

# DEAD LEAD

## SCENARIO PACK FOR HEIST

v. 0.5

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## Introduction

Dead Lead is a set of narrative scenarios for Heist. The plot follows the trials and tribulations of Mr. K and Mr. L. They will face a variety of foes while supported by various allies. Each scenario can be played as is, but they are really intended to be played as a series of encounters.

You can play the individual scenarios as standalones using your own characters, but it's really Mr. K and Mr. L who tie the whole thing together. Though optionally if you don't want to use them, you can assume that they have assumed a more managerial role in the proceedings and you are playing various mercenaries they've hired to do the jobs.

## Background

Mr. K is a mercenary and an ex-member of a criminal organization called The Syem. He is currently on death row waiting for his execution while The Syem plot to break him out to exact their own brand of revenge on him. To this they have employed Mr. L, who is incarcerated in the same prison as Mr. K.

Things will rapidly spin out of control amid murder, mayhem and betrayal.

## Dramatis Personae

Mr. K

An ex-member of The Syem, Mr. K is a hardened mercenary. He is tired of life and ready to die. There are very few things left he cares about, but The Syem just might know the right strings to pull.

Ms. K

The light of Mr. K's life, his cat. Her litter box has gone uncleaned and it's way too long since the last decent meal of fresh juicy tuna, leading her to distrust and dislike Mr. K. But just maybe things can be made right again?

Mr. L

Mr. L is reality-challenged and landed on death row after a psychosis-fueled rampage that left many dead bodies behind. He can't quite recall the events, so he jumps at the chance when The Syem promises to break him out in exchange for baby-sitting Mr. K through the trials they set him.

Mr. L is not related to anyone working for an unnamed security agency.

Mrs. L

She's dead. Really, she is.

The Syem

A collection of criminals and mercenaries masterminding various nefarious activities for fun and profit. Mr. L used to run with them and they did not part ways amicably. The Syem think Mr. K owes them a big deal and they are not above kidnap and blackmail to get what they want.

In addition to the core group The Syem employ various thugs and mercenaries. These low level foot soldiers are the ones mostly present in the scenarios.

Mr. Retuperä

One of Mr. K's erstwhile business associates, not directly connected to the Syem. He may or may not have something Mr. K wants, or maybe he could be pressured into allying against the Syem?

Jonna Retuperä

Mr. Retuperä's daughter, runs an exclusive health club. She knows Mr. K from way back, but does not remember him fondly. Something about her erstwhile poodle Marshal Ney...

"Volvo" Markkanen

Leader of the legendary Markkanen gang. They had a falling out with the Syem and after certain underhanded dealings and betrayals they got caught by the police and are serving hard time in D20 Island Penitentiary. Markkanen is convinced the only reason they got caught was because the Syem slipped them a batch of defective grenades.

Lieutenant Mänty

Tireless defender of the public, Lt. Mänty has seen it all. He does not care for international mercenaries nor masked vigilantes running on his streets. The grizzled veteran cop is dedicated to keeping the city safe and everything running smoothly. That's what Mr. H pays him for.

Sergeant Kauhanen

Mänty's young disciple is still apt to act first and think later, but so far his youthful energy, quick reflexes and sharp aim have prevailed. Kauhanen is happy when he gets to drive fast in his impounded sports car, wear his fashion shoes without socks and shoot bad guys with his Mossberg shotgun "Kate".

## General Scenario Rules

The scenarios should be played in order. One player plays Mr. K and Mr. L and their allies while the other plays the opposition. If you have more players, you can split off Mr. K and Mr. L and their allies to separate players, as their alliances tend to be strenuous ones anyway...

As the main characters of this story, Mr. K and Mr. L cannot be killed. On a killed result they are merely incapacitated and they will always recuperate for the next scenario. However, the starting setup may depend on success of the previous scenario.

## Prestige Points

In addition to simply winning or losing, both sides may accumulate prestige points based on how well they did it. Conditions for getting prestige points are detailed in each scenario.

Prestige points can be used to buy extra resources in future scenarios. They can be held in reserve, but once they are used they are gone.

Note that prestige points are specific to each faction and can't be transferred. E.g. points gained by the police can't be used by a rival criminal faction Mr. K and Mr. L find themselves facing next.

Prestige total for a faction may not be negative. However, it is possible to earn negative prestige for a scenario and reduce the prestige stockpile previously earned.

## Resources

The following generic resources may be bought with prestige points. All costs are per item.

| Resource                             | Cost  |
|--------------------------------------|---|
| <b>Heist –card (drawn randomly)</b>  | 1 point   |
| <b>Extra reload</b>                  | 1 point   |
| <b>Frag grenade</b>                  | 2 points  |
| <b>Body armor</b>                    | 3 points  |
| <b>Extra grunt in starting setup</b> | 5 points (use generic police/mercenary stats)                           |
| <b>Adrenaline shot</b>               | 5 points (may be used to remove a wound from a character once per game) |

## Civilians

Civilians are mostly concerned with their own survival but they are really overwhelmed with the situation. They are unable to act voluntarily. If they are bumped into, or fired at (intentionally or as collateral damage) they will make one move in random direction as reaction assuming they survive.

Any character may also shout at a civilian they have in LOS. Use an action and make a skill check. If successful, move the civilian one move in random direction.

Civilians are wounded by one hit and killed by two. They can only be stunned by non-lethal weapons.

## Twists for Repeat Play

After the scenarios have been played once in narrative mode, it is possible to re-play them as standalone games. For this purpose each scenario lists a number of twists to make repeat play more varied. You can select one or more these for each replay.

We Don't Need No Heroes

Feel free to replace all named characters with generic criminals and police as appropriate.

## Scenario 1: Impact Hits

The Syem want something from Mr. K and have decided to break him out of prison in order to get it. They are going to hit while he is being transported to another facility. Careful placement of brown non-descript envelopes has ensured that Mr. L has been placed on the same transport to make sure everything goes smoothly.

Of course, it never does.

### The Situation

The Syem's mercenaries have caused the prisoner transport to crash and managed to get Mr. K out. Unfortunately the getaway car was damaged in the crash and there are far too many police converging on the crash site.

A backup car has been ordered to an alternate location, but it will take some time to arrive.

### The Objectives

The criminals want to get Mr. K and Mr. L to the pickup site, into the getaway car and away, preferably in one piece. After that, escape with as many mercenaries as possible.

The getaway car can be called any time starting from turn 6, but it can only drive to the pickup spot and off the board, the driver is another mercenary but will not leave the car. It cannot be used to drive around the table. The getaway car has been armored and is able to withstand 10 hits. However, after 5 hits its speed is halved. As usual, the police are not allowed to shoot at the getaway car until criminals are actually seen entering it. If the getaway car is lost, the criminals may attempt to escape by stealing a patrol cruiser (the keys have been left in in the heat of the action).

If the criminals are unable to escape by the end of turn 10, they will automatically lose. Any criminals still on table at the end of the game are assumed to have been caught alive.

The police objective is to catch the escaped convicts and apprehend or eliminate the attackers while minimizing casualties on both sides.

### Characters

| Name           | Actions | Skill | Equipment   |
|----------------|---------|-------|---|
| Mr. K          | 4       | 7     | Assault rifle w/1 reload.   |
| Mr. L          | 4       | 7     | Shotgun w/2 reloads.  |
| Mercenary      | 3       | 5     | Assault rifle or SMG w/2 reloads, pistol w/ 1 reload. Frag grenade. Body armor. |
| Patrol Officer | 2       | 3     | Shotgun w/2 reloads, pistol with 1 reload.                                      |
| SWAT Officer   | 3       | 5     | Assault rifle w/2 reloads or shotgun w/4, pistol w/1 reload. Body armor.        |
| Sgt. Kauhanen  | 4       | 7     | Shotgun w/4 reloads, pistol with 1 reload. Body armor.                          |

Models are armed with whichever long arm they have, possibly none in the case of patrol officers. Pistols can be assumed to be concealed in a holster or pocket even if not visible on the model. Models armed with only a pistol get and extra reload for it.

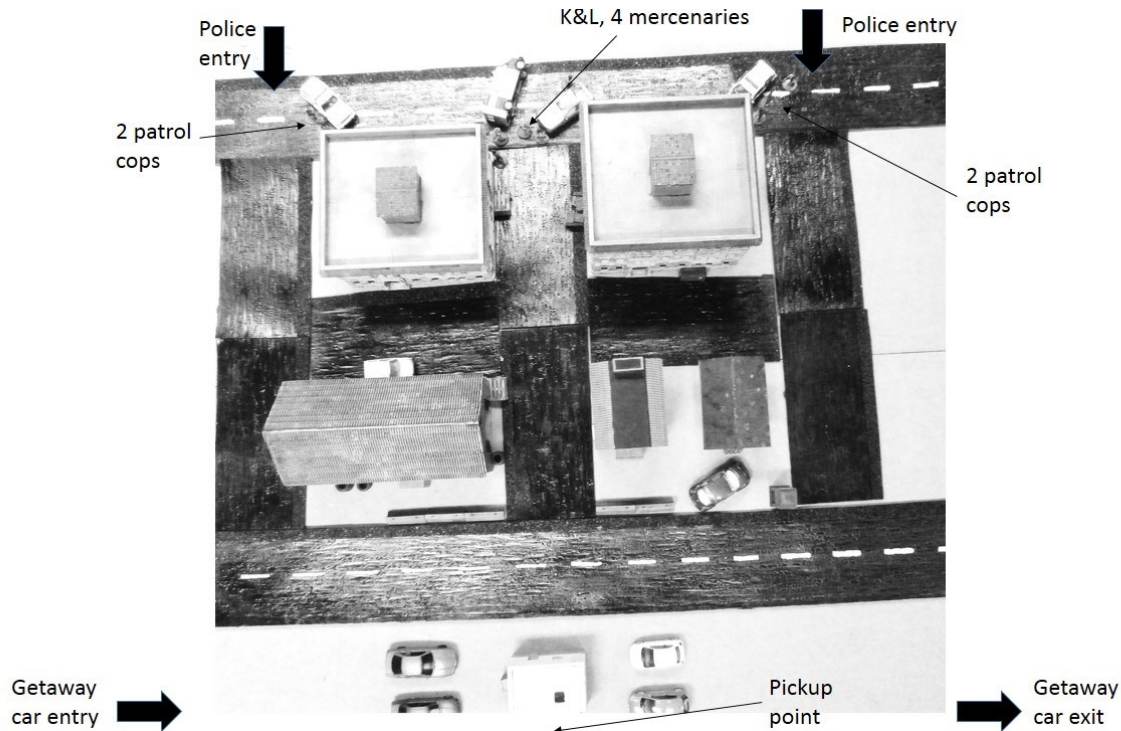
Note that Mr. K and Mr. L have just grabbed weapons from incapacitated guards and consequently have very limited ammo to work with.

## Patrol Officers

Patrol officers are not suicidal. If they get wounded, they must use all available actions to get to cover and they will not leave it unless flanked. To speed play, wounded patrol officers with no LOS to any criminals for a full turn should be removed from play. They are assumed to have been evacuated from the area.

## Deployment

Deploy initial forces according to the map. The criminals get the first move.



## Reinforcements

Additional police are swarming into the area. Most of them are setting up roadblocks to contain the area, but a few are in hot pursuit.

The police starts with an empty reserve pool. They get two patrol officers into the reserve pool at the end of each turn, one with pistol and one with shotgun. For each mercenary eliminated they get to add a SWAT officer to the reserve pool. Starting from turn 4, the police may also exchange two patrol officers in reserve pool for one SWAT officer or three patrol officers for Sgt. Kauhanen.

There is also a pool of five patrol cruisers available in the reserves. Police entering from reserves may choose to enter on foot or in a vehicle. The patrol cruisers seat four officers. Sgt. Kauhanen may also choose to deploy in his personal sports car if he wishes.

However, the police tactical network is overloaded. There may never be more than 10 police officers on the table at the same time. The police player may voluntarily withdraw officers with no LOS to any enemies at the start of his turn, but they may not return.

## The Score

Determine the results according to the following table:

|                                      |                        |
|--------------------------------------|------------------------|
| Both Mr. K and Mr. L escape unharmed | Total criminal victory |
| Both escape, at least one is wounded | Criminal victory       |

|                                       |                      |
|---------------------------------------|----------------------|
| Neither escape, and one is eliminated | Police victory       |
| Neither escape, both are alive        | Total police victory |
| Any other result                      | Draw                 |

In addition, award prestige points as follows:

- the criminals get two prestige points per mercenary that escapes alive
- the police get two prestige points per mercenary caught alive
- the police get one prestige point per mercenary eliminated
- the police lose one prestige point per officer eliminated

Prestige points are used to buy extra resources in future scenarios.

## Twists

- **The Donut Dilemma:** The donut shop next to the pickup point is not deserted. There are two patrol cops on break there. They have pistols and a shotgun in the trunk of their cruiser. They are unable to act until they are shot at or they pass a skill check.
- **The Backup Plan:** The getaway car is hidden in the garage. However, due to police roadblocks the escape must be made through either police entry point instead.
- **The Reluctant Rescue:** Replace Mr. K and Mr. L with a single convict (use mercenary stats, no equipment). He is not too happy about all this and must be motivated by a mercenary in base contact each turn to use actions for anything.
- **The Other Guys:** Add two other prisoners. Use mercenary stats, no equipment. They will also try to escape the area. The police will lose one prestige point each if they manage to exit the board from any corner.
- **The Execution Executive:** This is a three-player variant. The mercenaries actually came to kill Mr. K and Mr. L, but they managed to break loose. They get to move first but their weapons are lying in the middle of the alley.
- **Friends in High Places:** One mercenary may start on the roof of one of the apartment buildings.
- **Terror from the Sky:** Add one police chopper with two SWAT officers to the reserve pool. The officers may shoot from the chopper side doors (one per side) if the chopper is stationary. The chopper moves like a car but ignores terrain. It may also use an entire turn to land in a clear spot. If the chopper takes 5 hits, it must land in two turns or crash killing everyone inside.

## Scenario 2: Withdrawal Symptoms

After a heated negotiation with the unsympathetic Syem members, Mr. K agrees to give them what they want to get them off his back. Unfortunately, he put them in a safety deposit box at the Dice City First Mutual bank, and as a wanted felon he can't just walk in to pick up the stuff. Mr. L is still charged with making sure there are no deviations from the plan.

A few phone calls later the crew for a bank job is assembled...

### The Situation

Mr. K and has managed to break into the vault while Mr. L has taken the bank staff and customers hostage. Unfortunately someone managed to trigger the silent alarm and the cops have surrounded the bank. The SWAT teams are on the way and setting up entry.

*There's cops everywhere!*

Mr. L has been popping a few too many painkillers. For this scenario, he is always under target identification restrictions and is rated as aggressive, i.e. he needs to pass a skill check in order not to shoot *anyone* taking an action in his aim zone, allies and civilians included.

Modifiers

Modify the starting setup as follows based on the result of the previous scenario:

| Result                        | Modification  |
|-------------------------------|---|
| <b>Total criminal victory</b> | Criminals get 5 frag grenades <i>and</i> one booby trap   |
| <b>Criminal victory</b>       | Criminals get 5 frag grenades <i>or</i> one booby trap  |
| <b>Draw</b>                   | Play without modifications  |
| <b>Police victory</b>         | There is an undercover cop in the bank. He functions like a civilian until the police player chooses to activate him. |
| <b>Total police victory</b>   | The police start with the first SWAT team already in position (entry point) and the undercover cop is Lt. Mänty.      |

*Booby traps*

If they have a booby trap available, the criminals can secretly choose one of the police entry points to be booby-trapped. The booby trap will automatically explode like a frag grenade immediately when someone crosses the threshold. For models on the table, measure distance from the center of the entry point.

For models waiting to enter the table it is deemed to be right next to the person setting it off, increase distance by 1" for each subsequent model in the entry point.

A single model may spend a full turn looking for a trap, on a successful skill check the trap is found. Multiple models may not try on the same turn, it gets too crowded. Then another full turn may be used attempting to disarm it with another skill check. If this is failed on a roll of 9 or 10, the trap is triggered.

The criminals don't have to roll to detect their own trap, but they do have to roll to disarm it should they choose to do that.

### The Objective

Mr. L needs to get his stuff from the safety deposit box and escape the bank. Mr. K needs no to make sure this happens and follow him. It would be nice to save the mercenary help hired for the job, but ultimately they are expendable.



The police want to save all the hostages and prevent the criminals from escaping. Lethal force is authorized, but casualties should be minimized.

The criminals need to escape by the end of turn 8. Starting from turn 5, they may call the getaway car to one of the pickup spots. The car will arrive on the next turn after it's called.

## Characters

| Name           | Actions | Skill | Equipment   |
|----------------|---------|-------|---|
| Mr. K          | 4       | 7     | Assault rifle w/2 reloads, pistol w/1 reload. Body armor  |
| Mr. L          | 4       | 7     | Shotgun w/4 reloads, pistol w/1 reload. Body armor.   |
| Mercenary      | 3       | 5     | Assault rifle or SMG w/2 reloads, pistol w/ 1 reload. Body armor.   |
| Security Guard | 2       | 3     | Pistol w/2 reloads.   |
| Undercover cop | 3       | 5     | Pistol w/2 reloads.   |
| SWAT Officer   | 3       | 5     | Assault rifle w/2 reloads or shotgun w/4, pistol w/1 reload. Body armor. Gas mask. Flashbang or tear gas grenade. |
| Sgt. Kauhanen  | 4       | 7     | Shotgun w/4 reloads, pistol with 1 reload. Body armor.  |
| Lt. Mänty      | 4       | 7     | Pistol w/2 reloads. Body armor.   |
| Civilian       | 1       | 1     | Nothing worthwhile.   |

Models are armed with whichever long arm they have. Pistols can be assumed to be concealed in a holster or pocket even if not visible on the model. Models armed with only a pistol get an extra reload for it.

## Deployment

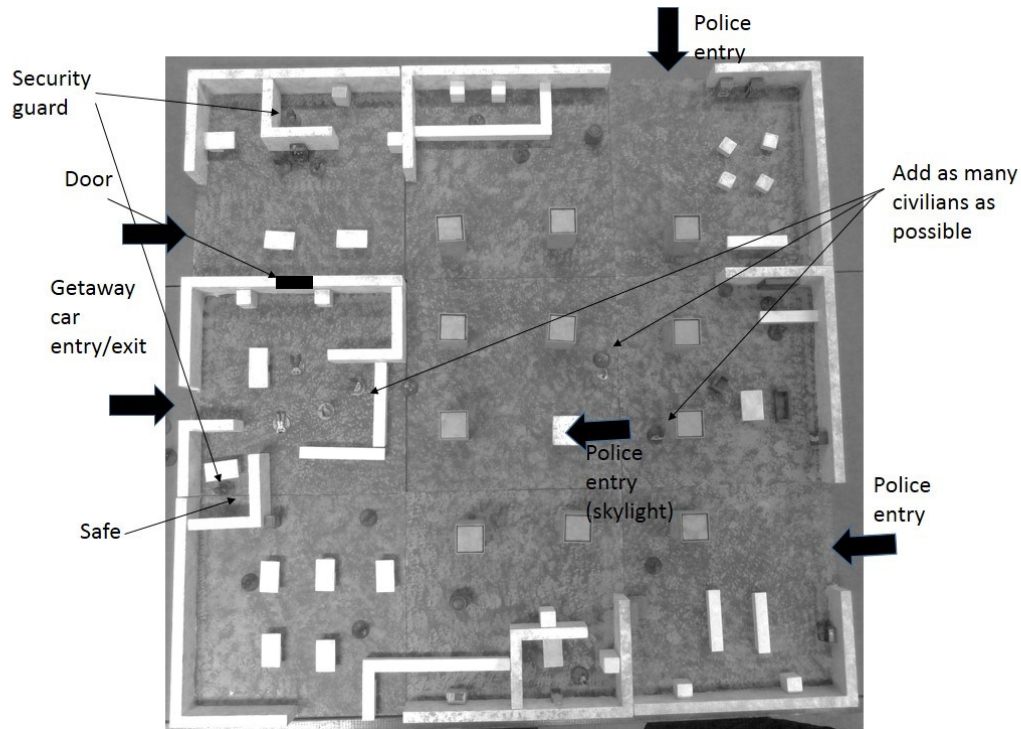
Deploy initial forces according to the map. If there is a SWAT team in position, write their chosen entry point on paper first, then deploy people inside the bank. The police may choose to deploy with either teargas or flashbang grenades, but once chosen all officers are equipped identically.

The criminals may deploy anywhere in the main lobby area (not the side rooms). Mr. K and Mr. L have an additional three mercenaries to help them out.

The criminals get the first move.

### Skylight assault

There is a police entry point on the roof, in the middle of the main hall. SWAT troopers deployed there may only shoot into the building within 4" of the center of the hall, visibility to other areas of the bank is blocked. They may also drop grenades. Entering the table they use one action to rappel down. Use any point within 4" of the center to enter.



## Reinforcements

There is one team of 4 SWAT officers available in the reserves at the start of the game and another is added on turn 4. On turn 6, add Kauhanen to the pool. Use normal reserve rules, the team members do not have to be deployed to the same entry point.

## The Score

Determine the results according to the following table:

|                                       |                        |
|---------------------------------------|------------------------|
| Both Mr. K and Mr. L escape unharmed  | Total criminal victory |
| Both escape, at least one is wounded  | Criminal victory       |
| Neither escape, and one is eliminated | Police victory         |
| Neither escape, both are alive        | Total police victory   |
| Any other result                      | Draw                   |

Note that the victory conditions do not mention getting out with the stuff. That's because it isn't there. However, if the criminal player tries to be smart and not even check the safe, downgrade his results by one level automatically (criminal victory to draw etc.).

In addition, award prestige points as follows:

- the criminals get two prestige points per mercenary that escapes alive
- the police get two prestige points per mercenary caught alive
- the police get one prestige point per mercenary eliminated
- the police lose one prestige point per officer eliminated
- the police lose one prestige point per hostage wounded
- the police lose two prestige points per hostage killed

Prestige points are used to buy extra resources in future scenarios.

## Twists

- **The Police Ball:** Replace the first SWAT team with four undercover cops already in the bank.
- **The Choplifter:** The getaway car is actually a getaway helicopter and will arrive at the skylight. The pilot's assistant may drop a frag or smoke grenade to clear the LZ.
- **The Topdown Solution:** The skylight is the only police entry point. Checking for booby traps might be a good idea...
- **Turnabout Is Fair Play:** Switch the ground level police entry points and getaway car pickup spots around.
- **The Killing Joke:** Some or even all of the criminals are actually hostages and the real criminals are hidden among the other hostages. Make a hidden note about the setup before the game starts. The criminal player controls the fake criminals: they may wonder around and take cover but don't use other actions (use civilian stats).
- **Hard Rain:** The building's sprinkler system will turn on with the first shot or explosion: Reduce visibility to 12".

## Scenario 3: Cracking Me Up

The job at the bank has gone south and it seems the entire Dice City Police Department is in pursuit. It's time the get heck out of Dodge! Mounting the getaway car the criminals lead a deadly chase through the city.

### The Situation

Mr. K and his companions are riding in the getaway car when they run into a police roadblock. As a freak accident closes the road behind them, they must fight their way through to survive!

Assume everyone has been brought back to operational capacity and there's plenty of supplies in the van to stock up. Even the car has been switched to one with less bullet holes if necessary. It can take 10 hits before being disabled. However, there's only the driver (mercenary stats), Mr. K and Mr. L and whoever they managed to get out of the bank last game. If playing this as a standalone scenario, assume two mercenaries made it out.

#### Modifiers

Modify the starting setup as follows based on the result of the previous scenario:

| Result                        | Modification  |
|-------------------------------|---|
| <b>Total criminal victory</b> | The criminals get 5 frag <i>and</i> 5 smoke grenades.   |
| <b>Criminal victory</b>       | The criminals get 5 frag <i>or</i> 5 smoke grenades.  |
| <b>Draw</b>                   | Play without modifications.   |
| <b>Police victory</b>         | The driver manages to crash the getaway car. The car starts with three hits on it and all the criminals start the game stunned. |
| <b>Total police victory</b>   | Lt. Mänty and Sgt. Kauhanen are hot in pursuit. They start the game on the table.   |

### The Objective

The criminals need to escape in a vehicle by the end of turn 10. They may do this either by clearing the roadblock and driving out in the getaway car, hijacking another car or by retreating to the bus station and catching a bus. A bus enters the station at the start of turn 4. The bus driver can be motivated to drive off by any criminal entering the bus. It's more fun if you let the criminals figure out the bus option by themselves.

#### Clearing the Roadblock

There's a spike mat set up between the police cruisers. A model needs to use an action to yank it out of place, or any vehicle driving across it will be unable to take make any further move actions.

Cars may push through gaps between normal civilian cars by expending an extra action and taking one hit. Move the other vehicles out of way by the minimum amount necessary to clear a way, they will also take one hit each.

#### The Hijack Protocol

Police cruisers can't be hijacked as they have anti-hijack measures installed. To hijack a civilian car a model must move next to it, make a successful skill check to get the driver to exit, enter the vehicle and make another skill check to start it. If any of these skill checks is failed, that vehicle can't be hijacked as the panicked driver drops the keys under the seat.

Hijacking the bus is easier. Just enter the vehicle and pass a skill check to motivate the driver to drive off. The check may be retried with a new action until it succeeds. The bus is considerably roomier than a standard car, models may take cover inside it and shoot normally.

The player may try to hijack as many vehicles as he likes. All civilian cars are disabled after 5 hits, except the bus which can't be shot at by the police due to danger to city property and civilians. The police are also not allowed to pre-emptively shoot at civilian cars before the criminals enter them.

## Characters

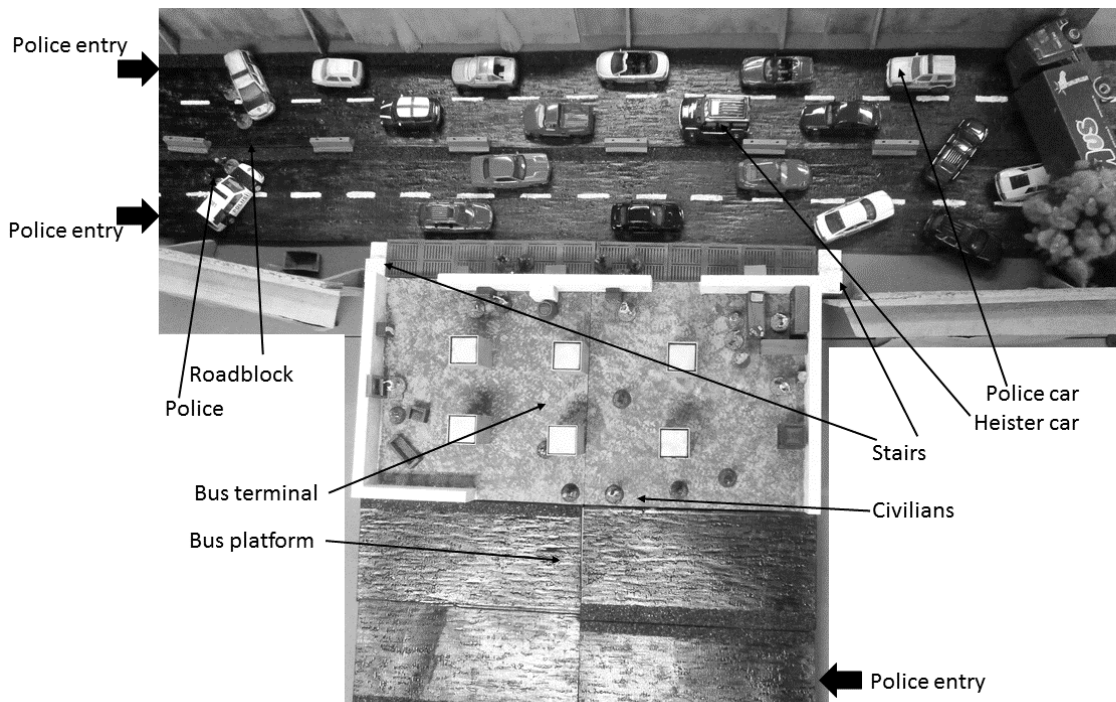
| Name           | Actions | Skill | Equipment  |
|----------------|---------|-------|--|
| Mr. K          | 4       | 7     | Assault rifle w/2 reloads, pistol w/1 reload. Body armor.                |
| Mr. L          | 4       | 7     | Shotgun w/4 reloads, pistol w/1 reload. Body armor.                      |
| Mercenary      | 3       | 5     | Assault rifle or SMG w/2 reloads, pistol w/ 1 reload. Body armor.        |
| Patrol Officer | 2       | 3     | Shotgun w/4 reloads pistol w/1 reload.                                   |
| Undercover cop | 3       | 5     | Pistol w/2 reloads.  |
| SWAT Officer   | 3       | 5     | Assault rifle w/2 reloads or shotgun w/4, pistol w/1 reload. Body armor. |
| Sgt. Kauhanen  | 4       | 7     | Shotgun w/4 reloads, pistol with 1 reload. Body armor.                   |
| Lt. Mänty      | 4       | 7     | Pistol w/2 reloads. Body armor.  |
| Civilian       | 1       | 1     | Nothing worthwhile.  |

Models are armed with whichever long arm they have. Pistols can be assumed to be concealed in a holster or pocket even if not visible on the model. Models armed with only a pistol get an extra reload for it. Roughly half of the patrol officers should be armed with only a pistol.

## Deployment

Deploy initial forces according to the map. Note that some models start the game in vehicles, but all the vehicles are considered stopped. There are four patrol officers manning the roadblock and a single officer in the pursuing cruiser.

All the vehicles start the game stopped. The criminals get the first move.



## Reinforcements

One team of 4 SWAT officers is added to the reserves on turn 4 another is added on turn 8. On turn 6, add Kauhanen and Mänty to the pool. Use normal reserve rules, the team members do not have to be deployed to the same entry point. The bus terminal entry point may be used from turn 8 onwards only.

## The Score

Determine the results according to the following table:

|                                       |                        |
|---------------------------------------|------------------------|
| Both Mr. K and Mr. L escape unharmed  | Total criminal victory |
| Both escape, at least one is wounded  | Criminal victory       |
| Neither escape, and one is eliminated | Police victory         |
| Neither escape, both are alive        | Total police victory   |
| Any other result                      | Draw                   |

In addition, award prestige points as follows:

- the criminals get two prestige points per mercenary that escapes alive
- the police get two prestige points per mercenary caught alive
- the police get one prestige point per mercenary eliminated
- the police lose one prestige point per officer eliminated
- the police lose one prestige point per civilian wounded
- the police lose two prestige points per civilian killed

## Twists

- **The Transit Cop:** One of the civilians on the bus platform is an undercover cop.
- **Lights Out:** The accident blows out the lights in the tunnel. Reduce visibility to 8”.
- **The Vigilante:** One of the civilians has a shotgun in his trunk. Use patrol cop stats. Once shooting starts, the police player may control him.
- **The Tunneling Inferno:** Flaming gasoline is spreading from the overturned truck. A wall of flame advances in the tunnel 4” per turn (move after police turn). Models caught in the flames are automatically stunned and must use their next available actions to move out or be eliminated.
- **The Semi-Sniper:** One of the officers at the roadblock has an assault rifle.
- **The Speed Option:** The bus arrives later, on turn 6, but it does not stop. It will move through the station one action per turn and then exit never to return. A model may jump onto the bus by moving next to it and passing a skill check. Failure causes a stun.
- **The Gauntlet:** The bus is driven by an alcoholic cop with severe disagreements with the rest of the department. He is only too happy to let on any non-police with a gun onboard. The bus is armored and can take 30 hits, but the police are free to shoot at it. Use Mänty’s stats for the cop, he will return fire against anyone shooting at the bus or him. His Super Magnum revolver causes double hits.
- **The Pelham Line:** The bus has been hijacked. It starts on the table, but there are two mercenaries inside who will shoot at anyone trying to approach the bus without a sack of money.