

Marked for Death Introductory Campaign

Introduction

Welcome to the introductory campaign for *Marked for Death!* This is a five-session campaign designed to take characters from their absolute beginnings to the strongest we recommend playing at. Each mission within the campaign is intended to be a single session, and all of the background information (including additional rules for character creation) is in this section.

Background

This campaign is based around events in China. As it is based in the modern world, however, the characters may fly all over the world, if they wish! The first two missions take place in the western world, to give the players a chance to get used to the ruleset before the story moves to a setting that is more likely to be unfamiliar.

The Jinyiwei

The players may create characters from anywhere in the world. They work for the Jinyiwei, a secret police service that was founded in 1368 and officially disbanded in 1644. Historically, they were bodyguards and agents for the Chinese emperors. The modern organisation distrusts outsiders, but the team have nevertheless been accepted for whatever reason. Since they are still considered less trustworthy than junior but native agents, they are initially given relatively unimportant missions.

The group's main contact with the organisation is a senior agent called Zhu. You will find a complete character sheet for her in the Antagonists section of the rulebook. She is primarily a social character, and dislikes the team. She will give them the bare minimum of help that she is made to, but will otherwise not bother to help them. Towards the end she may even actively hinder them – this is mentioned in the mission text where it is the case. If at any point the PCs attack her, refer to part two of mission five.

Beijing

Any direct contact with Zhu will take place in Beijing, the capital of China. It is within the UTC+8 time zone, which is 16 hours ahead of Seattle and 7 hours ahead of Germany.

As the capital of China, Beijing is where most state-owned companies are head-quartered, is a major transport hub, and is a major centre of culture and history.

There is a wealth of available information on Beijing, but the most important to the PCs is:

The Beijing international airport is the second largest in the world. They'll be able to get anywhere they want from there. Public transit within the city is primarily via subway, and outside is high-speed rail. Finally, Beijing is a very crowded city. It's difficult to find people, and this may both help and hinder the PCs.

Rule Modifications

Characters start off at 70 Budget. Any increases in Budget will be listed at the end of each mission. Additionally, there are two minor changes to the rules for this campaign.

- At the end of each mission, give the characters three downtime sessions, not one. This is to reflect the fact that the characters will be doing other missions in between these ones – the other missions are easy and/or unimportant to the plot. If the group want to play these intervening missions as well, reduce the budget and downtime count for each mission.
- Each character receives a +4 “Sharpened”, “Signature”, “Concealable” Jinyiwei Sword for free. These are given to all members of the organisation, but because the team are outsiders training for these swords is more difficult than usual. A separate skill, “Close Combat – Jinyiwei Sword” is required to use this sword, and whichever slot this skill occupies must be paid for again, to reflect the difficulty in getting training for this kind of sword. If the character has the Jinyiwei Sword skill in a +3 slot, for example, they must pay 11 Budget in addition to the normal character cost.

Notes

The routes presented in the majority of this campaign are merely the most straightforward. They are not the only way to proceed. Sometimes you will have to improvise, as it is impossible to account for everything. You may wish to be more generous with allowing secondary information checks, to ensure the ending goes correctly.

Disclaimer: None of the people presented or organisations presented here are real, except for the Dalai Lama. This is not meant to portray the real world, and thus no offence is meant – this is just a work of fiction.

Mission #1

After creating characters and deciding why the characters are together and with the Jinyiwei, they will meet with Zhu. She has contacted them beforehand to let them know where their safehouse is. This is the first time they've met her, and she is immediately mistrustful of them.

This safehouse is for this team alone, and it is where all of their spare equipment will be stored, any training will be given, and most importantly where Zhu will meet them. It is a small apartment somewhere within Beijing – use this description as an opportunity to inject some colour into the players' image of the city.

Zhu has a number of bodyguards equal to the number of PCs (see Mission #5 for a profile). Once they arrive, she shows them around the apartment and gives them each their own Jinyiwei sword – telling them that they must keep it on them at all times. It is not metal and will not show up on any kind of scanner.

The Target

The target is a somewhat important politician based in Seattle, Simon Hicks. They have one month to kill him – whilst Zhu is unwilling to tell them, the reason for this is that in a month he (and various other targets) will be voting on a bill that would adversely affect China if passed.

All of the following information can be gathered from Beijing or Seattle – the more they dig and the higher their search tests, the more information they'll get. This information is based primarily on a *Computer - Internet* test, but could be obtained in other ways. If they get less than 4 on their first attempt, they may retry. However, the new test will be capped at +4:

- +0 If the search test results in 0 or less, they know nothing about their target other than his name and the phone number of his secretary.
- +1 Simon Hicks is a minor politician based in Seattle, WA. He loves apple pie, family and good honest American values!
- +2 Simon Hicks is one of two senators that serves the state of Washington. He lives in Seattle with his family and is nearing the

end of his term, having served for five out of the six years.

- +3 Unlike many senators, Simon is known for not taking bribes or “contributions”. His resources are therefore less than most high-value targets in the US. Based on this they could estimate his income at less than \$200k.
- +4 Well known in Seattle, Simon is popular. A lot of people will be sad to see the end of his term as they feel that he listens to them and upholds American values.
- +5 By this point the team will know some details of his schedule as well as his address. What they won't know is: The layout and security features of his house or his schedule in detail.
- +6 If they so choose, the team could very easily ensure that they kill Simon Hicks at such a time that only half of the major NPCs are around him. These are his bodyguards and family. They will also be aware that he supports reducing reliance on China for trade and freeing Tibet, amongst other things that the Chinese government would not like.
- +7 The team will additionally know the layout of his house, and the principles on which he ran his campaign. He is well respected as he shows a great deal of knowledge about international economic and social issues, and the basis of his campaign was that he aims to reduce reliance on foreign powers and make America a stable and powerful nation.
- +8 If they score this highly, the team will be given the core principles on which Simon Hicks ran his campaign, his personal values, details of his schedule and the layout of his house. They will also have some details on the security features of his house.

Getting There, Setting Up

Flying out to Seattle is pretty easy. It's entirely possible to get a direct flight, but it takes close to 11 hours each way. Bear in mind that Beijing is 16 hours ahead of Seattle. Weapons and equipment aside from the swords will be taken over by the Jinyiwei in order to make sure that they get past security without any problems.

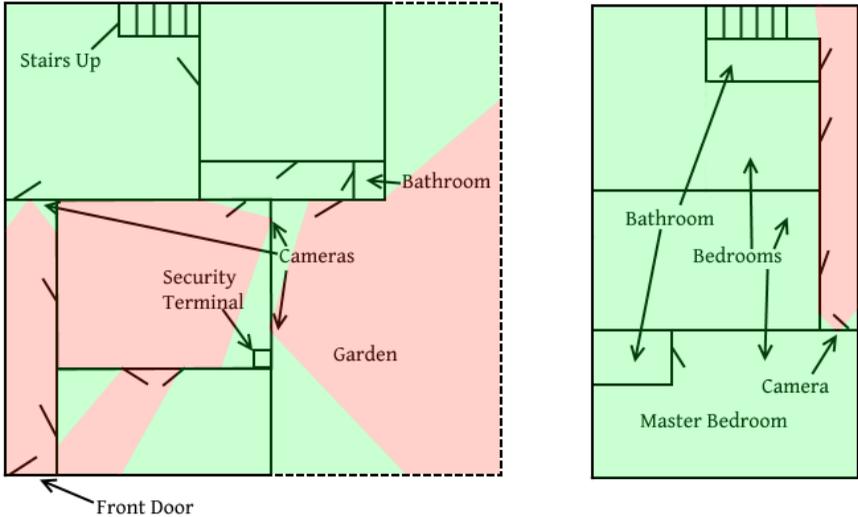
They may, of course, choose to reject the help of the Jinyiwei. In this case, have them make a *Physical - Stealth* or *Social - Disguise* check, difficulty 2, in order to smuggle any questionable equipment past security. A tie results in one piece of equipment making it past security, and each Shift results in one additional piece of equipment getting past. A Success with Style results in all questionable equipment passing security with no issues. Each confiscated piece of equipment increases the Reaction Points available to the GM by one.

Once there, the PCs will want to establish a short-term safehouse. If they wish, they can set up a safehouse in Chinatown where the Jinyiwei will be able to provide them a building. However, since Simon Hicks lives up by Madison Park, this would result in a trip of 45 minutes by public transit. They may wish to set up closer.

Expect most of the session from this point forwards to be planning. There is little else the PCs can find which is relevant to the hit, but they may ask about all sorts of things. When outside of his home, Simon is too heavily guarded to attack, so it will have to be made at his address.

The Hit

Simon Hicks has no staff other than his bodyguards, of which he has one for each PC, and his family number the same as his bodyguards. They are made up of his wife and children. If the team scored +6 or higher on their information checks, they will be able to choose one group (either his family or his bodyguards) to not be present when they attack by looking through his schedule. Otherwise, decide randomly – there is a 10% chance of one group being missing, which can be approximated by a 4dF roll of 2 or higher.



Using the map above, the hit should be easy enough to run. Red areas are covered by cameras and green are unseen. A *Computers - Security* roll of 3 will disable one camera, with each Shift disabling an additional camera. Physical access to the terminal is required to attempt to disable any cameras unless a *Computers - Internet* roll of 2 or higher is made.

If bodyguards are encountered, they will attack with pistols at +3 and defend with toughness at +2. They have +2 weapons and armour – and any police can be assumed to have the same profiles. Simon Hicks will be in the master bedroom assuming the hit is made at night.

Assuming the hit is successful and the team return to China, they will be rewarded with Downtime and an increase to their Budget as Zhu begrudgingly admits that they *did* complete their task, putting their new total at 85.

Mission #2

Due to the increased Downtime, all of the characters will lose all of their consequences. It is a simple matter to provide medical support to them whilst they are in Beijing. If any PCs have healed from Very Severe Consequences Zhu will point out that it might not be so easy abroad.

The Target

The new target is a prominent businesswoman based in Munich, Germany, named Erika Holzer. This time there is no clock on the hit, but Erika was friends with Simon. Zhu will not mention that she is actively looking into his death and so the longer they take, the more prepared she will be. Again, the search test can be retried but will be limited to +4 if they choose to do this.

- +0 Erika Holzer is the CTO of a German transport company, Gemeinsam (which literally translates to “Together”). Any result below 0 will also give this information.
- +1 One of the first successful female businesswomen in Germany, Erika Holzer is a symbol of hope for many poor or oppressed women in Europe.
- +2 Erika lives in Munich, where her transport company owns most of the public contracts. She is now 43 years old.
- +3 She was poor growing up and has gotten to where she is today with a lot of hard work and dedication. Relative to Simon Hicks, Erika has a sizable income. She donates a significant portion to charity.
- +4 Erika is very much a loner, she only really talks to people when she has to. Despite being one of the richest women in Europe, she has only very limited personal security. However, she has recently been increasing her personal security. Why might that be?
- +5 By now the team will have an idea of her schedule and will know her home and work address. They will also be aware that she has no family, and few friends – Simon was her closest friend before his death.

- +6 By this point the team could easily pick out several locations that Erika regularly visits where police and bodyguard intervention would be minimal.
- +7 If the team score this highly, they will know why Simon and Erika were so close – they both shared a strong interest in international politics and human rights. They will also learn that the two met at Oxford University, where they both did their undergraduate degrees.
- +8 Additionally, they were planning to launch a large-scale campaign to get a number of countries, China included, to own up to and make amends for various human rights infringements.

Getting There, Setting Up

Again, the trip is simple. There are regular direct flights from Beijing to Munich, and public transport in Munich is of very high quality. Germany is only 7 hours behind China. Have them make the same checks as before if they want to smuggle their equipment in by themselves. One Reaction Point may be spent to increase airport security, leading to the difficulty of the check increasing by one. More may be spent, as per usual, to increase the security staff actively searching for the PCs.

Additionally, start a secondary pool of Reaction Points for Erika. It is possible for her to use them if the team attack her home.

For every three days they take to search for information, move the number of Shifts required to find out where and when to attack up by one. For every week they take to attack, double her personal guard (which starts at two guards), increase the difficulty to remove automated defences by 1 and remove one of the attack options.

Again, the Jinyiwei can offer a safehouse, but this time it is nowhere near central Munich where Erika lives, taking closer to 1 hour 30 minutes by public transit.

The Hit

There are three places where the team may choose to attack. The home of Erika Holzer, her route to and from work, or a small café where she normally gets lunch. Erika's bodyguards have the following profile: Notice +4. Attack (batons) +3, +3 damage. Defend (toughness) +2, +2 damage reduction.

Home

Attacking her at her home will mostly be a case of attempting to bypass electronic and automated defences, as her bodyguards leave her alone when she returns home. These are:

- Cameras (difficulty 3, add one Reaction Point if spotted)
- Silent Alarm (difficulty 2, allows her to spend her own pool of Reaction Points if she spots the PCs)
- Doors (difficulty 3, electronic locks)

Erika also owns a taser (attacks at +3, will automatically Take Out anyone hit without giving them Consequences but cannot kill). She is waiting for a handgun to arrive, which will take 1 week and three days from when the team are deployed. This gun lets her attack at +3, and does +4 damage.

Travel

This is realistically a case of finding a point on her route from which a good sniper shot can be taken. Only one Reaction Point needs to be spent for her to change her route, however, so despite being the easiest method it is also the least reliable. There are little to no defences to worry about if this method is chosen.

Café

There is little in the way of electronic defences here (two cameras, as above, which can both be disabled at the same time). The challenge will be to get past Erika's bodyguards and any innocents in the area. Most people will be easily subdued by threats and intimidation, but as soon as Erika gets any indication of a potential attack she will flee. Half of her bodyguards will defend her, the other half will stay and fight.

Returning to Beijing

Assuming that the hit is successful, Zhu congratulates the team. Their budget is increased to 100 for their success.

Mission #3

Upon meeting with Zhu, she will explain that the higher-ups are unhappy with their performance. Whilst they have been successful with their previous hits, Zhu has apparently been rewarding them too much. This is a barefaced lie, and an appropriate check will reveal this (not difficult), but if they realise Zhu will use her *Persuade* to back up her argument. Regardless of the outcome, they should realise that attacking her outright would be a bad idea as even if they succeed in killing her the rest of the Jinyiwei will then pursue them.

The Target

A professor of political science based in the University of Hyderabad in India, named Kiran Ganaka. Here is what they can learn, although a secondary check will be capped at 3:

- +0 Kiran Ganaka teaches political science at the University of Hyderabad.
- +1 He specialises in international politics. This will also give them his office location.
- +2 By this point the team will know when and where he lectures.
- +3 Additionally, they will be able to get fake access cards made.
- +4 This will give them a few more details about the contents of his lectures – the fact that he is fighting corruption in the Indian government and the fact that he favours a reduction in trade with China are among the personal details they will learn.
- +5 Kiran's home address and telephone number, as well as details of when he normally arrives at and leaves work (Note: he takes a motorcycle to and from work, which is common in India).
- +6 A perfect sniper position that would allow the team to kill him on his way home from work without having to be anywhere nearby. Also, the fact that he has no security at home.
- +7 Kiran did not know Simon Hicks or Erika Holzer well, but was aware of both. He is in regular contact with Nepalese officials as they come to him for help with various diplomatic situations.

Getting There, Setting Up

There are no direct flights to Hyderabad, but the time difference is only 3½ hours. The Jinyiwei will be able to get the team a safehouse on the university campus, so this should be no issue.

The same checks and opportunities to spend Reaction Points apply to this and future flights. It is much easier to bribe officials in India than in the US or Germany, however, so bear this in mind if they get caught by the police or some kind of security.

The Hit

It is very likely that this will be a simple task. Kiran Ganaka does not think he is going to be targeted, and since he is at a university he is relying on their security to keep him safe from any other threats.

It is possible to acquire a gun in India, but the laws are stricter than in the US, so the team should still avoid walking around with their weapons on display.

The team will have a choice of three locations, depending on how well they collected information. The sniper spot will be the safest, but will give police more time to find them. His home will involve his family, and work will involve plenty of innocents.

The profile for Indian police is:

Notice +4. Attack +3 (assault rifles), damage +3. Defend +2 (athletics), damage reduction +3. Will +1. Squad Combat possible, attack in squads of three.

Zhu

This is the first point at which Zhu might intervene. If it seems like the team are going to breeze through this, she'll send some of her men to defend Kiran. They will attempt to spring an attack just before the PCs can launch their own. Their profile is as follows:

Defend +5 (athletics), damage reduction +3. Attack +4 (various guns) damage +3. Notice +3. Will flee if brought to low health.

When the PCs return to Beijing, Zhu will comment on the fact that they were ambushed during their own attack and the involvement of the police, but she will increase their Budget to 115 regardless.

The Jinyiwei Plan

By this point the PCs may be wondering what's going on. Clearly the Jinyiwei know that all of these targets have been connected, but they never revealed this information. There have also been several occasions where the Jinyiwei deliberately withheld information which would have been useful for the PCs to know. So what's going on?

There are various methods that they may use to gather the following information – repeat checks using the same method are capped at +4, but using other methods are uncapped. This may be a combination of deduction, careful snooping, or even hacking Jinyiwei systems and is made over multiple Downtime sessions so that no suspicion is aroused:
+0 Nothing is wrong. What are you worried about?

- +1 The Jinyiwei tend to dislike outsiders, but they won't do much more than limiting their advance. Don't ever expect to become any more senior than you are.
- +2 This probably means that you'll only ever deal with Zhu, as the Jinyiwei minimise internal communications to avoid issues if one or more of their number are captured.
- +3 They invest a lot of money into their assassins, and are extremely unlikely to go back on this investment.
- +4 They're significantly more likely if said investments are foreign, as well as if they fail missions or attract attention to themselves.
- +5 Depending on what their overall plan is, there may be a significant risk to the team upon its completion.
- +6 All of the targets so far have had significant interest in Tibet and Nepal, the former of which was taken over by China in the recent past (1959).
- +7 All were very strongly connected to Nepalese government – without them the country is struggling.
- +8 The final target will be the Dalai Lama. Once these key connections are gone, China will be able to take over the country completely claiming that it is for stability. The PCs will be killed in order to keep them quiet once the job is done.

Mission #4

For the purposes of this mission, double the number of reaction points earned for any given issue. Rajesh is on high alert due to the death of his associate, Kiran Ganaka. Of course, Zhu does not tell the PCs this.

Instead, she spends her time berating them for any issues they had last time. She is trying to taunt them into an attack, for which she has already placed snipers outside. If they attack at this time, the snipers will start firing in order to defend her.

They should hopefully leave the meeting at least a bit angry with her.

The Target

An important politician based in New Delhi, Rajesh Yadav. The second attempt is capped at +4:

+0 Rajesh Yadav is an important and respected politician.

+1 He spends his time in various places, but most importantly advising the Prime Minister.

+2 A home address and telephone number for Rajesh. It is in a block of flats. There is an underground garage where he keeps his car.

+3 He is important in foreign policy, and normally takes the same route to work each day (they would also know what this route is).

+4 His office and home are where he most expects to be attacked, and so they are relatively heavily defended.

+5 Details of the security – bodyguards and rapid-response police along with lots of security cameras and motion detectors.

+6 A floorplan for both his office and home, a basic schedule.

+7 A full schedule and keycards for access to both his office and the apartment block in which he lives.

Getting There, Setting Up

There are regular flights to New Delhi, and the time difference is again 3½ hours. The Jinyiwei will be able to get them a safehouse about an hour away, so if they want something closer they're going to have to start searching.

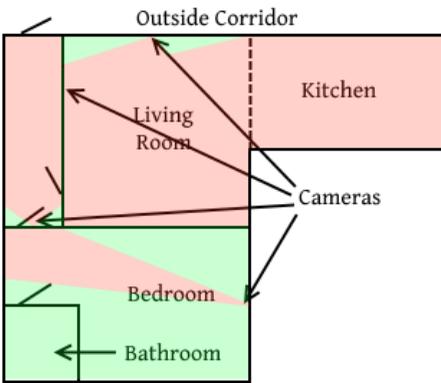
Note: No Reaction Points should be spent during this mission until the hit. Save them up for a large response at that point.

The Hit

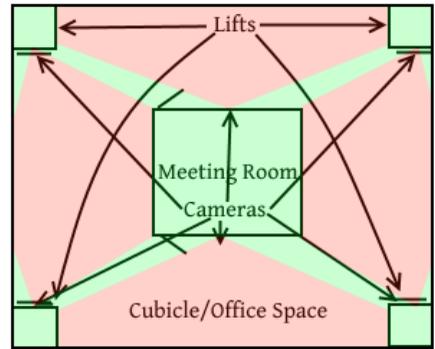
As soon as Rajesh becomes aware of the PCs, start spending Reaction Points. Have responses arrive in two or three rounds, due to the fact that he was prepared for this.

A floor plan of both his home and office are below in case they choose to attack either of these locations. Searching either of those locations will give a +2 bonus to the check in *The Jinyiwei Plan*.

Apartment



Office



Zhu

Zhu will, of course, get in the way again. However, since the plan is close to completion she will wait until the target is killed before acting. If they are very observant they may even spot her, as she has come in person this time with another two of her team. Her aim is to force the PCs to flee, stopping them from finding any information about the Jinyiwei from Rajesh's documents, and hopefully kill them whilst making it look like it was the police.

This should be a very tough fight. Don't spend any Reaction Points that you earn as a result of the fight, else it will be unwinnable. Make it challenging, but not impossible. And make sure it is clear that a third team is interfering – even if they don't know it's Zhu!

Assuming they survive, Zhu will once again congratulate them, this time putting their Budget up to 130.

Mission #5

Zhu is somewhat happy with the work that the team have done so far, but says that as senior agents she really expects more. She will continue in her previous manner of being quite condescending, but nevertheless will shortly reveal their next target before seeing herself off.

She warns that unless their performance improves, they may see themselves the target of the Jinyiwei before long.

The Target

The target is the Dalai Lama. Zhu informs the team that he should be somewhere in Dharamshala, in India. It is very easy to find his location, and he will not resist if they go ahead with the assassination. At any point during this, however, they may reject the mission (bearing in mind what they should have learned from earlier), in which case skip to part two. Allow an appropriate check (*Knowledge - People* unless the PCs are very likely to fail) for them to realise the Jinyiwei plan if they have not already worked it out.

+0 The Dalai Lama is somewhere in Nepal?

+1 He is in India, despite being important in Nepal, in Dharamshala.

+2 He fled there in 1959, now living there in exile due to the failed Tibetan uprising. They will also get an address at this stage.

+3 or higher will be enough to give the team any information they need - address, lack of security, schedule etc.

Getting There, Setting Up

Once the team are happy they have enough information, they can make their way to Dharamshala. There are no direct flights, so the fastest method of getting there is to fly to New Delhi first.

Since there is so little to do, the team might choose to skip establishing a safehouse and go straight to the Dalai Lama's residence. If they want to establish one anyway, the Jinyiwei have one a useful distance this time - it's only a short walk from his home.

The Hit

Regardless of how they enter, the team will get spotted before they reach the Dalai Lama. The place will have various monks within, who will warn him but otherwise not interact with the PCs. The Dalai Lama

himself will not defend himself if they choose to attack, but will warn them to consider the reason they have been sent here. If they choose to kill him, the campaign ends here. See *The End*.

Part Two – The Target

Skip to this point if the team decide to go after Zhu. Here is what they can learn about her (note: None of this can come from a *Computers – Internet* roll. They're going to have to go back to basics by eavesdropping, following people, intercepting letters and the like, so they'll have to be in Beijing already!). This check cannot be retried:

- +2 (or below) They've been noticed. Skip straight to *The Hit*.
- +3 Zhu works for a secretive organisation. She is capable in combat, but prefers to lead. Her bodyguards are tough and follow her unquestioningly.
- +4 Zhu works for the Jinyiwei. Her bodyguards have some body armour but generally try to avoid getting hit in the first place.
- +5 She reports to a higher-up within the Jinyiwei who she meets in the subway. Aside from that, she has little physical contact with them – presumably to keep them safe.
- +6 There are several viable locations to hit Zhu quietly, but most will still require getting past her bodyguards. At this point they will know where her safehouse is, as well as the subway stations she meets the Jinyiwei between.
- +7 Additionally they will know a bit about the security in Zhu's safehouse and some of her schedule. They will, by now, be able to choose a dark alleyway as a place to attack as well (by following her after she leaves an event in her schedule).

The Hit

There are many places this could happen – if Zhu notices the PCs she will attack when they are in their safehouse. Otherwise, it will be down to them where and when it happens.

Zhu's team (there will be one per PC) have the following profile:

Defend +5 (athletics), damage reduction +3. Attack +4 (various guns) damage +3. One fire mage with *Fireball* and *Flame Shield*, attacking at +5 and defending at +4 with toughness.

If Zhu attacks first:

She will stay out of sight at first, covering an exit whilst her own team attack. Her own actions will be to help the others by using her communicator to place helpful aspects on the scene.

If any of her team are Taken Out, she will spend two turns advancing to the PCs (continuing to place helpful aspects during this time). She will then attack them directly, working with the fire mage to take them down one at a time.

If the team attack first:

The team will have a few locations that they can attack Zhu if they've scored 6 or higher. Otherwise, they're going to have to improvise by following her and waiting for an opportunity.

Regardless, they will be unable to catch her without her bodyguards. Her safehouse is defended by cameras (four, +3 to disable) and automated turrets (of which there are two, +5 to disable, attack at +5 and do +3 damage. Destroyed if hit with a +6 or higher.), in addition to herself and her bodyguards. However, there is a wealth of information about the Jinyiwei to be found there.

Attacking her on the subway is relatively safe, but risks significant harm to innocents, as well as other issues caused by the crowds. This does, however, give them the opportunity to take out her boss as well.

Attacking in an alley is the safest option, but will not give them anything extra. If they managed to score a +7 or higher on their information check, the team will manage to catch her with only half her team of bodyguards.

The End

One of two things is now true as a result of the PCs:

- China has now launched an assault on Nepal in order to retake it. With the Dalai Lama and various officials that helped run the country dead, the country is in low spirits and is easily taken. Of course, the PCs won't live to see this victory...
- Zhu is dead, and the Jinyiwei have suffered a large blow. The PCs are on the run as the Jinyiwei will soon be coming after them. Maybe they have enough information to strike again?

Either way, the PCs have had a big impact on the world.