

The All Important Call

An adventure for 3 to 6 Family Associates or Gang Members. *(The adventure is best suited for Triads, but works for an Asian organization including Yakuza.)*

Set up: It's about 11:30pm on a Wednesday night. You are relaxing in the Desert Bloom, a hole-in-the-wall casino (*three blocks east of Area 18*) that caters to Asian gamblers. You are in the middle of a game of Sic Bo, a popular Asian casino game played with three dice when in walks Huen Nguy, a Vietnamese associate of yours. Huen is an associate of the soldiers in the (*name a Society House or Yakuza organization the PC's are friendly with*) and he is widely considered to be a reliable and even honest guy. If he wasn't Vietnamese, he'd probably be made. Huen works an immigrant smuggling operation, so you don't get to see him in the casino much. He looks around the room and makes eye contact with you. He clearly wants to talk with you, but the casino security stops him before he approaches. He's not dressed for the casino. He's wearing a wind breaker and dirty jeans. You're a semi-regular at the Desert Bloom. You can easily wave him in if you want. What do you do? *(Let the PC's decide whether or not to let Huen in. He'll wait for them outside the casino all night if he has to. He's been trying to call them on a cellphone, but Sic Bo is a loud game and the PC's could not hear their phone.)*

Meeting Huen: "Can we go outside? I'm sorry to bother you, but this is urgent," says Huen. *(If the PC's go outside are in a secluded place, like a car, continue.)* "You know I've been working with the Thousand Fists moving immigrants into the States. We were expecting in a shipment to Seattle. Twelve immigrants that were sealed in a cargo container. My contact with the Fists was this Triad named Fengge. I told Bolin (the leader of the fists) that he was unreliable, but what do I know, right? I'm not Triad. Well, Fengge was supposed to go up to Seattle and open the cargo container. I arranged to ship the immigrants here. The moron gets himself arrested breaking into a Fedex delivery truck. He's looking at 20 years! All for some piece of shit jewelry he could've just bought. Well, Bolin's pissed, right? Refuses to pay his bail as punishment. Now Fengge won't tell me which cargo container they are in! They're gonna all die, man! That ain't right! That ain't right! You gotta help me. I'll make it worth your while." *(If any of the PC's have "Changed Man" or "Sentimental" they should probably make a weakness check to avoid taking on this scheme.)*

Likely questions from the PC's:

What's in it for us? "I'll take care of you, man. I promise. 10 Wealth each. *(Huen can go as high as 25, his entire profit for the cargo container. He doesn't care. His cousin is trapped inside. He'd even be willing to go higher if the PC's push him, but for that he'd have to promise something he can't deliver. He might let the PC's help them and then kill them if they push him that far. He'll reveal his cousin's position, if they still demand more money, Huen will pay it until he can find a time to extort the PC's in the future. It's up to the GM.)*

Who is in this cargo crate? "Twelve immigrants from Fujian Province." Fujian has been known as the province where young Chinese people leave the country seeking their fortunes for hundreds of years. *(It is 35% likely the PC's are from this province if they are Chinese.)*

How do we locate the cargo crate? "One of the immigrants has a cellphone. She can only use it as a walkie-talkie, if we can get close enough to the crate, we can talk to her." *(The woman with the phone is Huen's cousin. He knows that her walkie-talkie function on her phone will only work because her phone plan in China doesn't work in the States.)*

How do we get them out? "Fengge has the key with him. It's in his personal belongings in the jail, so forget that. We'll just have to bust it open. Then, I got a guy that owes me a favor. He owns the snack truck that feeds the workers. I figure, we sneak them inside the snack truck and then drive it out before anyone notices. Keep in mind, we have to cut a hole in the cargo crate. Those locks all have a seal that's a lot more complicated than a padlock and it won't cut with a pair of bolt cutters or a saw."

How do we get them back to Las Deudas? "I'll handle that. Just help me get them out of the crate before they die."

How much time do we have? “We should’ve had them out four days ago and they had to spend 12 days in there for the trip. They have to be out of food by now. Assuming they’re all alive, maybe two days.”

How do we get to Seattle? “We drive. Should take us about 19 hours one way. I got cots in the back of the truck, so you guys can be fresh when we get to Seattle. I’ll drive.” *(If the PC’s offer to take turns driving, Huen thanks them and tells them they are stand up guys. Give the PC’s 10 Respect each.)*

How’s security at the port? “Tight, but it’s a big place. You need to show I.D. to get in and sign a book, but they let anybody inside during the day. I figure if we go in the morning when it opens at 7am, we should be able to get out by the time the snack truck leaves at 3pm. Also, you’ll need to have some kind of reason why you’re at the port. Make up some kind of company. Say you’re scoping the place out to use for business or something. But figure out a good story during the drive.”

It’s 11:45pm on a Wednesday. You have about four hours to gather whatever you need for the trip or you’ll have to buy it in Seattle or on the road. *(The PC’s will probably want to buy a welder’s torch to cut open the cargo container. It costs 18 Wealth for all the equipment, including a helmet. They can rent it for 12 with a credit card, but if its lost it will cost them the full price.)*

NOTES FOR THE GM ONLY: Huen is leaving out two things: 1) one of the immigrants is his cousin and he’s desperate to save her. He’ll try and hide this fact unless the PC’s attempt to shake him down for more than 25 Wealth. 2) Getting caught, if the PC’s don’t already suspect, is a federal crime that carries a lot of time. If the PC’s are caught smuggling immigrants they will get +2 on the Major Crimes chart during their trial. Additionally, there are federal officers on site at the port and they are ready at a moment’s notice to pounce on suspected terrorists or any other law breaker.

Huen Nguy (33): 2nd level Tough Mook/7th Level Family Associate/Wiseguy:

Str: 13/+1, Int: 11/+0, Wis: 12/+1, Dex: 14/+2, Con: 17/+3, Cha: 11/+0, Defense 16, 91 HP, Attack Bonus: +5, Fort: +7, Ref: +1, Will: +2, Skills: +8 Drive, +5 Hide, +4 Move Silently, +8 Bluff, +6 Knowledge (streetwise), +6 Sense Weakness, +9 Destroy Evidence, +3 Exploit, +3 Hide Motive, +7 Sense Motive, +5 Sleight of Hand, +5 Repair, +7 Knowledge (technology), +5 Craft (mechanical), +5 Craft (structural), +6 Intimidate, Feats: Simple Weapon Proficiency, Police Connection, Family Connection (PC’s Triad), Personal Firearms Proficiency, Legendary Rep, Legitimate Businessman, Attentive, Weaknesses: Sentimental, Family Man, Possessive Mother, Talent: Remain Conscious, Know Respect, Balls, Legitimate Front, This Guy’s Good, Respect: 900, Bank: 230, Wealth Bonus: +15 *(Huen has a reputation for getting things done. The Triads love working with him as he has consistently made them money.)* **Weapon of Choice:** Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag.

Getting to Seattle: *(The drive is uneventful since the PC’s are doing nothing illegal. Give them time to buy their supplies. If they decide to fly out ahead of time, they can catch a red eye to Seattle and be at the port by 10am, but the tickets cost 19 Wealth each. They can then attempt the adventure early, although the PC’s will have to hide the immigrants somewhere until Huen’s truck arrives and they will most likely be unable to carry tools and guns on the plane, so they will have to reacquire them in Seattle. If the PC’s didn’t help Huen drive, he’s fried from being up all night and gets -2 on all checks until he gets some sleep.)* The drive is a bit grueling, but uneventful. You arrive in Seattle the next day around 6am.

Entering the Port: The only way inside the port facility that won’t arouse suspicion is through the main gate. Here there is a parking lot and a building where all visitors must check in. After you’ve parked, Huen points to a second gate where there is a guard. “That’s the entrance where the Snack Truck and other vehicles pull in. Fengge had all the paperwork to get past the guard and I didn’t have time to make new ones. You’re gonna have to get past the guard in the visitors’ center. I hope you came up with a believable business. Leave any of your tools with me. I’ll call my buddy, Dac Kien, that owns the Snack Truck. He can vouch for me and get me

in side through the gate. I'll put your stuff on the snack truck with me. See you inside. If you get jammed up, call me on my cellphone." *(If the PC's insist on breaking in "ninja-style" or something more commando, the facility is ringed with video cameras, a 12' tall double fence topped with barbed wired and there are regular patrols of armed security guards in trucks all around the perimeter. It just would not be feasible in the day. Water is a possibility, but it would takes hours to acquire a boat, maneuver past the other boats and get to land. Huen can't swim and it's just easier to go through the main gate.)*

The Main Gate: The main gate is inside a large customs building. There is a line to get in. A jaded armed guard quickly looks at I.D. badges and asks everyone to sign the guestbook. He also asks visitors to "state your business". The building is open from 7am to 7pm. *(The PC's can easily get by if they keep their cool. A DC 12 Diplomacy check is required. Failure means the PC's are scrutinized. As long as they have reasonably valid I.D., the guard will let them in. If they don't, they'll be asked to leave. The PC's could attempt again four hours later or come back in a disguise. If the PC's bother to look, there is a second guard that monitors people as they are coming out. There's no one leaving right now, so he's reading a magazine. If the PC's attempt to bring anything inside that isn't hidden on their person, they will be carefully scrutinized and questioned. The guards will want to know why the PC's are bringing tools or whatever into the port. If the guards find guns on the PC's, they will be detained and the police will be notified. The characters will be held in a room and handed over to the cops in about two hours.)*

Average Port Guard: 2nd level Tough Mook/5th Level Cop

Str: 14/+2, Int: 12/+1, Wis: 10/+0, Dex: 14/+2, Con: 15/+3, Cha: 10/+0, Defense 17, 44 HP, Attack Bonus: +6, Fort: +5, Ref: +2, Will: +1, Skills: Gather Information +6, Investigate +6, Sense Motive +4, Knowledge (streetwise) +5, Spot +7, Search +5, Listen +6, Drive +8, Feats: Simple Weapon Proficiency, Brawl, Personal Firearms Proficiency, Sharp, Vehicle Expert, Run, Weaknesses: Code of Honor (they must uphold the law), Talents: Remain Conscious, Identify Family Members, Interrogate, Gain Informant, Respect: 700, Bank: 250, Wealth Bonus: +12 *(These guards are well paid, but jaded. There are so many rules at the port, but many of them are regularly broken. They will not risk their lives to defend cargo containers. If the PC's pull guns, they withdraw to a safe distance, man the entrance and call the cops.)* **Weapon of Choice:** Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag., taser, fists.

Average Port Worker: 2nd level Tough Mook/3rd level Mook

Str: 11/+0, Int: 12/+1, Wis: 11/+0, Dex: 12/+1, Con: 15/+2, Cha: 12/+1, Defense 14, 26 HP, Attack Bonus: +3, Fort: +3, Ref: +3, Will: +2, Skills: +5 Repair, +13 Craft (Mechanic), +8 Knowledge (current events), +3 Sense Motive, +5 Craft (Electronic), +10 Drive, +6 Climb, +4 Spot, Feats: Simple Weapon Proficiency, Brawl, Corporate Connection, Creative, Long Memory, Good Earner, Mister Fix-it, Weaknesses: Code of Honor (won't break the law), Talent: Remain Conscious, Earn, Respect: 500, Bank: 0, Wealth Bonus: +10 *(Port workers are even more jaded than the guards. They have a strong union.)* **Weapon of Choice:** fists

Finding the Cargo Container: The area on the inside of the port is indeed huge. You see acres upon acres of cargo containers, stacked six high. There are dozens of dock workers moving unloading and loading the crates. They are operating cranes, moving containers and a few are inspecting containers. You spot Huen coming out of the Snack Truck. He cautiously moves to you.

"Okay, fellas, so far, so good." He pulls out his cellphone. "One of the immigrants' names is Thien. Put on you're cellphones' walkie-talkie function and say this in Vietnamese: "Của anh anh chị con bác ngoài động từ." If you get a response, that's her. Someone else call me over and I'll talk to her." Try to be casual about it. *(Loosely translated, this means, "Your first cousin has come to rescue you from death." Huen will not translate the part about the cousin. The PC's have a 1 in 6 chance of being in the correct spot to hear Thien. Roll some extra dice to make the players think there's something else going on behind the scenes. Once they've located Thien, read the next passage.)*

Thien Lives!: A breathless woman comes over your cellphone talking in Vietnamese. Huen over hears it and comes running over. He smiles and talks to Thien in Vietnamese.

“They’re alive, thank God. But they are very hot and they are out of food. We have to get them out.”

Searching around by having Thien tap on the cargo container, you locate the exact one. It’s positioned three containers up. Huen looks around. The area is pretty deserted. Make a Spot check. (On a DC 10 Spot Check, the PC’s notice a video camera on top of telephone pole facing down the row of containers.)

“That’s no good. If security sees us here, we’re dead. First, we have to sneak the torches over here without anyone seeing. Then we need to take out that camera and keep the security guards distracted.”

To sneak the pieces of the torch over to the cargo container, you will need to disassemble it and hide it under your clothes. Three of the pieces are fairly small and easy to hide (DC 10 Camouflage, Sleight of Hand or Hide) but two of the pieces are larger and more bulky. (DC 15 Camouflage or Hide). *(If the PC’s miss a check, they are noticed by a worker. The worker mistakenly thinks the tool is part of the port worker’s stuff and that the PC has either stolen it or picked it up. The PC then has to make a DC 14 Bluff or Diplomacy, DC 18 Intimidate or a DC 12 Bribe. Assuming the parts are in place, the PC’s need to take care of the camera and guards and then climb the containers to cut the hole.)*

The video camera is positioned on a telephone pole about 30’ in the air. It’s stationary and does not move. The pole is in an open area that includes the snack truck and the entrance, so many people can see the pole. Climbing it will attract attention. *(If the PC’s examine the pole closely, they will notice a wire coming straight down and into the ground. This is the power for the camera. If it is cut, the video camera is disarmed. The guards notice a few minutes later and then send two guards in a jeep to investigate. It will take the guards 15 minutes from the time the wire is cut. Have the PC doing the cutting make a Sleight of Hand or Hide check vs. a DC 14. If he fails, he is noticed by 1d3 witnesses, adding +3 Suspicion per witness. If the PC’s can’t think of a way to distract the guards, read the next section.)*

As for distracting the guards, Huen suggests two of the PC’s go somewhere else in the port and start a fist fight with each other. *(If the PC’s do this, they send four guards in a jeep to break up the fight. The longer the PC’s can struggle with them, the better. This makes the guards take twice as long to arrive on the scene of the video camera.)*

FOR THE GM: Sounding the alarm: If the PC’s are stupid enough to turn this into a bloodbath, the guards withdraw to the entrance building and announce over the P.A. system that the port is being evacuated. They call the cops and wait. The cops arrive in force 20 minutes later with five patrol cars, 10 officers and a SWAT team of six officers in full body armor and assault rifles. The patrol officers will slowly encircle the PC’s until they either surrender or are killed.

Freeing the Immigrants: The thirteen immigrants are tired, hungry and dehydrated, but alive. An immigrant with a cellphone hugs Huen when she emerges. *(This is Thien. Huen is secret smuggling her out on the Triads’ dime. If the PC’s notice, he’ll try to dismiss it the miscount. If they press him, he’ll negotiate for their silence. If they push him too far, he’ll eventually arrange for the PC’s to be killed.)* “Okay,” says Huen. “I’ll bring the snack truck to the end of the isle. Pack everyone inside, okay?” As Huen goes to get the snack truck, one of the immigrants starts ranting in Chinese. He’s going to attract attention if you don’t get him calmed down. What do you do? *(This immigrant is Changpu. He’s so dehydrated, he doesn’t realize he’s in America. He’s angry because he thinks the container got stopped in Hong Kong. If the PC’s know Chinese, they can attempt Diplomacy or Bullshit for a DC of 12, otherwise they need to Intimidate him for a DC of 15 or knock him out to shut him up. If the PC’s thought to bring water, he’s not as frantic and the PC’s get +4 to their checks.)* A few minutes later, Huen has the snack truck move. A few of the workers give the truck an odd glance and then go back to work. Huen moves the truck so that the back of the truck faces the isle, so no one outside the isle can see the immigrants climbing in. After a few minutes, you have everyone on board and ready to go.

“Here are my keys,” says Huen, tossing you the keys. “There is a parking lot three blocks from here. Make a left out of the parking lot, then a right at the corner, go three blocks and look for a billboard with a cigarette ad. I’ll meet you there with the snack truck.” (*The PC’s will have to exit the way they came in.*)

Average Immigrant: 1st level Fast Mook

Str: 14/+2, Int: 13/+1, Wis: 11/+0, Dex: 15/+2, Con: 14/+2, Cha: 14/+2, Defense 13, 10 HP, Attack Bonus: +0, Fort: +0, Ref: +1, Will: +0, Skills: +4 Bluff, +4 Drive, +5 Spot, +2 Sense Weakness, +5 Hide, +2 Knowledge (life sciences), +5 Climb, +3 Swim, +2 Sex, +3 Sense Motive, +5 Diplomacy, +3 Knowledge (streetwise), Feats: Simple Weapon Proficiency, Acrobatic, Defensive Martial Arts, Stealthy, Family Connection (Triad), Weaknesses: Oblivious to Danger, Respect: 100, Bank: 12, Talent: Evasion, Wealth Bonus: +1 (*These immigrants risked everything they had to come to the U.S. The men will work in the sweat shops and the women will work in the Triads’ massage parlors to pay off their debts.*) **Weapon of Choice:** fists

The Parking Lot: You find the lot with the billboard as Huen described. Dac, his friend, parks the snack truck and the immigrants begin piling out. You spot Huen hand the immigrant with a cellphone an envelope and she leaves. He casts a guilt glance your way. Huen gestures for you to stop the truck near him and immigrants. After you stop, Huen begins loading the immigrants onto the back. (*Again, if the PC’s confront Huen, he’ll dismiss them as best he can or lie his way through the conversation. After all the immigrants are on board, ask the PC’s where they are standing in regards to the truck and read the next passage.*)

The Man Cometh: Suddenly, two patrol cars from the immigration service roll up. Two officers from each car get out with guns draw. “Freeze, INS! Nobody move!”

“Go!” cries Huen. “We have to get out of here!”

(*If no one is in the drivers’ seat, Huen leaps inside and takes off in the truck. Any PC not already on board is forced to grab the truck. Make a Reflex save of 12. Huen will drive through the fence around the parking lot. The PC can either shove the patrol car out of the way or drive through the fence. Driving through the fence requires a DC of 15. Failure means the officers get an attempt to pull the PC’s from the car. A second failure and they will begin flattening the tires. The DC save then begins 19. If that fails, the players have to fight, run or surrender. Huen will run. He’s facing too much time. To escape the cops on foot, the PC’s will have to make a Fortitude check vs. a DC 12. The INS cops also must do the same. If the cops fail and the PC’s make it, they can Hide check vs. the officers’ Spot. If that succeeds, the cops lose them. If the cops succeed and the PC’s fail, the cops get a physical attack. They will grab the PC and attempt to restrain him.*)

Average INS Cop: 2nd level Tough Mook/3rd Level Cop

Str: 14/+2, Int: 10/+0, Wis: 10/+0, Dex: 14/+2, Con: 15/+3, Cha: 10/+0, Defense 15, 31 HP, Attack Bonus: +4, Fort: +4, Ref: +1, Will: +0, Skills: Gather Information +4, Investigate +4, Knowledge (streetwise) +3, Spot +6, Search +3, Listen +3, Drive +6, Feats: Simple Weapon Proficiency, Combat Martial Arts, Personal Firearms Proficiency, Light Armor Proficiency, Bureaucratic Connection, Weaknesses: Code of Honor (they must uphold the law), Talent: Remain Conscious, Identify Family Members, Interrogate, Respect: 500, Bank: 50, Wealth Bonus: +8 (*INS cops tend to go after anyone foreign-looking. In Seattle, they usually target Chinese immigrants. These cops speak broken Chinese and are 50% likely to understand someone speaking Chinese.*)

Weapon of Choice: Glock 17, 9mm autoloader, D2d6, 30ft range, 17 mag.

Huen’s Truck

Vehicle	Crew	Pass	Cargo	Init	Man	Top	Def	Hrd	HP	Sz	Purchase DC
Lg. Panel Truck	1	3	20,000 lbs.	-3	-3	170	(17) 7	5	3	H	31
Ford Crown Vic	1	5	425 lbs	-2	-1	185	(18) 8	5	34	H	28

Ford Crown Vic 1 5 425 lbs -2 -1 185 (18) 8 5 34 H 28

Car Chase: You are evading the cops with a truck full of smuggled immigrants. Make a Drive check. (*The PC's are trying to lose the cops. They get opposing drive checks. The PC's or Huen get -3 due to their maneuverability, the cops only get a -1. For each 10 MPH above 30 increase the penalty on both to -1. The PC's will need to win best out of seven, then five and then three to evade the cops. If they miss one, it goes back up. If they miss best out of seven, the cops force them onto the side of the road where they must start over. The cops will attack the truck, hoping to flatten the tires or pulls someone off the truck. On a critical failure, the PC crashes the truck for 2d6 points of damage and must make a second check to avoid hitting oncoming traffic for another 3d6. The second failure also stops the car. If the chase goes on for more than 20 rounds, a second cop car is added and then another 10 minutes later. The GM will have to adlib the chase as best he can. If the PC's tell Huen to drive to Chinatown, they get a +2 to Hide checks if they leave the truck because they will better blend in there. Seattle is a big city, so the PC's should have many places to hide. If Huen is caught, he tells the PC's he will have to pay them after he gets out of jai, probably 25+ years from now! The INS cops won't fire unless the PC's fire at them first.*)

Awards	Experience	Respect Points	Suspicion Index Points
Making a skill check	100		
Taking out of the video camera	100		
Distracting the guards with a fistfight	200		+2
Silencing the immigrant	100		
Blackmailing Huen for more money	250	25	
Escaping on foot	350	15	+3 per officer (12 total)
Escaping in the truck	700	25	+3 per officer (12 total)
Collecting money from Huen	150	1d20	+2