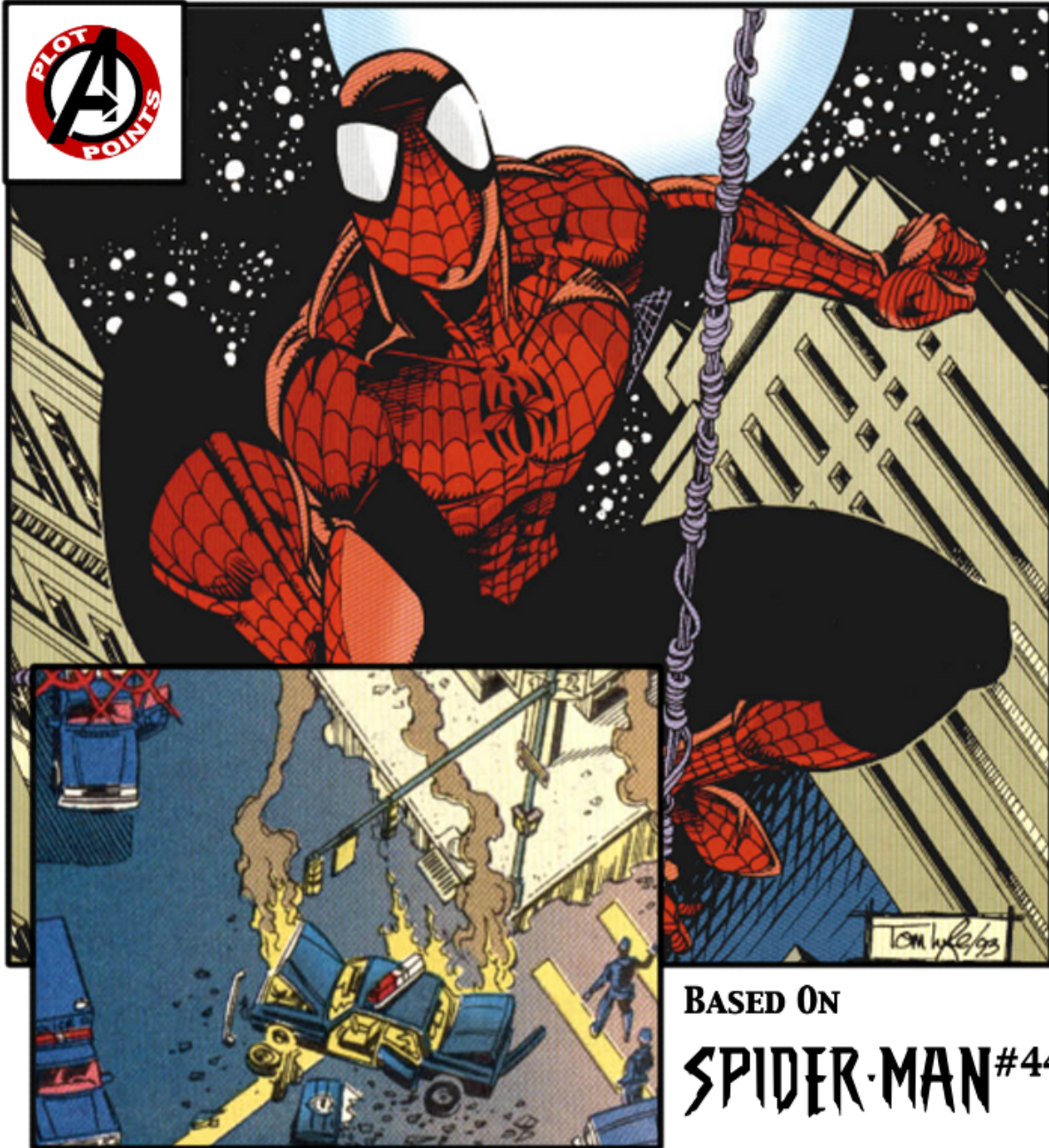


GUN SMUGGLERS

A MINI-EVENT FOR HEROIC ROLEPLAYING



MINI-EVENT BY JAYSON JOLIN

MINI EVENT

GS05

ACT ONE GATHERING INTELLIGENCE

GS10

ACT TWO WAREHOUSE WAR

Based on
Spider-Man (1990) #44
The Anniversary Syndrome
by
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Event written for
Plot Points Blogs

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GS01

GUN SMUGGLERS

There's a shipment of heavy weapons being delivered tonight, destined for the streets and the criminal underworld. It will arm the thugs in this city to the teeth. You mean to ensure that those guns never make it into distribution.

There is a gun addiction in Manhattan. From lowly punks just looking to make a quick buck to drug dealers to street gangs to organized crime, it seems like every criminal or potential criminal has one. And these days it's not just pistols. Every day new and more advanced weapons hit the streets, with every thug and goon looking for an edge, not just against the police, but the ever-growing number of capes in the city.

Someone has to supply those guns, of course. Someone who makes a lot of money smuggling in unmarked and untraceable weapons that make it harder for the cops to trace back to their owners. It is a rough and dirty business. Gun dealers, by their nature, don't scare easily.

Your group means to change that. At least for tonight, there will be fewer guns on the streets to terrorize the innocent, threaten the police, and put holes in heroes' costumes and flesh.

This short two-Act Mini-Event is designed for two purposes. First, if you don't want to use *Breakout* to bring your heroes into their first **MARVEL HEROIC ROLEPLAYING** story, you can use this Mini-Event as a substitute. Alternatively, if you are already in the midst of an Event, or are between Events, this Mini-Event can serve as a refreshing change from the grand scope of Events; sometimes it is nice to take a break from saving the world or all of reality and just stop some thugs with guns.

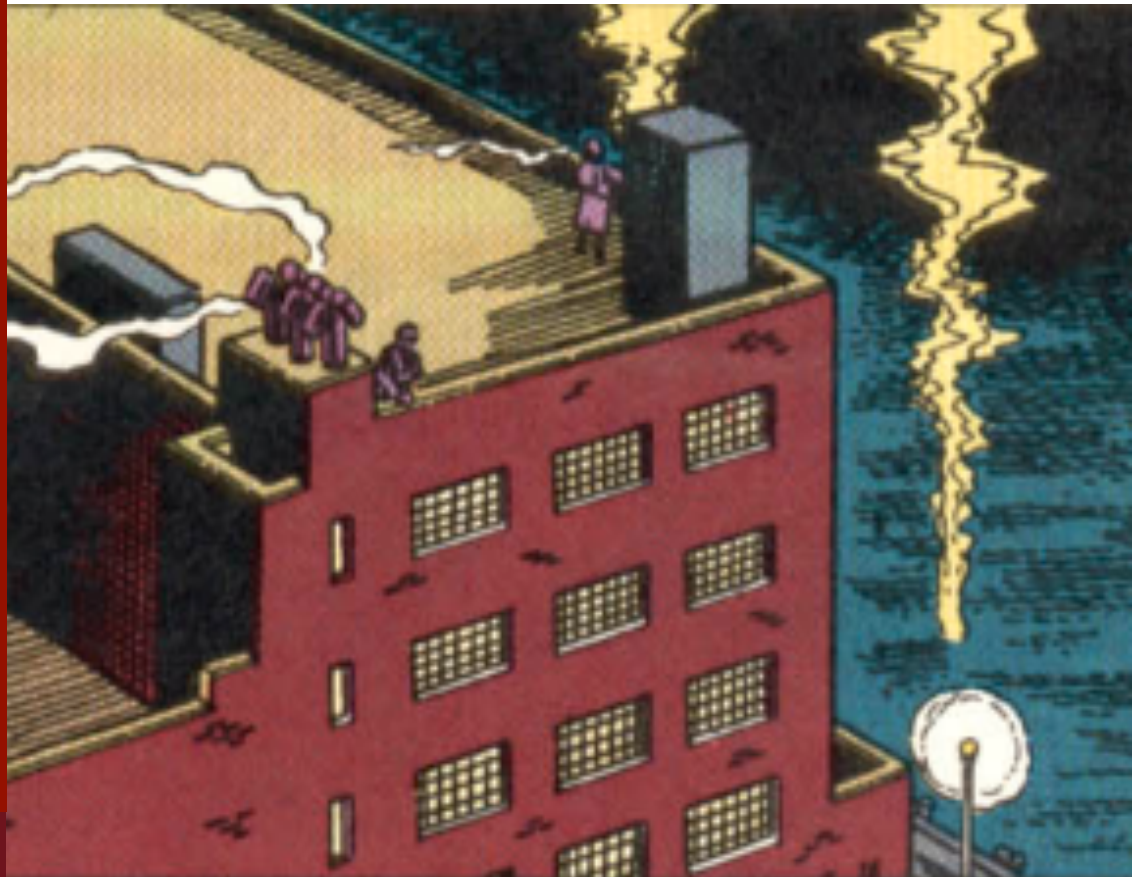
Everything in this Mini-Event is intended for the Watcher. Players should stop reading if they want to be surprised by the events herein.



STRUCTURE OF THE EVENT

GUN SMUGGLERS is a Mini-Event in two Acts. It gives the heroes an opportunity to cut loose against some clear-cut bad guys; no grey morality here. These are men profiting off of violence on the streets of the city, and they need to be stopped. Period.

- **ACT ONE** has the heroes getting tipped off about the gun deal, and sussing out the location of the illegal exchange.
- **ACT TWO** sees the heroes arrive at the warehouse where the deal is going down, and ensuring that the guns and gun runners wind up in the hands of the police.



MILESTONES FOR THIS EVENT

Although this is a fairly straight-forward Mini-Event, there are a few Milestones related to it that players might entertain. As always, multiple heroes can choose the same Milestone. Remember, each hero must have a maximum of two Milestones in play during the Mini-Event, including ones from their Datafiles.

IN LOVING MEMORY

Someone you love, and perhaps lost, was the victim of gun violence. You have a personal stake in making sure that no one ever dies at the hands of a gun-toting criminal because you failed to act.

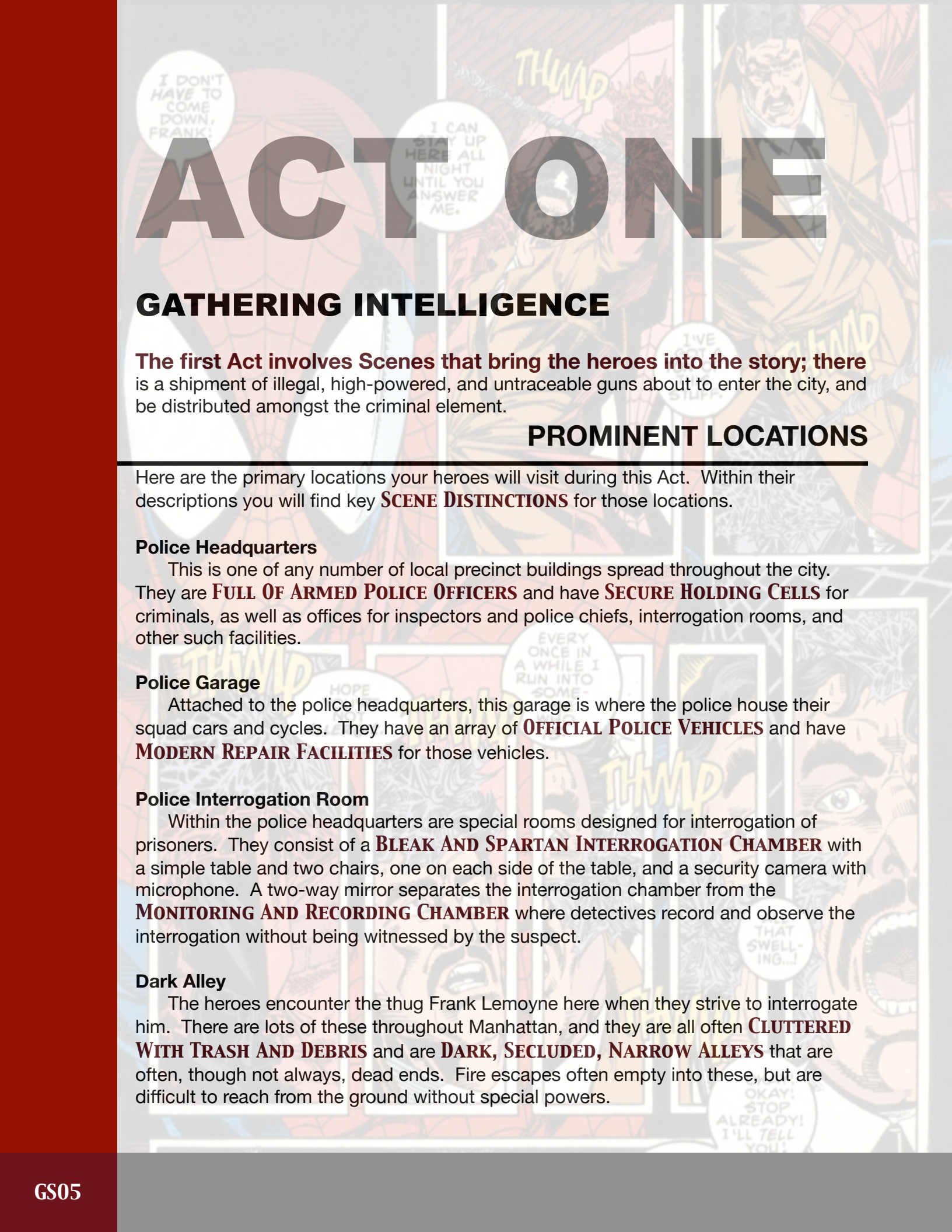
- 1XP** when you reminisce about the loved one you lost to another hero.
- 3XP** when you intimidate a gun runner into giving you information about the next gun deal to go down.
- 10XP** when you either give the gun runner Trauma because that's what he deserves, or you turn that gun runner into a permanent information so that you can keep a closer eye on the gun trade.

MAKE IT LEGAL

You know from past experience that these types of criminals tend to get off on technicalities whenever capes like yourself come in and rough them up (because of no warrants, excessive force, etc). You mean to make sure that this doesn't happen tonight.

- 1XP** when you work with the authorities to make the sting you are about to undertake legal.
- 3XP** when you give the criminals you are about to apprehend the opportunity to surrender, and advise them of their rights, or you remind your fellow heroes to use minimum-necessary force to apprehend the criminals.
- 10XP** when you either capture the criminals without use of excessive force (Trauma), or you decide that these criminals are below such considerations and give them the punishment of their lives so as to put the fright in them and those like them so that they won't commit another crime again.





ACT ONE

GATHERING INTELLIGENCE

The first Act involves Scenes that bring the heroes into the story; there is a shipment of illegal, high-powered, and untraceable guns about to enter the city, and be distributed amongst the criminal element.

PROMINENT LOCATIONS

Here are the primary locations your heroes will visit during this Act. Within their descriptions you will find key **SCENE DISTINCTIONS** for those locations.

Police Headquarters

This is one of any number of local precinct buildings spread throughout the city. They are **FULL OF ARMED POLICE OFFICERS** and have **SECURE HOLDING CELLS** for criminals, as well as offices for inspectors and police chiefs, interrogation rooms, and other such facilities.

Police Garage

Attached to the police headquarters, this garage is where the police house their squad cars and cycles. They have an array of **OFFICIAL POLICE VEHICLES** and have **MODERN REPAIR FACILITIES** for those vehicles.

Police Interrogation Room

Within the police headquarters are special rooms designed for interrogation of prisoners. They consist of a **BLEAK AND SPARTAN INTERROGATION CHAMBER** with a simple table and two chairs, one on each side of the table, and a security camera with microphone. A two-way mirror separates the interrogation chamber from the **MONITORING AND RECORDING CHAMBER** where detectives record and observe the interrogation without being witnessed by the suspect.

Dark Alley

The heroes encounter the thug Frank Lemoyne here when they strive to interrogate him. There are lots of these throughout Manhattan, and they are all often **CLUTTERED WITH TRASH AND DEBRIS** and are **DARK, SECLUDED, NARROW ALLEYS** that are often, though not always, dead ends. Fire escapes often empty into these, but are difficult to reach from the ground without special powers.

Hooks

The heroes can come into this story in a number of ways. They might be home resting from the last Event when a phone call comes in from **OFFICER CONNER TREVANE** about a gun deal that the heroes might be interested in checking out. Or they might simply be on patrol when Trevane flags them down. Perhaps they are in their civilian identities out for dinner with their loved ones when they overhear the officer talking with aggravation with a fellow cop about how red tape is preventing them from stopping the gun deal.

Doom Pool

The **DOOM POOL** starts at 2D6 for this Act.





Officer Connor Trevane

Solo

8

Buddy

6

Team

4

A Good Cop
Low Opinion Of Capes

POLICE GEAR

Weapons

6

SFX: *Handcuffs.* Add a D6 and step up your Effect Die when placing a Handcuffed Complication on a target.

SFX: *Dead Shot.* Step up or double Weapon against a single target. Remove the highest die and add three dice for your total.

Limit: *Gear:* Shut down Police Gear and add a die to the Doom Pool. Take an action vs. the Doom Pool to recover.

Crime

8

Transition: A Good Cop

Officer Connor Trevane provides the heroes with a mission that he himself cannot complete.

However the heroes wind up meeting with him, Officer Trevane has some information that he is willing to share. He is aware, through his own hard work as a cop, of a major weapons shipment that is happening tonight somewhere in the warehouses along the Hudson River near or in Greenwich Village. It is already dusk, and the meeting is set to happen in just a few hours. Trevane has been unable to convince his superiors that there is enough information to justify a warrant, and because of his vocal insistence that the department do something he has been banned from the case.

Unfortunately Trevane was unable to secure the exact location of the warehouse nor the name of the cargo ship that would be bringing in the shipment. The one piece of information he was able to confirm was that a known gun merchant lackey, Frank Lemoyne, was involved in the deal. Get Lemoyne to talk, Trevane insists, and you will have the location of the warehouse.

There are a few Resources that the heroes might develop in their attempt to find Lemoyne, or to bypass him and get right to the warehouse.

- **COVERT RESOURCE:** Much the same as Crime Resource, below, but the source is a local mole in Hydra who, through the organization, heard about the deal, though they are not involved in it.

- **CRIME RESOURCE:** The heroes might have their own contacts at the Greenwich Police Department. The contact knows the general vicinity of the meeting and that the buyers are known distributors to the Maggia families and to local gangs. They also know that Lemoyne always spends the hours before his jobs at the **OLD MISS**, a bar just blocks from the docks, steadying his nerves with brandy.

- **MENACE RESOURCE:** By roughing up some local toughs, the heroes eventually learn the location of the warehouse from one of the thugs that was supposed to be on lookout at the job, Georgeio Faggini (see Psych Resource, below).

- **PSYCH RESOURCE:** By canvassing the more disreputable bars in the Greenwich Village area, the heroes come across Georgio Faggini, a thug who was shut out of the deal after accidentally tipping off Trevane to its existence. By casually conversing with Faggini in their secret identities, or really just by listening to his drunken ranting, they learn that Lemoyne always spends the hours before his jobs at the **OLD MISS**.



Action: Reluctant Informant

You've located Frank Lemoyne on his way to the gun deal. If you keep your distance, maybe he'll lead you right to it.

The heroes will naturally think that following Lemoyne will lead them to their target, but that won't work out. Lemoyne has fallen out of favor with the dealer, and has been reassigned to patrol duty; keeping an eye on the several blocks around the warehouse without actually looking like he's doing anything more than just going out for a walk. Naturally, Lemoyne is a terrible actor and sticks out like a sore thumb, but he still isn't giving away the location of the right building.

So the heroes will have to "talk" to him.

Lemoyne thinks of himself as a tough guy, and will threaten violence and challenge the manhood of any hero who approaches him. His first instinct in any confrontation is to draw his gun and kill the heroes.

Knocking out Lemoyne will get the heroes no closer to their target. To find the location of the warehouse, they will have to Stress Out Lemoyne either Mentality or Emotionally. Then he will sing like a canary (see *Transition: Question The Informant*).

Options for Action: Reluctant Information

- This Scene is meant to give the heroes an easy win against a mediocre thug. If you feel the need to make things tougher, improve that Weapon die by one or two steps and add a bullet proof vest with a D8 Enhanced Durability.
- Another option to make things tougher is to add a 2D8 mob of thugs that can come to back Lemoyne up. Keep in mind that if you use this option the heroes will have to move quickly to Act Two in order to keep the element of surprise (perhaps bypassing *Transition: Question the Informant* and simply getting the location of the warehouse). If more than three Rounds go by without a takedown, Lemoyne or one of his goons will radio the dealer that there are heroes on the scene.

Frank Lemoyne

Solo



Buddy



Team



*Professional Criminal
Tough Guy Exterior*

I'M PACKING!

Weapons

6

SFX: *Wild Shot.* Add a die from the Doom Pool to one or more attack actions. Step up the Doom die by +1 for each action; return it to the Doom Pool when you are done.

Limit: *Gear:* Shut down Police Gear and add a die to the Doom Pool. Take an action vs. the Doom Pool to recover.

Crime



If The Dealer Was Warned

If Lemoyne or one of his thugs managed to get a warning to the dealer, he will cancel the deal; the buyers will leave the premises within five minutes of the warning and the dealer and his men will have the guns in trucks and dispersed into the evening traffic within ten minutes.

Assume that three minutes take place for every Resource that the heroes create during this Scene (regardless of whether they create them simultaneously or one after the other), and three more to get to the warehouse. If the heroes arrive too late, the Mini-Event is over. However, if you like, you can have them search the warehouse for clues as to where the dealer might have evacuated his guns. Perhaps he sent the buyer to a secondary location, where the deal will take place as planned, and the heroes deduce where that new location is (possibly another warehouse by the river, possibly in an abandoned factory). Then you can proceed to Act Two as normal, with minor tweaks to the location.

Transition: Question The Informant

Now that you've softened Lemoyne up a bit, you have what you want and can get to the warehouse. However, since Lemoyne is in a talking mood now, you might as well pump him for all he's worth.

Lemoyne gives up the information that the deal is taking place in warehouse AF-15. Your heroes can just leave it at that, tie up Lemoyne, leave him for the police to find, and head to the warehouse. However, the heroes might want to learn more about what they are up against.

Here are some of the things they might learn by further questioning Lemoyne. Any one of these might generate a Resource for them.

- THE OPPOSITION.** The heroes might want to know who is at the meeting and what they are packing. Lemoyne doesn't know about Hobgoblin, but he does know that a well-known distributor for weapons in the city,

CADENZA MASTRANO, will be there with her body guards as the buyer. The identity of the dealer is simply **THE DEALER**; the man has taken great pains to keep his true identity a secret, and is represented tonight by his lieutenant, **ARTURO WANICHI**. There will be a 3D8 mob of sentries on the roof of the warehouse and the surrounding rooftops. There will be a similar mob within representing both Mastrano's and Wanichi's goons.

- THE WEAPONS.** The shipment of guns include things such as heavy machine guns, bazookas, explosive machine gun rounds, and grenades. The shipment is a large one, twenty crates worth of weapons in all.

- THE SHIP.** If the heroes inquire about the ship used to bring in the weapons, it is called the **UNASSUMING LADY** and it is preparing for departure, having already delivered its goods and loaded up with legitimate cargo. It has its own mob of sailors who are well aware of the nature of their smuggled cargo and willing to kill to keep their illicit activities a secret.



ACT TWO

WAREHOUSE WAR

The second Act involves Scenes that bring the heroes **direct contact with** the gun smugglers and their anonymous buyers. It is time to cut off this supply of guns into the city of Manhattan.

PROMINENT LOCATIONS

Here are the primary locations your heroes will visit during this Act. Within their descriptions you will find key **SCENE DISTINCTIONS** for those locations.

Warehouse Rooftop

The roof of the warehouse is patrolled by **ARMED SENTRY THUGS**. The roof is peppered with various **ROOFTOP STRUCTURES** that the heroes can use to hide behind while ambushing the thugs. There is a stairway entry into the warehouse on the roof.

Warehouse Interior

The warehouse is broken down into the main storage area and the office; it is in the latter that Hobgoblin is hiding, observing the deal, which is actually taking place on the warehouse floor. The place is full of **CRATES OF WEAPONS** as well as **WAREHOUSE EQUIPMENT AND TRAPPINGS** (such as non-weapon-filled crates).



The Dock

The warehouse is on the waterfront of the Hudson River, and is one of many in the vicinity. It consists of a **DIMLY-LIT AND EMPTY PARKING LOT** to one side of the warehouse, and a **LONG WATERFRONT DOCK** with all the trappings of such a place, such as heavy ropes, crates, etc.

The Cargo Ship

The guns had to be shipped in somehow, right? If the fight goes to the cargo ship, it is a **MID-SIZED FREIGHTER** with **NARROW PASSAGEWAYS** below deck. It may be presumed that the crew are in on the gun deal. Use the same datafile as for the thugs for the purposes of this Mini-Event.

Doom Pool

The **DOOM POOL** starts at 2D8 for this Act.



Doom Pool:
2D8



Action: Infiltration

The heroes must bypass or eliminate the guards at the warehouse.

This Scene is a straightforward infiltration mission. The heroes must bypass, or quietly eliminate, a mob of hired guns in order to enter the warehouse and stop the gun deal.

The mob must detect the heroes in order to fight them. Every Round that goes by, have the mob roll against the lead hero, or any hero that actively engages one of the mob's members, to see if the entire mob is alerted to their activity. If they fail, they aren't on alert. However, if the heroes attack a member of the mob and fail to take out an Affiliation Die, the wounded but not down goon shouts out a warning, and the mob is alerted. The next round they mob opens fire on any heroes on the scene, alerting those inside that there is trouble.

Once all the rooftop goons are defeated, or they are bypassed, proceed to *Action: Gunfight*.

Options for Action: Infiltration

- Maybe the dealer has outfitted his own men with some of the gear that he plans to sell; after all, if he isn't using his own merchandise, it might look like he doesn't have confidence in it. Replace the mob's Power Set with the one below.

HEAVY WEAPONS

Enhanced Durability



Weapons



SFX: *Area Attack.* Add a D6 and keep an additional Effect Die for each additional target.

SFX: *Burst.* Step up or double **WEAPONS** against a single target. Remove the highest-rolling die and add three dice for your total.

SFX: *Second Chance.* Spend a Doom die to reroll when using **ENHANCED DURABILITY**.

Limit: *Mob Cohesion:* Taking out the Affiliation dice takes out the mob.

Limit: *Gear:* Shut down **HEAVY WEAPONS** and add a die to the Doom Pool. Take an action vs. the Doom Pool to recover.



Gun-Smugglers

Solo



Buddy



Team



In It For The Money

ARMED & DANGEROUS

Weapons



SFX: *Area Attack.* Add a D6 and keep an additional Effect Die for each additional target.

Limit: *Mob Cohesion:* Taking out the Affiliation dice takes out the mob.

Limit: *Gear:* Shut down Police Gear and add a die to the Doom Pool. Take an action vs. the Doom Pool to recover.

Crime





Action: Gun Fight

The heroes interrupt the gun deal and must take down the dealer, the buyer, their goons, and a super-villain hired gun.

When the heroes burst into the warehouse, they find the bad guys largely concerned with getting away. Yes, the mob of gun smuggler goons will fire back, but the leaders will up and run, as they are **SELF-SERVING CRIMINAL LIEUTENANTS**.

Before he flees, Arturo Wanichi, who claims, falsely, to be The Dealer, will yell for his super-villain-for-hire, the Hobgoblin.

Hobgoblin is down on his luck after multiple defeats by Spider-Man, and is looking to both earn some quick cash and bolster his reputation. Taking down the heroes will serve both purposes.

Once the mob and Hobgoblin are taken down, eliminating the **SELF-SERVING CRIMINAL**

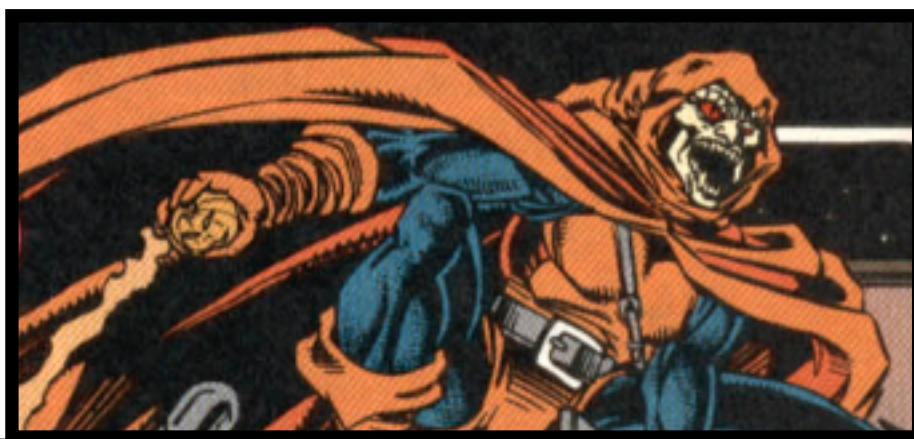
LIEUTENANTS Scene Distinction will nicely represent capturing Arturo Wanichi and Cadenza Mastrano.



ANTONIO WANICHI

Options for Action: Gun Fight

- As in the prior Scene, you can swap out the *Armed & Dangerous* Power Set for the *Heavy Weapons* Power Set if you want to give the mob a bigger punch.
- You can provide a **CACHE OF WEAPONS** for the heroes to unlock for 5XP. This gives them access to the **HEAVY WEAPONS** Power Set for the duration of the Scene or until they exercise the *Gear Limit* (they do not get the *Mob Cohesion Limit*).



ALTERNATIVES TO HOBGOBLIN

This Mini-Event uses Jason Macendale because the source material does so. However, if in your game Jason is no longer the Hobgoblin (he's dead in the mainline Marvel continuity, killed by the original Hobgoblin), you could substitute any mercenary-style bad guy here, such as Chance.

HOBGOBLIN

JASON MACENDALE (PUBLIC)

SOLO

10

BUDDY

6

TEAM

8

Borrowed & Ruined Reputation

Scarier Than Thou

Vendetta

4

OR

8

+1D6



GOBLIN SERUM

Enhanced Durability

8

Enhanced Reflexes

8

Superhuman Stamina

10

Superhuman Strength

10

SFX: *Dangerous.* Add a D6 to your dice pool for an attack action and step back the highest die in the pool by -1. Step up Physical Stress inflicted by +1.

SFX: *Unleashed.* Step up or double any **GOBLIN SERUM** power for one action. If the action fails, spend a Doom die equal to or greater than the normal rating of the power die.

Limit: *Exhausted.* Shutdown any **GOBLIN SERUM** power to gain a D6 to the Doom Pool. Activate an Opportunity to recover the power.

Limit: *Long Chain Of Bad Luck.* Both 1's and 2's count as Opportunities when using a **GOBLIN SERUM** power in your dice pool.

GOBLIN ARSENAL

Electric Blast

8

Subsonic Flight

8

Superhuman Durability

10

Weapons

8

SFX: *Pumpkin Bombs.* Against a single target, step up or double a **WEAPONS** die. Remove the highest-rolling die and use three die for the total.

SFX: *Ghost Grenades.* When using **WEAPONS** to create an *Obscuring* Complication on a target, add a D6 and step up the **WEAPONS** die to D10.

SFX: *Razor-Rangs.* Step back the highest die in the attack action pool to add a D6 and step up the Physical Stress inflicted.

Limit: *Gear.* Shutdown **GOBLIN ARSENAL** to gain a D6 to the Doom Pool or step up an existing Doom die. Spend a Doom die to recover the **GOBLIN ARSENAL**.

Acrobatics Expert

8

Combat Expert

8

Crime Expert

8

Menace Expert

8

P



M



E



Action: One More Thug

A good night's work over, you are headed home, but there's always another thug with a gun.

On the way home from the gang bust, the heroes encounter a gunman or three terrorizing a small group of people, a grim reminder that tonight's efforts, while commendable, did not solve the gun problem.

This Scene, which takes place on a city street of the Watcher's choosing, should be a cakewalk compared to the last one, but should punctuate the fact that tonight's gun bust is just one part of a larger effort that must be undertaken to solve the city's gun addiction. The fight will only last a few Rounds.

EXPERT THUG



Solo



Buddy



Team



SMALL ARMS



Limit: *Gear:* Shut down **SMALL ARMS** and add a die to the Doom Pool. Take an action vs. the Doom Pool to recover.



Options for Action: One More Thug

Although the Mini-Event is basically over, you could do a few things to make the ending more poignant.

- **A MOB OF THUGS.** Add a few dice to the Team Affiliation and give the thugs the *Area Attack* SFX and *Mob Cohesion* Limit.
- **WOUNDED PEDESTRIANS.** When making Area Attacks, make sure to target the crowd (via attacks on the heroes's Emotional Stress) to have civilians get hurt or killed in spite of the heroes' actions, putting focus on just how bad the gun problem in Manhattan has become.

Aftermath



Once this Mini-Event is over, there may be some unanswered questions plaguing the heroes' minds. These can be turned into seeds for further adventures.

Who Is The Dealer?

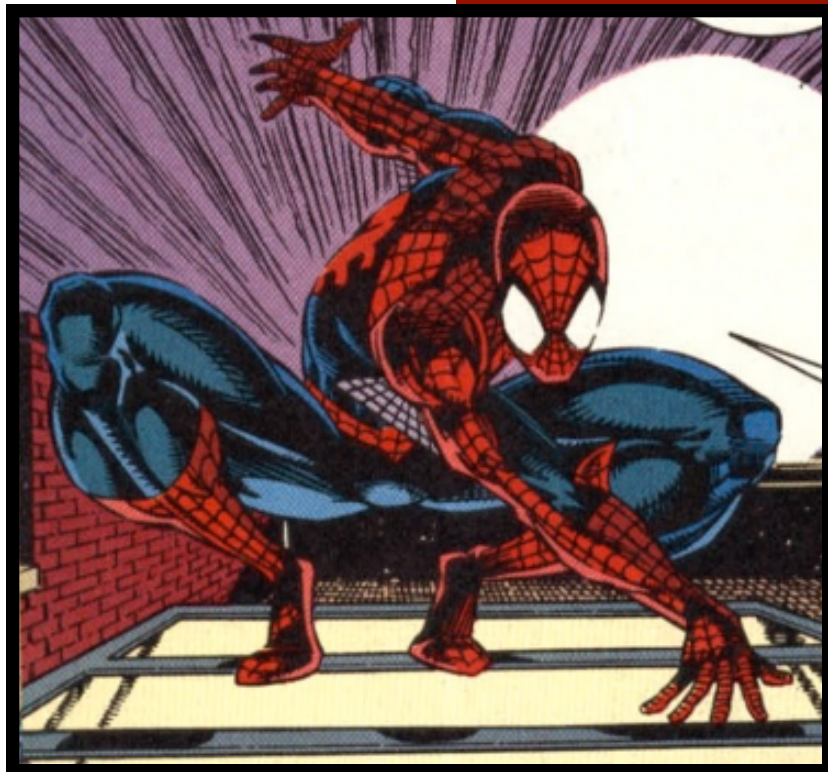
The heroes now know of a gun runner known only as The Dealer who is making a killing on the lives of innocent people. Finding the true identity of The Dealer should be a top priority for them. The actual man or woman behind the mystery is left to the devices of the Watcher; it could be a known crime boss like Kingpin or Rose, or it could be a new face attempting to carve out a niche in the city's underworld.

What Is Feeding This Desire For Heavy Weapons?

Criminals have always wanted guns, but these weapons are on a higher scale than your normal underworld cronies would usually need, even in the crime families of the Maggia. This need might be the result of the ever-increasing superhero presence in the city, or it might be a symptom of a coming crime war, or perhaps the Maggia are tired of super villains or Hydra meddling on their turf and plan a city-wide extermination.

Ending The Gun War

The key seed that this Mini-Event should plant is that there is a serious gun problem in Manhattan, and in the country at large, and that the heroes need to be part of the solution. This could be the start of a full-fledged Event in which the heroes learn that simply punching bad guys isn't the answer. Laws will need to be enacted, public opinion swayed, and special interest groups defeated. It will be a long game, and it might have consequences for the heroes themselves that they don't like (this could serve as one lead up for the Civil War Event, where the laws limiting guns gets expanded to include limits on superhuman abilities).



THE DEALER IS TAKING AIM AT YOU!

A supply of heavy weapons is up for sale.
Those guns threaten the safety of the public.
'The Dealer' will profit from those innocent lives.

That is, unless you stop him.



Can the heroes put an end to this illegal gun deal before they fall into the wrong hands?

