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GUN RUNNERS

BY CHARLES RICE

Welcome to Gun Runners, an adventure for the Modern d20 roleplaying game. This adventure requires the core Modern rules as well as RPGObjects' own Blood and Guts II line of modern military sourcebooks.

What has come before: Gun Runners is part three of an adventure begun in the Dispatch, called *Operation: Dry County* and continued in the adventure *Leads and Complexities*. Like the previous two adventures, Gun Runners takes place in Iraq and casts the heroes in the role of military personnel attempting to foil the efforts of a new player on the international terrorism scene, Insha Allah or "The Will of God."

GETTING THE PCS' INVOLVED

Recently a raid was conducted on a warehouse in the port city of Umm Qasr that revealed an impressive cache of weaponry bound for the insurgents opposing Coalition forces in Iraq (the PCs could very well have taken part in that raid during the adventure *Leads and Complexities*).

In the aftermath of the raid, several insurgents working at the warehouse have been captured and questioned. The authorities have learned that several major shipments of arms and explosives left the

warehouse in the hours before the raid bound for Saudi Arabia. Insha Allah has decided to take their fight beyond Iraq and have decided to target foreign oil workers living in Baqbar Towers in Saudi Arabia.

The PCs have been asked to intercept these convoys before they can reach the border, stopping the threat to the foreign workers.



EPISODE 1: DESERT CHASE (HEAT OF THE NIGHT)

The following short scenes depict the PCs as they struggle to intercept all the convoys. The first shipment is on three standard trucks, the equipment in the rear covered with tarps.

This episode takes place on a long highway between Al Nasiriyah and An Najaf. Although the main action takes place at night, when the road is relatively deserted, the forces involved in the chase will encounter innocent bystanders in the form of light traffic every 1-6 rounds.

Each truck carries a driver and a passenger. The driver carries a pistol for emergencies, while the passenger carries a Skorpion submachine gun and a Stinger missile.

Each truck is protected by two dirt bikes, each of which carries two insurgents (a driver and a passenger armed with a Skorpion submachine gun and a Stinger).

The PCs will have to requisition or purchase vehicles for the chase with a speed of better than 150 (the speed of the trucks carrying the weapons). Depending on the resources of the PCs (or their ability to requisition top-notch equipment), this chase could have the PCs on dirt bikes of their own, driving beat-up economy cars or in a Blackhawk helicopter.

If the PCs attack in something fast, the dirt bikes will veer off to engage before they can get close to the trucks, concentrating their efforts of the PCs' vehicles. If the PCs are in a lightly armed land vehicle the insurgents will use their SMGs. If the PCs are in something more heavily armored (or airborne) the insurgents will use their Stingers.

The plan is for this convoy to drop off some weapons and explosives to their fellow insurgents in Najaf and then continue their trek to Saudi Arabia



through the desert, which the insurgents know quite well and are able to navigate with ease. It is their belief that anyone attempting to follow them on land (especially an American military force not native to the area) will not know what portions of the desert are passable by vehicles and become stuck, and that the sheer size of the desert will foil any search attempt by air.

Should the insurgents have reason to believe staying on the road could jeopardize their mission (such as a brush with an American helicopter) they might forgo their mission to Najaf and leave the road as soon as they have lost or disabled their pursuers.

EPISODE 2: OLD MAN RIVER

The second convoy of weapons is loaded onto one medium size riverboat and guarded by two jet skis; each carrying two riders armed the same as in Episode 1.

This boat is moving up the Tigris River and plans to offload its cargo in Baghdad. About half the weapons will stay in the capitol to fuel a new wave of insurgency while the rest will be loaded onto trucks similar to those seen in Episode 1 and sent to Saudi Arabia.

In this episode the boat itself is a much more potent obstacle to overcome. The boat's cabin is full of insurgents six, while another six are riding on top of the boat's cargo. This could cause an explosive end to the encounter as every time a round is fired at the insurgents in the ship's cargo area there is a chance for the explosives to go up in flames.

Each round the PCs fire at the six insurgents in the ship's cargo area there is a 1 in 20 chance that the explosives will be set off. If burst fire is used, this chance increases to 2 in 20 and if a weapon is fired at full auto the chance is 3 in 20. If the explosives are

set off, allow a Spot check (DC 15) to warn the PCs that they need to get away from the boat (the simplest way would be to simply dive under the water). If the PCs fail this Spot check (or decline to take cover) they will be hit by a blast inflicting 10d6 damage (Reflex save DC 20 for half damage). Should the PCs attack the boat with some sort of explosive device (fragmentation grenade, dynamite, Stinger missile) the explosives will detonate automatically with no warning.

EPISODE 3: BAT OUT OF HELL

Unsure if they have stopped all the weapons shipments, the PCs are flown by Blackhawk helicopter to rendezvous with Iraqi Border Police to guard the main road leading into Saudi Arabia. Their superiors feel if any shipment has been missed this road is the most likely route for any remaining shipments.

After spending several boring days guarding the border, the PCs see a taxi approaching at dawn. Seeing a taxi this close to the border is somewhat unusual, but if the PCs question the border guards they will find that it is not totally unheard of.

Then there's the helicopter.

Likely to attract the attention of the PCs right away, the helicopter appears on the horizon moments after the taxi does, then outpaces the vehicle heading straight for the PCs' position. Determined to get this last shipment of weapons and explosives through, Insha Allah has sent a helicopter to destroy any resistance at the border and allow the vehicle to pass through unmolested.

The taxi is driven by one of the drivers detailed in appendix 2 below (the vehicle specialists). The taxi he drives is literally crammed with explosives and weapons in the front passenger seat, the rear seats, and the trunk. His orders are to wait for the helicopter to

eliminate resistance then proceed across the border. If the helicopter attack fails (an unlikely event in his superiors' mind) then he is to attempt to run the barricade.

The helicopter is piloted by a typical pilot (use the vehicle specialist stats in appendix 2 but replace Pilot for the Drive skill and Aircraft Operation for Surface Vehicle Operation). Riding shotgun is a weapon specialist (see appendix 2) armed with 4 Stinger missiles. The helicopter will hover and allow the weapons insurgent a clear shot. He will fire one Stinger per round until any resistance has scattered. If all Stingers are fired and there is still resistance, the helicopter will close and allow the weapons officer to provide cover with his SMG for the taxi as it attempts to run the blockade.

APPENDIX 1: VEHICLES

Most of these vehicles are modified versions of those found in the core rules. They are included here to save page-flipped (and because their stats are slightly modified from those in the core rules).

APPENDIX 2: NPCS

Vehicle Specialist Insurgents (Tough Hero 3) CR 3; Medium-size humanoid; HD 3d10+3 plus 3; HP 23; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 14, flatfooted 14 (+0 size, +2 Dex, +2 class, +2 equipment); BAB +2; Grap +3; Atk +3 melee (1d3+1, unarmed), or +4 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +3, Ref +3, Will +1; AP 1; Rep +1; Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 8.

Occupation: Military (Drive, Navigate)

Skills: Concentration +7, Drive +10, Navigate +3, Pilot +4, Survival +3

Feats: Armor Proficiency (light), Combat Driving,

TABLE 1: VEHICLES

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Standard truck (Episode 1)	1	2	1,700 lb.	-2	-2	150 (15)	8	5	40			
Desert bikes (Episode 1)	1	1	0 lb.	+0	+2	165 (16)	10	5	18	M	23	Lic (+1)
River boat (Episode 2)	1	5	2,500 lb.	-2	-2	40 (4)	8	5	28	H	28	Lic (+1)
Jet skis (Episode 2)	1	1	60 lb.	-1	+1	105 (10)	9	5	22	L	24	Lic (+1)
Helicopter (Episode 3)	1	4	250 lb.	-4	-4	220 (22)	6	5	28	G	39	Lic (+1)
Taxi (Episode 3)	1	4	275 lb.	-1	-1	170 (17)	9	5	30	L	26	Lic (+1)

Personal Firearms Proficiency, Surface Vehicle Operation (Heavy wheeled or Powerboat), Vehicle Expert

Talents (Tough Hero): Robust, Damage Reduction 1/—

Possessions: Pull-up pouch vest, unarmed, Walther PPK

Notes: These NPCs will be at the wheel of the various vehicles found throughout the adventure.

Weapons Specialist Insurgents (Strong Hero 3/ Assault Training 2) CR 5; Medium-size humanoid; HD 3d8+3 plus 2d10+2 plus 2; HP 32; Mas 12; Init +2; Spd 30 ft; Defense 17, touch 15, flatfooted 15 (+0 size, +2 Dex, +3 class, +2 equipment); BAB +5; Grap +6; Atk +6 melee (1d4+3/19-20, knife), or +7 ranged (2d4+0, Skorpion); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +6, Ref +3, Will +0; AP 2; Rep +0; Str 13, Dex 14, Con 12, Int 10, Wis 8, Cha 10.

Occupation: Military (Demolitions, Hide)

Skills: Climb +3, Craft (structural) +3, Demolitions +6, Hide +8, Intimidate +3, Knowledge (Tactics) +6

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Martial Arts, Exotic Firearms Proficiency (rocket launchers), Personal Firearms Proficiency

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Assault Training): Tough as Nails, Shock Assault 1

Possessions: Pull-up pouch vest, knife, Skorpion SMG

Notes: These insurgents will be riding shotgun in the motorcycles and trucks in Episode #1 and in the jet skis and boat in Episode #2.

APPENDIX 3: IRAQ PRIMER PART 2

IRAQI SECURITY FORCES

MINISTER OF THE INTERIOR

The post of Minister of the Interior is one of the 25 cabinet positions in the Iraqi Governing Council, the first step toward Iraqi self-governance in the post-Saddam era. The Interior Minister's first priority is a gradual takeover of security from the forces of the United States/United Kingdom-led Coalition.

When the cabinet was sworn in on September 3, 2003 the post of Interior Minister was filled by Nuri al-Badran a Shiite Muslim. This first minister's term would be short, as he announced his resignation on April 4, 2004 stating as cause American unhappiness with his performance and a desire that the Defense Minister and Interior Minister posts not both be filled by Shiite Muslims. On the April 9, 2004 Samir Shakir Mahmoud el-Sumaidy was named Interior Minister, to be followed by Falah Hassan on June 1, 2004.

IRAQI POLICE SERVICE (IPS)

The IPS falls under the jurisdiction of the Minister of the Interior and provides basic police services. After the widespread looting and chaos following the fall of Baghdad, getting a working civil police force up and running has been a high priority for Coalition forces and has proven to be an uphill battle.

Currently numbering about 32,000 the force has few fully trained officers and is still understaffed for the job it has been asked to do (the end goal for police strength is more than double the current number or 65,000). Since basic security is the paramount issue the IPS does not currently perform many of the duties they will grow into once the nation has been stabilized. For instance they possess no investigative branch, no site security and no highway patrol forces all of which are eventual goals for the organization.

Despite their lack of training and manpower the IPS has performed admirably, receiving 24 medals of valor and 79 medals of sacrifice from the commanders of the 1st Armored Division. Of the 79 medals of sacrifice, 21 were awarded posthumously for officers who gave their lives to strengthen the security of their country.

Countries from around the world are currently assisting the IPS, some providing actual manpower but many providing training as well. Germany is currently training 150 future members of the IPS in forensic investigation and both Jordan and the United Arab Emirates are providing training facilities and expertise to introduce fully trained officers to the field.

Members of the IPS wear uniforms consisting of light blue shirts and navy blue pants. On one arm they wear a patch with the letters IP emblazoned to identify them as members of the police forces. They are armed with pistols of various kinds, shotguns and AK-47s and use a number of vehicles in the performance of their duties.

IPS Officer (Tough Ordinary 1) CR 1; Medium-size humanoid; HD 1d10+1; HP 7; Mas 12; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 size, +0 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d6+1, Club), or +0 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +0, Will +1; AP 0; Rep +0; Str 12, Dex 10, Con 12, Int 10, Wis 13, Cha 8.

Occupation: Law Enforcement (Diplomacy, Intimidate)

Skills: Diplomacy +2, Intimidate +2, Knowledge (Streetwise) +3, Spot +4

Feats: Brawl, Personal Firearms Proficiency, Point Blank Shot

Talents (Tough Ordinary):

Possessions: Club, Walther PPK

IRAQI BORDER POLICE (IBP)

The IBP is tasked with guarding Iraq's six borders with its neighboring countries. Given that many insurgents are moving to and from countries with a vested interest in Iraq's instability, this force is critical to establishing a stable, self-governing Iraqi state. This force is receiving training from Jordan's security forces as well as Coalition military personnel and Homeland Defense experts from the United States and has been growing rapidly, swelling from 11,000 in November of 2003 to 23,000 in February of 2004. As impressive as this growth is, the goal for the force's end size is 37,000 and these forces need to be trained to operate in a variety of terrains and with a high degree of competence to stop insurgents and weapons from coming into the country from its neighbors.

These forces will eventually be trained in inspection techniques, tariff collection, anti-smuggling techniques, law and ethics. The IBP will over time man the over 250 border forts that will be constructed with state of the art equipment including nightvision, remote operated cameras, motion detectors and radio monitoring equipment.

IBP Officer (Dedicated Ordinary 1) CR 1; Medium-size humanoid; HD 1d6+1; HP 5; Mas 12; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 size, +0 Dex, +1 class); BAB +0; Grap -1; Atk -1 melee (1d6+1, Club), or +0 ranged (2d4+0, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +2, Ref +0, Will +2; AP 0; Rep +1; Str 8, Dex 11, Con 12, Int 10, Wis 13, Cha 10.

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Investigate +4, Knowledge (Civics) +4, Knowledge (Streetwise) +2, Knowledge (Tactics) +2, Listen +3, Sense Motive +5, Spot +7

Feats: Alertness, Brawl, Personal Firearms Proficiency

Talents (Dedicated Ordinary):

Possessions: Club, Walther PPK

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