

ABDUCTION

by Jay Parker

The target is valuable to ICON. We must get them to our side quickly and without drawing too much attention.

LOCAL TIME	LOCATION	EVENT
0800	Sweden	Prepare to grab the doctor
0930	Sweden	Intercept the doctor
0932	Sweden	Remove the doctor from the immediate location

PLOT OUTLINE

The 'target' is Doctor Van Dijk. He is currently hiding out in a coffee house five blocks from the Swedish Embassy awaiting a buyer for his 'cure' for Alzheimer's. The doctor doesn't know what his buyer looks like and ICON has intercepted communications with the codeword that identifies the buyer to the doctor (*Remember*).

MISSION

While this might seem cut and dry, the cyclist is actually a GRU hire who has been directed to retrieve the briefcase and terminate the doctor. When the ICON agents approach Doctor Van Dijk, the Major will make his move. The agents may try and bribe the Major, but even if he agrees to any terms set, he will shoot the doctor or the agents at the first chance he gets. It might be possible to distract the Major long enough to get the doctor out of the coffee house.

**For each player add an additional Merc (the woman behind the counter and the man outside).*

OBJECTIVE

Load the doctor into a waiting car (driven by Agent Green). Avoid civilian collateral damage.

MISSION DETAILS

The coffee house has a large plate glass window out front with three tables on the sidewalk. There are two couples at two of the tables and a businessman reading a paper at the table off to the left of the door to the coffee house.

Inside there are six more tables. There are three people in line (2 Swedish women chatting and a man wearing a cycling outfit). The tables are empty, minus the one off to the left of the main door where the doctor is sitting. He is wearing a golf cap and carrying a brown leather briefcase.

Behind the counter there is just one woman who is making the coffee. There is a large glass case with different pastries. The cash register is old fashioned, but there is a tablet next to it where customers can pay with their credit cards or phones.

NPCS

Doctor Van Dijk:

Former KGB researcher who went underground after the fall of the Soviet Union. Claims to have found a cure for Alzheimer's and is willing to sell it to the highest bidder. The doctor is frail in his old age and is likely to break something if forced into physical situations. His mind is also going. He looks around 90 years old, with very little gray hair on the sides and his skin is extremely wrinkled. The doctor wears a pair of black rimmed glasses.

Nerve d10, Suave d6, Pulse d4, Intellect d10, Reflex d4

HUMINT d6, SIGINT d10, TECH d10, COMBAT d4

Languages: Russian (d12), German (d10), English (d4)

Skills: Science, Medical, Bio-Chemistry (↑2)

Agent Green:

ICON field agent who has been observing Doctor Van Dijk. Agent Green is a surveillance specialist, but not much of a soldier. Agent Green looks like a nerdy hipster with short brown hair. He is easily recognized because he has a birthmark on his forehead. He also talks with a slight lisp.

Nerve d8, Suave d6, Pulse d6, Intellect d10, Reflex d6.

HUMINT d6, SIGINT d10, TECH d10, COMBAT d4

Languages: English (d12), German (d10), Arabic (d10)

Skills: Analysis, Cryptography, Electronic Coms, Hacking (↑2)

Major Nigel Clemmons

Hired by the GRU to retrieve the doctor's formula and take him out. The Major is extremely fit, judging by the fact his cyclist outfit shows off his physique. His weapon is hidden in the front of his cycling leggings. The major is bald and his scalp has several scars.

Nerve d8, Suave d6, Pulse d10, Intellect d8, Reflex d8.

HUMINT: d8, SIGINT: d8, TECH: d8, COMBAT: d8

Languages: Russian (d12), German (d10), English (d10)

Skills: Black Bag Ops, Climbing, Driving, Exfiltration/Infiltration, Explosives, Guerilla Tactics, Hand to Hand (Brazilian Jujitsu ↑3)

Weapon: Glock 17 (2d12/2d10/2d8)