett is not with them, obtain Dajana's trust.
- Find out where the meet is due to take place.

The dinner is held throughout most of the ground floor in the hotel. The large bar and reception areas are next to the dining room, which is set out with round tables and a stage is ready for the special Formula 1 guest speakers (including a raffle announced by Murray Walker!). A ballroom area and casino are on the other side of the bar and reception.

Dajana will be followed at a discreet distance by one thug at all times when she is away from Lupei. However, security will be a little bit more lax tonight than usual. Lupei is fully aware of Dajana's betrayal and is holding her son hostage to get her to help him set up Officer Burnett and the agents for an ambush. Remember to run the scene so that the agents feel as though they have to work hard to get in contact with Dajana.

Read the following to the players.

**With your eye on the door you cannot fail to notice the party who enter the room.**

**You recognise Lupei from the photograph in his file – dark and swarthy, mid-30s, slim and fairly attractive. His right-hand man, Muresnu is taller than Lupei, significantly more attractive, with long blond hair. The two women seem on edge, and clearly never relax their guard around these powerful men.**

**The woman on Lucien's arm, Stefania, is a beautiful, athletic blond in a revealing dress. However, Dajana exudes a classic beauty with her chestnut hair swept away from her neck, and wearing a simple black evening gown. The whole party is flanked by two large men in matching tuxedos – Lupei's bodyguards.**

At this stage, everyone will head in for dinner. The players will be seated two tables away from the Lupei's. After dinner they will go into the casino area and they will remain there for the rest of the evening. Dajana goes to the bathroom twice, once with Stefania and followed by a bodyguard, and once much later followed at a distance by a bodyguard. The players will get the impression that the party is letting its guard down as the night goes on (this is entirely deliberate).

However the players manage to get Dajana alone, please ensure that the time they have with her is limited to mere moments. One of Lupei's men will always be hot on her heels.

Dajana will take some convincing to trust the players. They will need to make diplomacy checks to get her to talk:

DC 12 – If the players approach her with Burnett

DC 15 – If the players approach without Burnett, but in a non-threatening manner

DC 20 – If the players approach without Burnett, but in a threatening manner, such as attacking someone from her party

When the players get Dajana alone please read the following:

**Despite her accent, Dajana speaks very good English, but she is clearly extremely anxious, 'You must hurry with whatever plans you need to make. Lupei is meeting his contact tonight! There's an old house, up in the hills north of Nice. It's about two hours away. It's difficult to find...'**

**Dajana looks at her watch anxiously and then thrusts a screwed up piece of paper into your hand, 'This is a map, they will be there at 4am. Maybe we can talk more tomorrow, yes?' With one last panicked look over her shoulder, she rushes away.**

Dajana is a very good actress – living with Lupei, she's had to be. If a player requests a Sense Motive check then the DCs are as follows:

DC 25 – Dajana may not be telling you everything

DC 30 – Dajana is definitely hiding something

## Ending the scene

Let the players know that it will likely take them a good couple of hours to get to the farmhouse and let them discuss their options.

## Troubleshooting

If the players try to break into Lupei's apartment they will disturb the two guards on the door and will have to kill them – blowing the mission. If they do try this, give them plenty of opportunities to get away before the situation gets worse – but there will be an XP penalty for this. If they do kill the guards and search the apartment then they won't find anything of interest to help them.

If the players bug the dinner table or the apartment then they won't find out anything of substance. In fact, Lupei has the apartment swept for bugs each time he returns to it. At dinner they will talk about cars, women and money – everything but suitcase nukes.

None of Lupei's party – other than Dajana will be willing to talk to them. If they try to approach Stefania (the most logical choice if they follow this course of action) then she will be cold and unwilling to talk.

## Maps

Map of the hotel ground floor included in the Appendix.

## Scene 2 - Ambushed

The house in the country is abandoned, derelict and extremely remote. Lupei will be nowhere near it – he just wants the agents led away so that he can make his exchange in private. Lupei's operation in the South of France has afforded him a number of additional thugs for the ambush.

If the players chose to follow Lupei to the farmhouse they can travel at a distance behind his Black Mercedes. What they don't know is that one of Lupei's bodyguards – 'Anton' (not one of the two at dinner) was chosen because he was the same height, weight and colouring as Lupei. Like Saddam Hussein, Lupei is so paranoid that he has a 'double'. The car they are following does not contain Lupei. They will not get the opportunity to spot this switch at the hotel, as Lupei has had the car brought around, and his double will leave the lift swiftly – flanked by two bodyguards, get into the car alone and be gone before they can check. Also, Dajana has been beaten and is in the back of the car. Lupei wants her to see the death of the agents first hand, and report back, so that she does not betray him again.

**After almost two hours on a lonely road, you continue a few hundred yards down a dirt track and towards the house. At the top of the track is a fallen down sign, claiming 'A Vendre' (for sale). The house probably used to be a simple yet charming white-washed affair, but with its peeling paint, caved in roof, and the gaping holes where windows and doors used to be, it has certainly seen better days. There are no cars or lights in sight. The entire place appears to be deserted.**

If the players scout out the house to set up surveillance beforehand they will find it empty. Inside the house all internal and external doors and windows are missing – and there is no furniture. However, they are being watched. Lupei's men are in position and have had plenty of time to hide. Only a roll of 25 or above on Flawless Search (DC 30 for a normal Search) will reveal clues leading the players to suspect an ambush. A successful roll they will uncover some expertly covered tracks leading into the woods and behind the barn. At this point the ambushers realise they have been rumbled and the gunfight will begin. It will be over just as the headlights of Lupei's car are seen, and the players will just have time to get into hiding if they wish.

If the players do not search, or their roll is not successful, then Lupei's car will arrive to signal the start of the ambush. The players can make spot checks to realise that Lupei is not in the car, but the DC is 25.

**At just after a quarter to four a black Mercedes pulls up next to the house. Lupei gets out and goes to wait inside the doorway. You see a spark as he lights a cigarette. Shortly afterwards the headlights of another car sweep down the dirt track and another man gets out. The two men greet each other and step into the house and further into the shadows.**

At this point the agents can make a spot check, DC20 to see if they realise that the man in the building is not Lupei, but his double.

**Moments later the sounds of gunfire rip through the air, and it's another couple of seconds before you realise that the gunfire is aimed at you.**

### Hazards

It is likely, nay, expected, that a fight will begin at this point. There is no light in this area and the agents will take some time to establish where the gunfire is coming from. Anyone in the dark gets a +2 concealment bonus to defense against anyone else in the dark.

### Tactics

Within the house the two men will hide on either side of the door and take pot shots at the team from cover. Three other thugs fire from the treeline. The final thug is on the roof of the barn. The players must make a DC 15 spot roll to establish where the shots are coming from.

## After the fight

If they didn't realise before then it will become quite obvious that Lupei is not in the house, just his double 'Anton'. During the aftermath, a badly beaten Dajana will call out from the car to get the agents notice. Once they have discovered her, read the following.

**Dajana sobs through her swollen eyes, 'I'm sorry. I am so sorry. But he has my son and he promised not to hurt him if I betrayed you.'**

**She looks at you pleadingly, 'He has known about Daniel for weeks now. I didn't know it at the time but when I first met Daniel – Lupei had arranged my escape to see what I would do. When I arrived back he had Constantin by his side. He was letting him play with a gun. He made it very clear what would happen if I didn't go along with him. Me telling you about Monaco, meeting you at the party and giving you the map... it was his plan all along. He is furious that men from another country would dare to interfere with his business dealings. He is completely mad, and I am tired of being his puppet.'**

**Dajana pauses and takes a shaky breath, 'When it was done, I was to call him and confirm that you were dead. He's going ahead with his meeting and if all goes according to plan he said he will let us go. I don't believe him anymore. I think he will kill us no matter what. You must help me now, you must help me save my son. If you help us escape then I will tell you everything that I know about his business.'**

If the players make a sense motive check, DC15, they will discover that Dajana is telling the truth. At this point the players should be aware that they are in a sticky situation and they will have to consider options. Before they move on they should already be thinking about reporting back to HQ, if not they should make an inspiration check to remember to report in.

## Ending the scene

**Angela's voice sounds far away as she responds to your news – it sounds as though she has you on speaker phone, 'None of this is good. If you rescue the boy then you'll be letting Lupei know that you're still alive. But if you don't, then we'll probably lose Dajana, and everything she knows...'**

**Another voice cuts in, you recognise Hamilton immediately, 'It's gone beyond that now Angela. Grigorie Lupei has taken hostile action against the British government. This was an assassination attempt. The man's arrogance knows no bounds. I think it's time to bring him in...'**

**There's a long pause, but before anyone else can speak, Hamilton continues, 'But I still want hard evidence on that buyer. And I want him to walk away oblivious so that the Pakistan operation can go ahead as planned. This is win win if we do things carefully. Get Dajana to make that call. Head back to Monaco and record the meet. Let the buyer walk away. And then bring Lupei in - alive. After that, ensure Dajana and her son's safety if you can. We need her, but we need Lupei and the Pakistan cell more. I hope that I'm understood? Report back when you have more news.'**

Lupei is meeting the contact, for real this time, in an underground car park by the track, at 7am. The players can intimidate/torture the thugs or 'Anton', but the simplest way to get the message to Lupei is to have Dajana make the call and tell him that she will meet him at the hotel later that morning. She will say that one of the tyres was shot out during the gun fight and that this will delay them.

## Maps

Map of the deserted house included in the Appendix.

## Scene 3 – Getting it all on tape

The agents now have the time and opportunity to get back to Monaco and set up the surveillance before Lupei arrives. Dajana will insist on staying with them, but will agree to wait in her car in a side street outside of the car park.

### The car park

The underground car park by the race track is in the centre of Monaco, and although it is quiet at this time of the morning there are plenty of expensive cars parked here. Most likely belonging to the Formula One drivers, and their managers, who are probably already inside. The majority of spaces by the exits already have cars parked in them, for the next scene to occur Lupei must have a chance to get away. If the players manage to cut Lupei off then he will jump in his bodyguards car and leave via the other exit. If they cut off both exits he will run up the ramp and jump into another waiting car outside.

### The exchange

Shortly before 7am, Lupei arrives in a silver Lotus, followed by one of his men in another car. They pull up close to the car park exits. Lupei waits casually by the boot. At exactly 7am, two cars drive into the car park, one pulls up beside Lupei and an attractive Asian woman steps out. The other car does a circuit of the car park. The PCs should make Hide rolls at this point, DC15, but if they have taken the time to hide they can add +4 to their result.

Lupei opens the boot. The woman examines the goods. Lupei transfers them to her car. They shake hands and exchange a few incriminating words. The woman gets back in her car and drives away, the mystery car following. Lupei closes the boot, a smug smile on his face, leans back against his car and lights a cigarette. Lupei will then calmly surveying the car park and will spot one of them.

### The chase

**With a shout of anger, Lupei throws his cigarette to the floor and jumps into his car. The engine revs and he speeds towards the exit.**

Hopefully, at this stage the players will take chase. There are lots of lovely flash cars to choose from – but they are only big enough for two. The others can take over Dajana's car. The chase is in Close terrain and part of it will take place on the race track – with Lupei crashing through the barriers and racing along the deserted stretch of road. If there is a crash, it will be a couple of hundred yards from the hotel, on a hill with a good view down to the marina. If Lupei gets away then he will drive straight to the marina.

If the chase ends in a crash read this out:

**Lupei struggles from his mangled car, specks of blood flying from his lips. 'You bitch!' He screeches at Dajana. And then he pauses and sways. Dajana lunges for him, 'Where is my son, you evil bastard? Where is he?'. Suddenly Lupei starts to laugh like a madman, 'Lucian is taking Constantine for a little swim.'**

**Dajana pales and takes a step back. Then suddenly her head snaps to the side, and she looks out to sea. She turns to you and points back to the marina, 'There! See? They're taking my son.'**

### Troubleshooting

If the players get noticed by the other car, it will speed up next to the woman. She will get in without the nuke, and leave. Lupei will be furious and look around for the problem. At this stage he will spot the players and the chase can begin.

### Maps

Map of the car park included in the Appendix.

## Scene 4 – The last leg

This is a continuation of the previous chase scene. The players see Lucien and three thugs calmly walking Constantin towards a yacht in the marina. They will have to secure Lupei, and possibly leave a member of the team with him, but the others should take chase. There are lots of lovely speedboats and yachts to choose from.

Again the chase should end in a crash and a firefight between the two boats. When he realises they are in trouble, Lucien will push Constantin into the water – out of spite. Hopefully one of the players will attempt to rescue him.

**Dajana runs down the pier towards the returning boat, and as soon as he is on dry land wraps Constantin in her arms and weeps, ‘Thank you, thank you.’ She holds her sons face in her hands and looks him in the eyes, ‘We’re free’, she whispers.**

### Troubleshooting

If any of the players return to the hotel to try and rescue Constantin they will have to assault the penthouse suite. Lupei’s men are in constant contact with him and will notify him if anyone attempts it. There are three remaining thugs left in the penthouse, plus Muresnu. All will fight to the death if attacked. Regardless, if the players try the front door to the penthouse then they will discover a thug keeping watch – at the slightest sign he will signal Lupei (blowing the mission for the agents) and the others inside the penthouse. They will then leave by an external fire exit and the boat chase will happen as above.

## Aftermath

If the agents have been largely successful

**Several days later, you are called to a debrief at London Central HQ. As is typical with the British weather, any sign of early summer is gone, and a light rain slicks the pavements outside. Hamilton waits for everyone to grab coffee and take a seat.**

**‘That was a job well done. I’m very impressed. You completed your mission to the letter, despite the problems you faced. Dajana has been most forthcoming, and we are currently negotiating nationalisation for her and Constantin.’**

**At this point, Hamilton looks grave, ‘Unfortunately, there have been complications with our other mission. Our agent in Pakistan was compromised. We don’t believe that it had anything to do with your mission. But his body was discovered earlier this morning. I’m sorry to be the bearer of bad news, but we now have no idea where the nuke is or what they are planning on doing with it.’**

Or, if the agents largely failed

**Several days later, you are called to a debrief at London Central HQ. As is typical with the British weather, any sign of early summer is gone, and a light rain slicks the pavements outside. Hamilton waits for everyone to grab coffee and take a seat.**

**‘Well, that was a bloody mess. I know that you tried your hardest, but it wasn’t the best work you’ve ever done. At least Dajana has been most forthcoming, and we are currently negotiating nationalisation for her and Constantin.’**

**Hamilton looks grave, ‘Unfortunately, there have been complications with our other mission. Our agent in Pakistan was compromised. We don’t believe that it had anything to do with your mission. But his body was discovered earlier this morning. The only consolation we have is that they didn’t manage to complete the purchase of the nuke. However, we are now completely in the dark as to what their next plan of action is.’**

## Rewards

Experience points and penalties are awarded based on the success and failure of each objective during the mission. If the team don't succeed at an objective then they won't receive any experience for it. Base experience is the same for all members of the team.

### Encounter 1

Meeting with Dajana in secrecy	250xp
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### Encounter 2

Succeeding against the ambush	250xp
Finding out about the real meet	100xp

### Encounter 3

Getting evidence of the arms sale	200xp
Capturing Lupei alive	100xp

### Encounter 4

Rescuing Constantin	100xp
---------------------	-------

Individual experience (in addition to the mission experience) is given for each action dice a character receives during the course of the mission (25XP per action dice they are awarded). You may also give an additional 50XP for exceptional roleplaying to the best player. However, this is for exceptional roleplaying only and should not be awarded as a matter of course.

## Penalties

If the agents blow the secrecy of the mission whilst trying to meet Dajana or expose their presence to the terrorist buyer (due to extremely poor planning or disregarding orders rather than a run of poor dice rolls) then they will lose 250xp for failing in their mission objectives.

## Statistics

Too often there is far too much detail for a GC to wade through – particularly when running a combat. To help with this we have decided to replace a number of key skills with just three overarching skills.

- Athletics (jump/climb/tumble/drive)
- Alertness (listen/search/spot)
- Interaction (bluff/diplomacy/intimidation/sense motive)

## Scene 2 - Ambushed

Generic thugs (6 instances)

<b>VITALITY</b>	6
<b>WOUNDS</b>	11

<b>DEFENSE</b>	10
<b>INITIATIVE</b>	+1

<b>GRAPPLE</b>	+1
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<b>UNARMED</b>	+1
<b>MELEE</b>	+1
<b>RANGED</b>	+1

<b>FORT</b>	+2
<b>REF</b>	+1
<b>WILL</b>	+1

<b>ATHLETICS</b>	+1
<b>ALERTNESS</b>	+2
<b>INTERACTION</b>	+1

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
Browning Hi Power X 2 thugs	+1	1d10+1	0	20	25	Small
Dragunov SVU-A X 4 thugs	+2	1d8+2	3	19/20	75	Medium

### WHAT THIS CHARACTER KNOWS

Lupei's double, Anton, will know the time and location of his meet – as does Dajana. The others are from Lupei's operation in the South of France and do not know anything of value.

## Scene 3 – Getting it all on tape

Grigorie Lupei

**NAME** Grigorie Lupei **CLASS** Pointman 4

<b>VITALITY</b>	41
<b>WOUNDS</b>	11

<b>DEFENSE</b>	14
<b>INITIATIVE</b>	+8

<b>GRAPPLE</b>	+3
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<b>UNARMED</b>	+5
<b>MELEE</b>	+5
<b>RANGED</b>	+6

<b>FORT</b>	+3
<b>REF</b>	+4
<b>WILL</b>	+4

<b>ATHLETICS</b>	+4
<b>ALERTNESS</b>	+6
<b>INTERACTION</b>	+7

WEAPON	ATTK	RECOIL	DMG	E/T	RANGE	SIZE
Desert Eagle .357	+6	15	3d4+1	2/19	30	Medium
VEHICLE	SIZE	HND	SPEED	MPH	DEF	WP/HRD
Sports	Large	+5	800	80/160	14	70/3

### SPECIAL QUALITIES AND FEATS

S/Q As class  
Point blank, Improved Initiative, Alertness

### GEAR

Designer Clothes  
Designer sunglasses  
Weapon  
Cell Phone  
Wallet with £2500

## Scene 3 – Getting it all on tape

Generic thugs (1 or 2 instances – depending on how the chase unfolds)

<b>VITALITY</b>	6
<b>WOUNDS</b>	11

<b>DEFENSE</b>	10
<b>INITIATIVE</b>	+1

<b>GRAPPLE</b>	+1
----------------	----

<b>UNARMED</b>	+1
<b>MELEE</b>	+1
<b>RANGED</b>	+1

<b>FORT</b>	+2
<b>REF</b>	+1
<b>WILL</b>	+1

<b>ATHLETICS</b>	+1
<b>ALERTNESS</b>	+2
<b>INTERACTION</b>	+1

WEAPON	ATTK	RECOIL	DMG	E/T	RANGE	SIZE
H&K MP5	0	0	1d10+1	2/20	25	Medium
VEHICLE	SIZE	HND	SPEED	MPH	DEF	WP / HRD
Sedan	Large	+1	600'	60/120	10	100/6

### Scene 4 – The Last Leg

Generic thugs (3 or 4 instances depending on how the chase unfolds in Scene 3)

<b>VITALITY</b>	6	<b>DEFENSE</b>	10	<b>GRAPPLE</b>	+1	
<b>WOUNDS</b>	11	<b>INITIATIVE</b>	+1			
<b>UNARMED</b>	+1	<b>FORT</b>	+2	<b>ATHLETICS</b>	+1	
<b>MELEE</b>	+1	<b>REF</b>	+1	<b>ALERTNESS</b>	+2	
<b>RANGED</b>	+1	<b>WILL</b>	+1	<b>INTERACTION</b>	+1	
<b>WEAPON</b>	<b>ATTK</b>	<b>RECOIL</b>	<b>DMG</b>	<b>E/T</b>	<b>RANGE</b>	<b>SIZE</b>
H&K MP5 x2	0	0	1d10+1	2/20	25	Medium
Uzi Pistol x2	0	0	1d10+1	3/20	25	Small

### Scene 4 – The Last Leg

Lucian Muresnu

<b>NAME</b>	Lucian Muresnu	<b>CLASS</b>	Soldier 2			
<b>VITALITY</b>	19	<b>DEFENSE</b>	12	<b>GRAPPLE</b>	+4	
<b>WOUNDS</b>	11	<b>INITIATIVE</b>	+3	<b>DAM REDUCTION</b>	-1	
<b>UNARMED</b>	+4	<b>FORT</b>	+5	<b>ATHLETICS</b>	+3	
<b>MELEE</b>	+4	<b>REF</b>	+4	<b>ALERTNESS</b>	+4	
<b>RANGED</b>	+3	<b>WILL</b>	+0	<b>INTERACTION</b>	+3	
<b>WEAPON</b>	<b>ATTK</b>	<b>DMG</b>	<b>ERROR</b>	<b>THREAT</b>	<b>RANGE</b>	<b>SIZE</b>
Glock 31	+3	3d4+1	1	19/20	30	Small
Knife	+4	1d4+1	1	20	5	Small
<b>VEHICLE</b>	<b>SIZE</b>	<b>HND</b>	<b>SPEED</b>	<b>MPH</b>	<b>DEF</b>	<b>WP/HRD</b>
Speed Boat	Large	+5	400	40/80	14	60/3
<b>GEAR</b>						
Designer Clothes Weapons Cell Phone Wallet with £1500 PDA						
<b>SPECIAL QUALITIES AND FEATS</b>						
S/Q as class Quick Draw, Great Fortitude						

# Hand-out 1: Grigorie Lupei

## Background

- Grigorie, born Brasov 23/11/1973
- Born into a very poor family who moved around frequently, before settling in the slums of Bucharest
- Peripherally involved in the revolution of 1989 – more as an angry young man, than because of any true political conviction
- Ran with local gangs until he came to the notice of Vaduva in 1993
- Was in prison, on and off, between the ages of 16 and 20
- Vaduva's loyal lieutenant for the next 11 years
- Married Dajana Vaduva in 2004

## Known Aliases

- None

## Known activities

- Arrested for drug dealing, drug running, running prostitutes and assault - between the ages of 16 and 20
- Has not been arrested since, but is believed to have committed the following crimes, on a more or less regular basis since: drug supply, running prostitutes, people trafficking, protection rackets, violent assault and murder

## Known associates

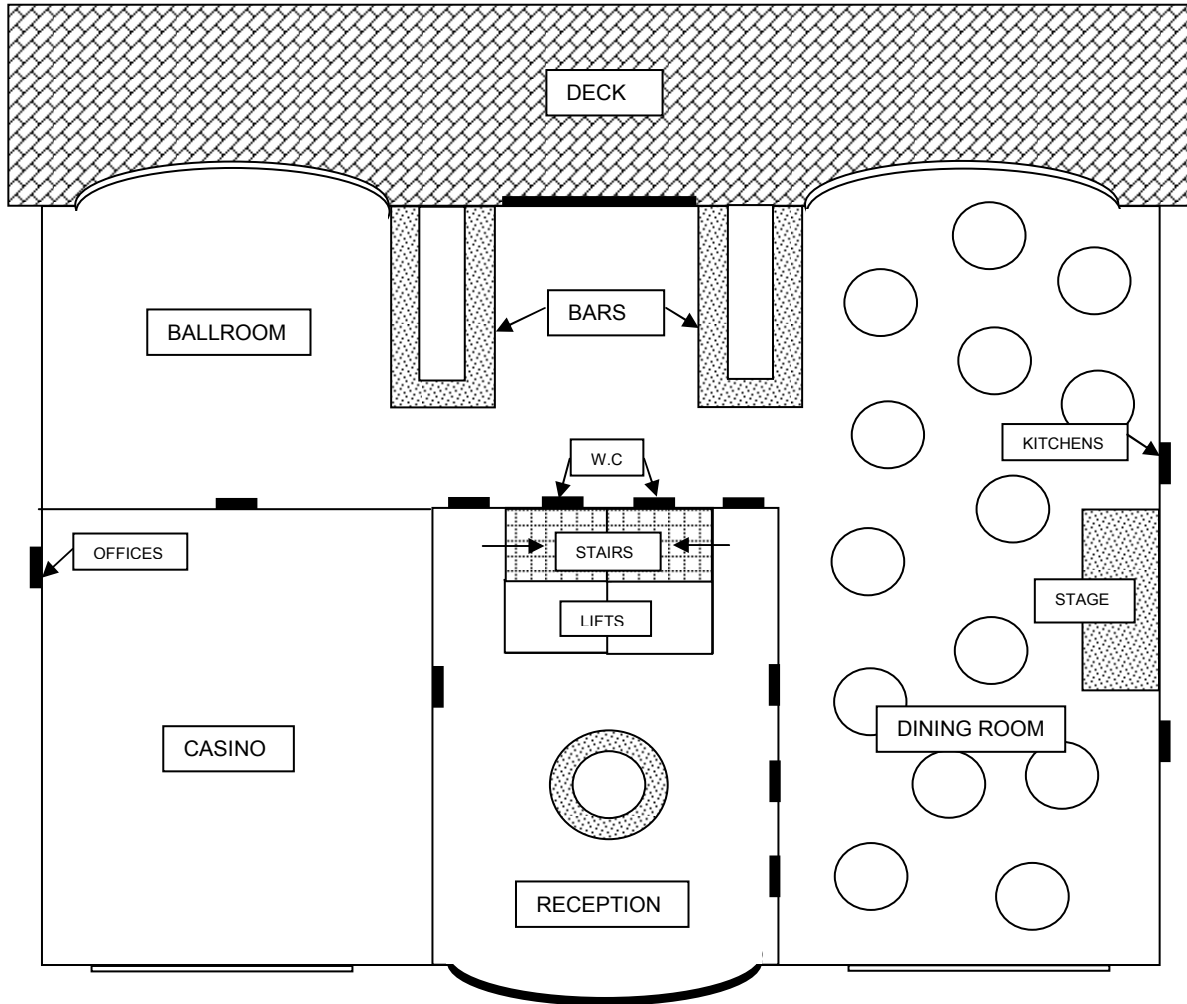
- Wife - Dajana Lupei
- Stepson - Constantin
- Lieutenant - Lucian Muresnu
- Contacts in the former Soviet bloc – identities unknown
- Contacts in local Romanian law enforcement and armed forces – identities unconfirmed

## Psychology summary

- Lupei is highly ambitious and intelligent – if not academic
- Most likely a sociopath – able to function on the surface and can appear charming and personable
- Very violent and possessive - extreme anger management issues

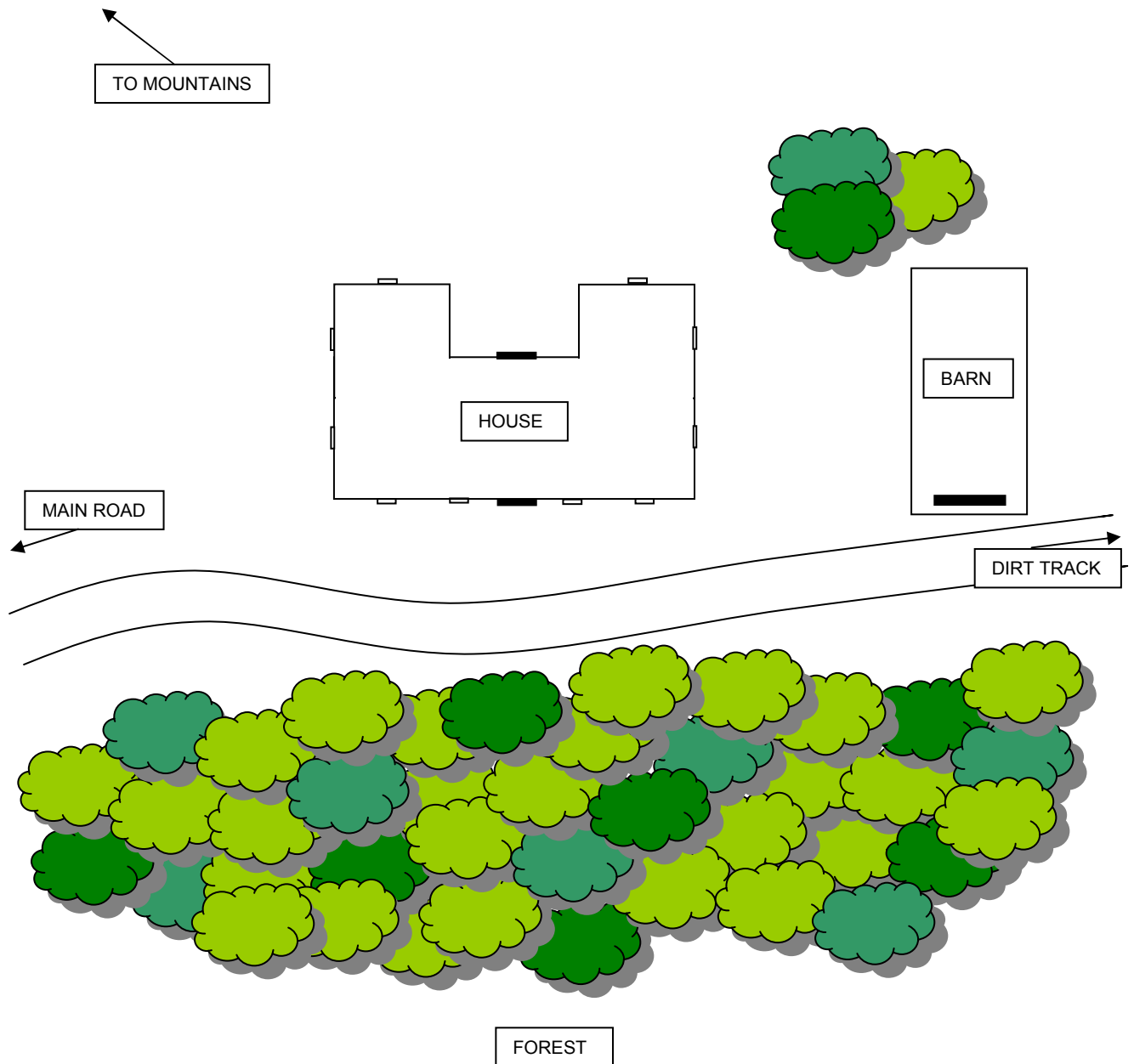
# Hand-out 2

## The Hotel Sass



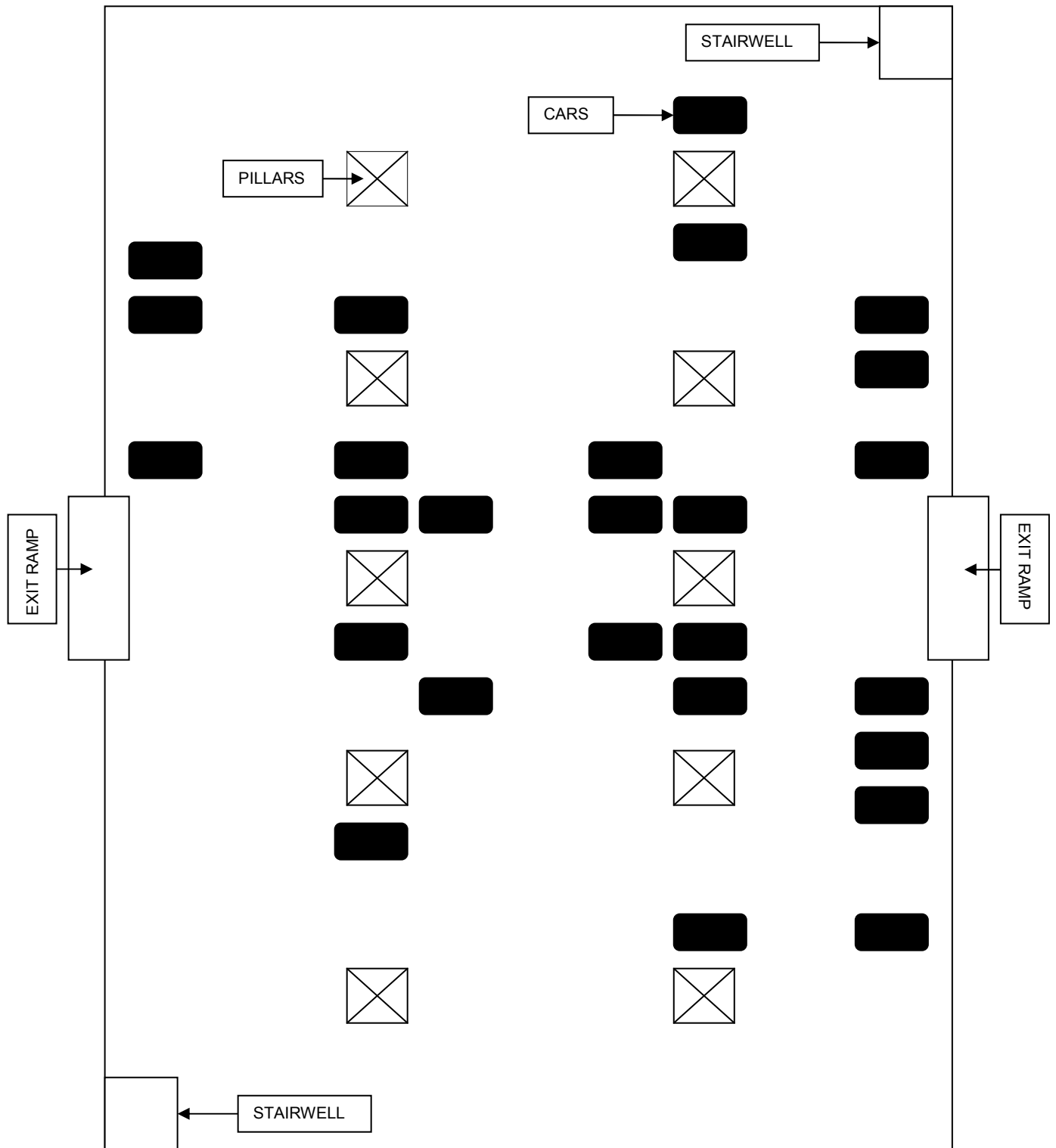
# Hand-out 3

## The abandoned house



# Hand-out 4

## The underground car park



# Critical Events Summary

## Encounter 1

Did the agents make contact with Dajana?	Yes	No
Did they harm anyone whilst making this contact?	Yes	No

## Encounter 2

Did the agents recognise that Lupei had a double?	Yes	No
Was Lupei's double captured alive?	Yes	No
Did they agree to help Dajana and her son?	Yes	No

## Encounter 3

Did the agents get the evidence of the arms sale they needed?	Yes	No
Were the agents spotted by the buyer?	Yes	No
Was Lupei captured alive?	Yes	No

## Encounter 4

Was Muresnu captured alive?	Yes	No
Did the agents rescue Dajana's son?	Yes	No

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