

Jem: License to Kill

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Game Introduction

- For the most part, I can translate anything you want to do into GURPS-ese.
- Every player gets: character summary sheet, simplified character sheet, full character sheet, character standup, and three (3) Tokens (below).
- Go over the simplified character sheet.
- Roll 3d6, get equal to or lower than the target number. 3-4 is critical success, 17-18 is critical failure.
- Each combat turn represents a single second of time. There is "combat time" and "regular time."
- List of possible Maneuvers on the GM screen.
- In combat: roll to hit, roll defense (if needed), roll damage (if needed). With guns, you get a bonus to hit if you take one turn to Aim.
- Since all the characters are members of the same highly-trained team, they have many similarities; but they also have their own specialties that distinguish them. All members of the Project: Hologram team have the following advantages/disadvantages:

Appearance: Attractive: +1 on all Reaction rolls (from those who can see you).

Combat Reflexes: +1 to all active defenses, +1 to Fast-Draw skills, +2 to Fright Checks, +6 to IQ rolls to shake off mental stun.

LUCK: Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. There's a space on the summary sheet to track when you use Luck.

Reputation: (Semi-)Famous: Certain groups of people are likely to recognize you.

Duty: CIA: You are expected to follow CIA policies and orders.

Secret: CIA Assassin: The world at large can never know that you are assassins.

- Each player has three unspent Character Points, represented by Tokens. Tokens can be spent at any time to:
 - Alter your last dice roll: 2 tokens for critical failure to failure; 1 token for failure to success; 2 tokens for success to critical success. These costs are cumulative (for example, 3 tokens to change a failure to a critical success).
 - Make a single damaging attack you just suffered into a "flesh wound," ignoring all but 1 HP of damage.
- All members of the Project: Hologram team have Synergy Jewelry (earrings, rings, necklace, watch, etc.). This can be used once every 24 hours of *game* time to generate amazingly realistic holograms of whatever you instruct. Holograms last no longer than 5 minutes, but do include audio effects as well as visual.
- All members also have radio/voicecomm earbuds, range about 1 mile.

Setting/Characters Introduction

In this world, "cartoony" type things do exist (for example, the good guys and bad guys routinely travel around in vans with their logos on them - think "Last Action Hero"). But that doesn't mean that dead isn't dead, or that combat isn't lethal.

The year is 1986. You are all members of one of the most popular groups on the charts, "Jem and the Holograms," and travel all over the world entertaining thousands. What the world doesn't know is that you are also assassins, trained by the CIA from a very young age at one of their cover facilities, the foster homes Starlight House and Sunlight House.

You have completed dozens of missions together over the past 3 years. Your handler for all that time has been Eric Raymond, a CIA veteran of more than 10 years. Typically you're given a mission through Eric, sent to the location under cover of a "Jem and the Holograms" concert, then report back to him once the mission is complete.

A constant thorn in your side is a rival girl band, "The Misfits," the KGB's answer to Project: Hologram.

Disadvantages

- **Chummy** (Jerrica)
- **Curious** (Kimber)
- **Flashbacks** (Mild) (Shana)
- **Impulsiveness** (Rio)
- **Pacifism: Cannot Harm Innocents** (Aja)
- **Short Attention Span** (Travis)
- **Squeamish** (Carmen)
- **Workaholic** (Peter)

Mission Briefing

(Whichever PC isn't chosen, play as an NPC - and then kill 'em off?)

Everyone on the team is concerned about recently learning that Starlight House and Sunlight House are in danger of losing funding in the coming year, and will be closed down unless resources can be found. To the CIA they are just foster home fronts that have served their purpose; to the team, they are very much *home*.

Aboard the Starlight Music private jet, you (and Eric Raymond) receive your mission briefing from Deputy Director Smith, in Langley VA. Local time is Wednesday at noon. Two tasks are assigned to you:

Mission One: In two days, on Friday at 5pm local Moscow time, "Jem and the Holograms" are to perform in a Battle of the Bands against the Russian band "The Stingers." This is their cover for being in Moscow.

For the past two years your team has received frequent intel from a high-ranking Russian double agent, code name: Red Robin. You have never met him, having only communicated via drops and occasional radio transmissions.

Red Robin feels that suspicion may be upon him, and he has chosen to defect to the West - but he will *only* come in to the team, he doesn't trust anyone else. Getting him out of Russia alive is of the highest priority - the wealth of knowledge he carries could lead to the collapse of the Soviet Union.

He will be seated in the Soviet VIP box, among 20-25 senior officials. After "Jem and the Holograms" perform, he will blow his nose into a red handkerchief to indicate who he is, then wait for the team to intercept him after the show and escort him to a CIA airfield for a flight to Rammstein AFB in Germany.

Mission Two: Red Robin has "bought" his defection by revealing the location of a vital piece of KGB technology, a prototype weapon, the only one of its kind. It is housed in a remote research facility in the foothills near Minsk (400 miles West of Moscow). The facility is guarded, but lightly. Your mission is to breach the complex, make your way to the lab on sub-basement C, and retrieve the briefcase from the vault there. If at all possible, destroy all research records found there. License to kill is granted, but subtlety will likely be more effective - Russian military reinforcements can reach the lab in less than 6 minutes. Once in possession of the briefcase, do not relinquish it to *anyone* until you rendezvous with Red Robin.

The private plane sets down in a CIA-friendly airport outside of Minsk. The team is given a chance to requisition any equipment they feel they might need before leaving in the Starlight Express van.

Minsk Research Facility

The main building is four stories above ground, six stories below. A fence surrounds the entire complex, cleared of brush to about a quarter mile. Guards patrol the grounds both on foot and in jeeps. The type

and amount of resistance the team encounters depends entirely on how they attempt to breach the complex. In the lab itself are only researchers in white lab coats. (Unarmed opponent for Peter?)

At some point during their infiltration, the alarms will sound and the complex will be brought to full alert. This is because Eric Raymond has finally found a chance to contact the KGB, and warn them of the mission. In addition to Russian military, the Misfits will arrive.

Vladimir Khitrovo

On the way out of the building Shana, Carmen, or Travis will recognize Vladimir Khitrovo, the Russian agent who tortured Shana for 3 days. He has bodyguards with him, and he himself is wearing 20/4* body armor on the torso, legs, and arms. **Possibly he also murdered Travis' parents (car bomb), and/or Emmett Benton (sniper fire)?**

Plane Ride

Once the party returns to the CIA airfield in Minsk, Eric Raymond will debrief them. What they don't know is that he himself is a double agent, working with the KGB. He tipped them off about the mission to the facility, and now will try to find a way to get his hands on the briefcase.

They will see the pilots checking over the plane before takeoff, and then get on board for Moscow. They overhear Eric Raymond talking over a radio to Deputy Director Smith (he's faking), and then telling them that he has other matters to attend to in Minsk and will meet them in Moscow.

There are four crew members: a pilot, copilot, navigator, and attendant. All but the navigator are dirty, and work for Raymond. When the attendant is in the rear of the plane, the copilot will kill the navigator, then he and the pilot will come out, guns blazing. The plan is to kill the team, take the briefcase, and detonate a bomb in the left wing to cover their tracks.

If the pilot is hit, he will fall and accidentally detonate the bomb! The plane will begin slowly rolling and losing altitude during the firefight. It cannot be landed, but a Piloting roll might allow it be briefly stabilized to avoid penalties to the Parachuting rolls necessary for escape.

Middle of Nowhere

After parachuting to the ground, depending on time the PCs can either quickly flag down a truck and get to Moscow (about 350 miles/6 hour drive), or wander until they find a small house next to a stream. There is a pickup truck in the driveway, but a Russian man (Bogdan Soloviev) and his two sons (Nikolay, 16, and Pavil, 14) will defend themselves with hunting shotguns. They are extremely poor, though, so should be fairly easy to haggle with for the truck. They have no phone.

Moscow Battle of the Bands

As usual, the enormous rainbow backpiece on-stage conceals a full cache of team weapons and gear (in case anything needed has been lost on the road).

"Jem and the Holograms" are up first (*song is on phone*). When they finish, the announcer says that "The Stingers" suffered an unfortunate accident and will be unable to compete. Fortunately, a band was found to replace them - "The Misfits" (of course).

As an aside - perhaps the Misfits are responsible for the deaths of Emmett Benton and/or Travis Dunn's parents.

At that point, a man in the VIP box blows his nose into a red handkerchief - Red Robin is Deputy Prime Minister Sergey Zhukov. "The Misfits" begin playing, but after just a few seconds into their performance ... they drop their instruments, pull out automatic weapons, and start firing at Zhukov!

An escort car is waiting for both Red Robin/Zhukov and the briefcase outside the stadium. It will drive the team and Zhukov to another CIA-friendly airstrip, where Deputy Director Smith himself is on hand to escort Zhukov back to the United States. He is extremely appreciate of the team's efforts! (And may renew Starlight/Sunlight House's funding for another year).