

## **Red Zone Run.**

Stuff required : Miami, Vehicle & UMF sourcebooks. (No maps have been supplied with this, you need the Miami book to get the maps)

**11:30 pm, July 13<sup>th</sup> 1999.**

**International Genetic Technologies** makes a call to the BE/BE offices in Miami. The cell on call tonight is yours. An InGen employee transporting a briefcase of important documents lost his way and strayed into the red zone. He rang from a cellphone 5 minutes ago, from a point to the north east of the red zone. He is armed with a back up pistol, but his car has been trashed, and he has gone to ground to avoid the gangs. After dark, the police no longer travel into the red zone, and the ambulances will only go in during daylight, and only then with an armed escort, and with re-enforced vehicles.

InGen have offered you ten thousand dollars on a cash on delivery basis to extract the employee ASAP. The last point the employee could name was the corner of North Miami Avenue, and NW 29<sup>th</sup> Street Which is very near the BoneYard, the major car trashing area and open area in the zone. Now, he may be armed, but he doesn't have a very high life expectancy, even with a sidearm.

If you look out the windows of the Blackeagle offices, you can just about see the faint glow of the fires in the zone, and if you look for more than about 30 seconds, the odd visible flash might be evident, and it sure won't be a camera. InGen want an extraction within the next 2 hours, with a bonus of 5 thousand dollars on retrieval of the documents **and** the employee.

The employee's name is Douglas Archer, he is carrying a Heckler and Koch P7M13 pistol, and a spare magazine. He is 37 years old, black hair, clean shaven, and relatively fit. He has had basic corporate escape and evasion training, but isn't in practice. He has a reasonable skill with the pistol. His Cellphone number is 11 444 76-12-20, ours is 11 340 01-12-12, we look forward to hearing from you.

*15,000 dollars to be exact, for what could be a real easy pick up ? There has to be a catch, doesn't there ? You'll have to find out....*

The guy has holed up in the basement of the building on the corner opposite the BoneYard,, if the Operatives ring his cellphone, he'll sound pretty unconcerned for a guy in the Zone, but he'll be able to give the team his location. The only thing that the team have to do now, is get there. The best route is to go straight up Northwest 7<sup>th</sup>, until you meet Northwest 29<sup>th</sup>. Turn right, pass underneath the I95, and a couple of blocks later, you enter the Red Zone, just past the signs. "DANGER. Warning to Pedestrians and Motorists, POLICE RESPONSE not available beyond this point 8:00pm to 7:00am. PROCEED AT OWN RISK" these signs may be a little difficult to read due to the large bullet holes in them. You are 5 blocks of the Red Zone from the BoneYard.

### The Intro

The Operatives can take the suggested route, or the safer route, which involves coming into the zone from the East side only one block away from the employees location. This will take half an hour longer. The Operatives will have to take Blackeagles Red Zone veterans, John and Yoko, the pair of Matt Black armoured HMMWVs in the Basement parking lot. Or at least, they started out Black, they now sport some of the stranger graffiti seen in Miami, even some of the Wheel designs from the Hot Wheels gang from the zone. This is to the good for the operatives, as they will more than likely pass through some Wheeler territory to get to their target. The Wheelers have a relatively stable truce with BE/BE, after one of their number was taken casualty with a gunshot wound, and was only saved by the intervention of a BE/BE medic on the scene. If the team **does** enter from the I95 side, they'll be given relatively safe passage, but only if they take it easy, and don't push it. Once they get to North Miami avenue, they'll be in Tobasco Cats territory, and they'll be in a little more danger., but if they can cover their own asses, once they get to the BoneYard, apart from the wreckers racing along the intersecting roads, so long as they stay calm, and keep a low profile, they shouldn't be paid any attention. The employee will be watching for the team, and will come out as soon as he spots them parking up outside, that is, unless the cell make a complete arse of themselves, and attracts a fire. If it's safe, he'll come out and join them. During the trip, a few rounds will plink off the Hummer, and

at least one “roadblock” of barrels with makeshift fires burning in them will have to be pushed out of the way. The trip should certainly be an experience for a group of rookie operatives. If they choose to return fire, they won’t find anything to hit, but keep them on their toes. If they start paying too much attention to the dealers near the BoneYard, then they risk a confrontation with the Cats there.

#### The Real Deal.....

The report of the missing employee was made by InGen, but not by InGen themselves. InGen made the report to the Police about 2 hours ago, but as far as Mr Archer is aware, he hasn’t been able to reach them by phone since he called them for assistance, so he doesn’t know who has been called in to rescue him. The police gave InGen the same answer they give anyone who wanders into the Zone, “We’ll see you in the morning”. **Genentech**, a rather unscrupulous competitor of InGen, who are after their research, which Archer was carrying, made the call to BlackEagle. If the operatives find Archer, and call in confirmation, Genentech will ask for a rendezvous at Virginia Key, just off the road near the abandoned Sewage plant. This may sound unusual to the players, but at the other end of the phone, they’ll just say it’s a “Regular security precaution”. Even Archer will be rather surprised at this, but will go along with it. At no time will they ask to speak to Archer, and Archer is far too tired after a few hours in the Zone to be bothered to talk to them. The rendezvous will be at 2 am, near the lighthouse on the road out towards the Sewage plant on Biscayne Bay. With any luck, the Ops have got to Archer by about 12:30, so they have plenty of time to make the rendezvous. They might want to give Archer a chance to clean up, but otherwise, they might just take an easy drive down there.

The reason Genentech didn’t just go in for Archer, is their lack of local knowledge, their basic low profile, and simple desire not to go into the Zone, in which they are at a disadvantage. If the operatives make the rendezvous, they see a Black Mercedes E-Class, with a young to middle aged man in a suit standing outside. The man is **Lewis Dodgson**, head of “Reverse Engineering” at Genentech, in other words, he takes other companies research, and re-engineers it so it avoids breaking patents. Archer recognises him, and alerts the Ops that they may have been set up.

There is no evidence of anyone else there, so there is no real reason why the ops should just turn and run, and after a moments thought, Archer tells the Ops to let him out of the car, and wait for a few minutes. He gets out of the Hummer, and walks to Dodgson, he is greeted quite warmly, and they walk round the other side of the car, deep in conversation. Dodgson offers Archer a great deal of money to defect to Genentech, but this will be refused point blank, Archer is quite happy where he is, and knows Genentech very well thank you. And after a few minutes, he leaves Dodgson, who takes out a cellphone and starts dialling, and returns to the Hummer. He tells the ops briefly what has happened, and that he’d better make another attempt at getting hold of his real superiors at InGen.

Meanwhile, Dodgson has finished his call, and drives away, turning down towards Key Biscayne, the Genentech Offices are based at Resource Unlimited’s marine research centre, which Genentech owns. His call was to a Parallax Personal Services team who are stationed down the road in both directions, one car towards Miami, and two motorcycles further down the way he left. When the operatives get onto the causeway back to Miami, they two teams will attempt to take down the team, and take Archer, and the briefcase. The priority is the briefcase, Archer is just a Bonus.

The Parallax team consists of one Chevy Blazer with a two-man team, the passenger carrying a Steyr Aug HBAR machine gun, and a Colt M1911. The driver is carrying a Glock 17. The motorcycle team consists of two Kawasaki KLX 650 Rs, the riders, one carrying a CZ Skorpion machine pistol, and the other carrying a Mini Uzi. The Blazer will try and block the Causeway, with the bikes coming from behind to finish the job. They have no problem with wasting the players, but may hold back if the players obviously surrender, and give Archer up (not that they would). In any event, the Blazer should be child’s play to two hummers, and the bikers will be busy controlling their mounts while firing, so should be fairly easy kills. Use cheap thugs / high end thugs for the parallax teams. If the Operatives take half the parallax team out, the rest will head for the Sewage plant, go to ground for a few hours, then go to the Resource Unlimited centre. If the team succeeds in getting away, InGen will look fairly kindly on them for thwarting this industrial espionage attempt, and probably fork out about 8 to 10 grand for Archers return.

Happy hunting.....

**GMs note.**

I span this out in a few hours as a nice chicken run for a rookie cell. Kept on their toes by the Red zone, they shouldn't hit any real trouble, and the finale shouldn't give a well equipped cell much trouble, especially an armoured one....unless of course the cell changed transport after the Red Zone. If you want it a little harder, give the Parallax team an RPG capable of disabling one of the Hummers, this should shake the cell up a little. I ripped InGen and Genentech from Michael Crichton's Jurassic Park and the Lost World. A nice corporate feud should keep a good GM going for a while, and Dodgson is just the kind of character to hold a grudge.....;-)