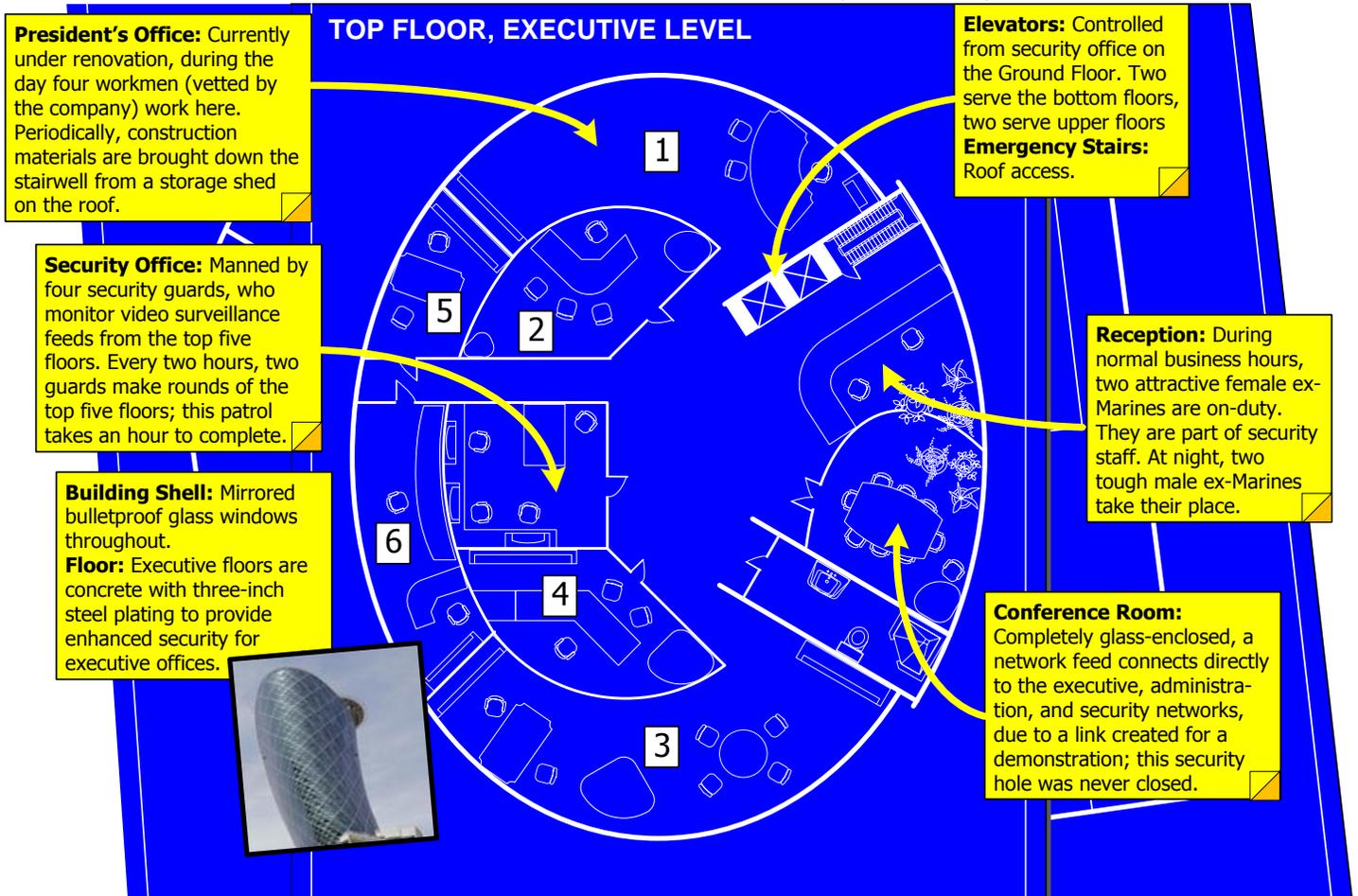


THE BLACKACRE HEIST

by Roland Volz – madgamingmadness.blogspot.com



A valuable prototype (and associated documentation) has been stolen from the MacGuffin Corporation. Hackers hired by MacGuffin have traced the theft to an executive of rival firm Blackacre Trust. MacGuffin wants to hire you to replace the prototype with a faked copy that will lead Blackacre R&D down blind alleys for at least a year.



Who stole the prototype? The Blackacre Executives might have a variety of motives (numbers also correspond to office numbers above):

1. **President Giorgios Tade:** Hiding the fact that his top three expensive R&D projects have fatal flaws that might kill Blackacre. He needs the new technology to keep the company afloat.
2. **Vice President Ivan Ivanov:** Plans to plant the stolen prototype to implicate President Tade in corporate espionage, then force him to resign in embarrassment so Ivanov can rise to the top position.
3. **CEO Erika Mustermann:** Plans to defect to a better-paying position as president of MacGuffin. She needs the prototype as a bargaining chip in her ongoing secret negotiations.
4. **Chief Operations Officer Yamada Taro:** Consumed with jealousy over his long-term rival (CEO of MacGuffin), the COO would steal the prototype as part of an elaborate revenge scheme.
5. **Chief Financial Officer Seán Ó Rudaí:** Wants to bankrupt MacGuffin to solidify Blackacre's financial position in the technology market. He plans to dispose of the prototype as soon as possible.
6. **Chief Technology Officer Naamalum:** Believes the prototype was illegally developed from his own independent research stolen when he was an undergraduate in University.

Variations: The basic scenario is only one possibility; six more are below. In each case, the GM must determine the flow of subsequent events.

1. All is as represented. Expecting reprisals, the thief has doubled the number of security guards on duty, and temporarily put a halt to the renovation project. Also, local police have been put on alert.
2. As in 1, but the thief doesn't want to draw attention from the other executives, and so has hired a crack team of four skilled mercenaries to provide added security until the prototype can be moved to safety. They react more violently than corporate security.
3. There was no theft. MacGuffin wants to steal Blackacre's new prototype by using the PCs. Blackacre expects nothing out of the ordinary; security is normal. Afterwards, the MacGuffin executives might try to get rid of the party to try to cover their tracks.
4. The "revolutionary new prototype" is an expensive failure that will sink the company. A Blackacre exec has posed as MacGuffin to hire the PCs to steal it so the company can claim the insurance.
5. The group hiring the PCs is actually Plott Development Corp. They want to discredit both MacGuffin and Blackacre by stealing the prototype from Blackacre, then have the PCs caught delivering it to MacGuffin. Police will be waiting at MacGuffin HQ.
6. The prototype is an experimental AI that has achieved self-awareness without tipping off its creators; using hired actors, it has hired the PCs to steal itself. Its unfamiliarity with humanity will probably lead it to underestimate the problems in a critical juncture of the operation.