

RAID ON COMPLEX 43

NEEDLE NOSE BRUNO WAS ALWAYS A RUTHLESS CRIME LORD, BUT DRUGS HAS TURNED HIM WILD AND PARANOID.

KNOWING THAT THE COPS ARE AFTER HIM, HE AND HIS GOONS KIDNAPPED THE MAYOR'S DAUGHTER AND BARRICADED THEMSELVES IN AN ABANDONED TWINKIE FACTORY.

A SWAT TEAM HAS ONE DAY TO PLAN THE RAID, ARREST BRUNO AND SAVE THE MAYOR'S DAUGHTER. AFTER ALL, IT'S AN ELECTION YEAR.

POLICE CHARACTERS?

HAVE YOU ONLY EVER PLAYED FANTASY RPGS AND DON'T KNOW HOW TO MAKE A SWAT POLICE OFFICER? JUST MAKE A SIMPLE FIGHTER CHARACTER AND USE A MELEE SWORD ATTACK AS A RANGED GUN ATTACK.

CROOKED COP

SECRETLY TELL ONE RANDOM PLAYER THAT HIS CHARACTER USED TO BE A MOLE FOR BRUNO. BRUNO HAD EVERYTHING TAPED AND THE VIDEO IS STORED IN ONE OF THE FILING CABINETS. THE CROOKED COP HAS TO SILENCE BRUNO AND DESTROY THE EVIDENCE, MAYBE POCKET SOME MONEY WHILE AT IT. ANYBODY THAT SUSPECTS HIM HAS TO BE ELIMINATED TOO, BECAUSE YOU DON'T WANT TO KNOW WHAT THEY DO TO CROOKED COPS IN JAIL.

Needle Nose Bruno:

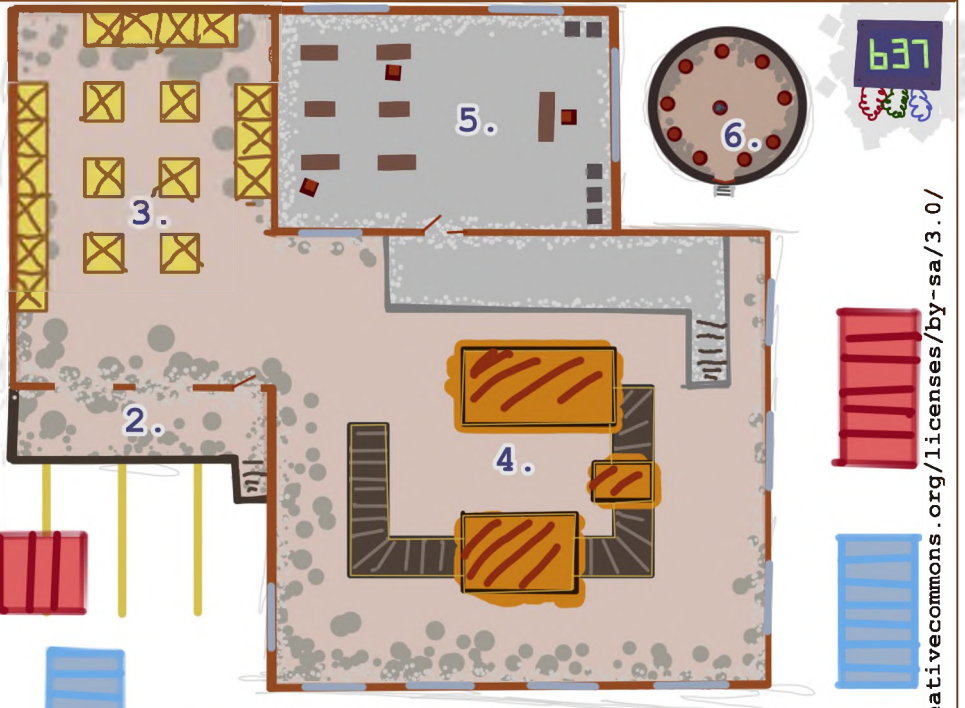
Once a shrewd businessman, he's now nothing but a shell of his former self, seeing ghosts behind every corner. He goes on these crazy rants, blaming everything but himself. He pays his boys well, though, and hands out drugs like candy.

Slick Simon:

Although he carries a revolver, Simon prefers to sneak and hide in the shadows, then wait patiently to make a sneak attack with his machete.

Rat-Tat-Tat:

The biggest and buffed guy on Bruno's payroll, there is nothing subtle about Rat-Tat-Tat. He likes to shoot his custom painted M60 machine gun one handed while roaring like a lion.



1. Maze of containers. Slick Simon and a group of goons are patrolling the maze but only Simon takes it serious.

2. Loading dock. Although this is the only entrance, it's not guarded, except for the one or two goons that just happen to smoke a cigarette there.

3. Storage. This is where most goons sleep and shoot up. There are about five of them.

4. Factory floor. Rat-Tat-Tat is hanging out here, admiring his gun, but always ready for action. He'll turn on the conveyor belt as a distraction and shoot from the walkway.

5. Office. Bruno is alone and unarmed, but there is a gun on his desk. He'll start ranting and raving manically, trying to convince the officers that he's the victim and that they should let him go. If someone hurts him or is trying to hurt him, he'll press a remote control button in his pocket and tell that the mayor's daughter is inside the grain silo, and it will blow up in ten minutes. He can disarm it but only if they let him go.

6. Grain silo. Inside is the mayor's daughter gagged and chained to one of the barrels with explosives. There are enough explosives to level the building. In the middle is a bomb with three wires sticking out. The red wire (637 in mirror image) has to be cut to disable the bomb. Opening the bomb, cutting any other wire or waiting too long will set the bomb off.