Background

The Santucci family has Senator Matthew Rivers, the Democrats leading presidential candidate, assassinated. They frame the Carlucci’s in the process. The unfortunate players, witnesses to the assassination become targets for the Santucci and Carlucci families. The Santucci’s know the players saw the shooter and he could easily be traced back to them. The Carlucci’s believe that the players lied to the police implicating them. To make matters worse, one of the players is into the Carlucci’s for some serious coin, in the form of an old gambling debt.

The players will have to dodge assassins from both families as well as a dirty cop. All the while they will need to be working on finding evidence that will convince the police that the Santucci’s are guilty and convince the Carlucci’s that they in no way implicated them as the responsible party. Along the way, they may uncover information about Senator Rivers that they may not like.

Timeline:

May 3rd

The characters are all standing in line at a street vendor (either together or separately). The vendor cart is positioned just outside the campaign headquarters of Senator Matthew Rivers. While they are standing there, Sen. Rivers comes through the door, deep in conversation with a young intern. At that exact moment, a black Lincoln town car pulls up to the curb, and the passenger window lowers. One or more of the characters immediately recognize (Spot DC10) Vincenzo Morelli, a well-known hit man for the Santucci family. In the blink of an eye, Morelli draws two handguns and fires. Sen. Rivers drops, as does the intern. Then Morelli turns his guns on the street vendor, and several other bystanders, but the characters manage to find cover, and the car speeds away.

The police arrive almost immediately. The scene is chaos, as more and more patrol cars pull up, as well as EMT vehicles. The characters are asked to stick...
around and give their statements. If they mention Morelli, they will be passed from one officer to the next until finally they meet Sobicsinsky and Martelli, who seem very interested to hear their story. They are finally released late that evening.

May 4th

One or more of the characters will receive several hang up phone calls, starting early that morning. They will also notice that they are being followed at various points during the day. They will also hear or read a news report implicating the Carlucci family in the assassination of Sen. Rivers.

At some point in the morning, the players will receive a phone call from Sobicsinsky and Martelli asking them to come down to the station for further questioning.

The characters arrive at the precinct. Sobicsinsky and Martelli are extremely nice to them, treating them almost like children. The detectives will show them evidence pointing to the Carlucci's involvement.

Joey Scarpelli, a low ranking enforcer for the Carlucci family, will visit the characters. He tells them that he wants the money they owe the Carlucci family from the gambling debts, and they have 48 hours. As he is leaving, he will mention as an after-thought, "Oh, and if you wag that lying tongue to the cops again, I'll cut it out myself."

May 5th

More hang up phone calls, at all hours of the day and night. The characters, through the course of their own investigations will uncover the good Senator's affair, and also Sheila Monteliore's connection with the Santuuci boss.

May 6th

More hang up phone calls, at all hours of the day and night. At some point, when the characters are gathered together, another Lincoln Towncar will slowly pull down the street, and open fire on the characters.

Detective Sobicsinsky and Martelli will arrange for an off duty police officer as protection from further attacks.

May 7th

The characters are woken up by the off duty police officer as he is trying to kill them in their sleep. This will show that one or both detectives are certainly on the Santuuci's payroll. A call to 911 will bring Martelli to the home. He will earn the Player characters trust and they will show him the information they have found. While Martelli is with them Sobicsinsky will call and attempt lure the Player characters to a warehouse under the premise that they have found the assassin. Martelli will encourage the characters to go. He indicates that he will follow them with back-up. The characters will end up arriving at the dockside warehouse owned by the Santucci family ahead of Martelli. They will be led in and a vicious shoot out will occur, and a couple of Santucci thugs will be there to aid Sobicsinsky. After the shoot-out the characters are visited by Mr. Grimm.

Introduction:

Senator Matthew Rivers has really made a name for himself. In less than two terms as a United States senator he has established himself as a leader within the party. He has taken over the reigns of the war on drugs and has managed to bring into being strict laws that punish drug traffickers severely. The implementation and enforcement of these laws has led to over $5 billion dollars in drug money being frozen as well as the break up of three major drug rings operating across the country. Additionally, it has cut in half the quantity of drugs, like cocaine and heroin that are entering the country.

This has made him hugely popular with the people. The drugs have all but vanished from the schools, putting the parent's minds at ease. This meteoric rise in popularity coupled with no strong incumbent has led to Senator Rivers being the front-runner for the Democrats in the upcoming presidential primary race. Although he has not thrown his hat into the ring, the party was most certainly courting him heavily. On the surface Senator Rivers has the perfect life. He is the perfect husband and father. He and his wife Marlene have been married for 12 year with never so much as a cross word being spoken. They have a boy 11 and a girl 9, with whom he is very active.

However, things are not always as they seem. Senator Rivers has been involved with another woman, Sheila Monteliore. This affair has gone on for three years without so much as a flash across tabloid pages. Unbeknownst to Senator Rivers, Sheila is the unsatisfied mistress of the boss of the Santucci crime family. Recently the boss has become suspicious of his mistress. She is cold to him and distant. During one of their rendezvous he confronts her. An argument ensues, in which she insults his manhood and throws her relationship with Senator Rivers in his face. This throws the boss into a fit of rage. He beats Sheila to within inches of her life and calls a family meeting. The boss tells the family of his mistress' betrayal and the Santucci family orders a hit on Senator Rivers. They employ their most prolific and trusted assassin to take him out. Vincenzo Morelli, long time family associate, accepts the job.

On May 3rd, the day after Matthew Rivers announces his candidacy for president, Morelli is waiting for him as he exits his campaign office and assassinates the senator. Underlings of the Santucci family have littered the scene with evidence tying the hit to the Carlucci family. The Carlucci family is one of the few remaining crime families that deal in drug trafficking and they are the Santucci's chief rivals. Eliminating them as a concern would greatly strengthen the Santucci's position as the leaders of the drug trade.

Unfortunately for the Santucci family Morelli was spotted at the scene by a number of witnesses. Being the professional that he is Morelli begins taking out witnesses at the scene, but not
before one of the bystanders gets a call off to the police. He is down to a handful of remaining witnesses when the police sirens sound in the distance. A brief argument ensues between the driver and the shooter, but in the end the driver steers the car away, taking Morelli with him and leaving just a few loose ends that need to be tied up.

When the police then on the scene they first struggle with cordon ing off the scene and then gather the witnesses (characters) together in order to question them.

**The campaign:**

*May 3rd*

Read this to players:

The plaza is teeming with people; many in transit to another location, some going nowhere. You see Senator Matthew Rivers exiting his brand new campaign headquarters. He is immediately swarmed by a group of people eager to speak with him. His popularity was always high, but his announcement yesterday that he would seek his party’s nomination for president has caused it to rise even further. As the senator moves away from the building the crowd thins slightly giving you a clear view of him. He has pasted on his best candidates smile and is conversing happily with his constituents. The report of a gun going off cuts through the din of the plaza crowd. You turn to investigate the source of the sound. As you do screams ring out. Turning back you see the senator fall to the ground and people start to scatter. More shots can be heard. A man standing up through the roof of a long black sedan is firing off round after round with deadly precision. No target requires more than a single shot. A dozen people have already fallen as you take cover behind the plaza fountain. Shots ricochet off the marble masterpiece. You hear someone shouting, “Hurry the Senator has been shot.” Another dozen people are cut down before the sound of sirens can be heard. You look up to see the gunman arguing with the driver. You can’t hear them, but it is clear that the gunman is not happy. The car starts to pull away and he lifts his head up to take a couple more shots. You get a clear view of him before he raises his guns, you are certain it is Vincenzo Morelli, the number one hitman for the Santucci family. He squeezes off a couple more rounds before the car turns the corner and is out of sight. As you survey the carnage you realize that you are the only one’s left standing.

The police are quick to cordon off the area, putting up yellow tape and posting cops around the perimeter. The cops will immediately want to question the party. While they do others should be scouring the area, perhaps even getting in the way of the questioning. An ambulance and a coroner will also arrive. Be sure to portray the carnage of this scene very clearly. This was clearly not a random act of violence this was a hit and it should be obvious. It should also be obvious that the Player characters are the only ones left alive. And everyone knows that the Santucci’s leave no witnesses. While the Player characters are being questioned the cops will find evidence implicating the Carlucci family in the murders. The Player characters should be allowed to overhear this. If the protest this fact the police should be suspect of them. They may even suggest that the Player characters are working for the Carlucci’s trying to throw the cops off the scent. The police should gather whatever information they can and then send them home with the usual instructions (e.g. “We’ll be in touch.”). After this the police will show no interest in the Player characters whatsoever, unless they try to stir up trouble. If the Player characters continue to cause trouble threatening them with arrest may be sufficient to shut them up. A group of reporters will arrive as well and interview the Player characters. Those that do not want to be interviewed should be allowed to leave after some hassling. If the Player characters say anything about the Santucci family involvement the reporters should be adamant about the police findings that implicate the Carlucci’s. The reporters should certainly plant the seed that the Player characters are in great danger because they are still alive. Give the Player characters some time to converse with each other. Nothing of consequence will happen after this. They should be encouraged to return home.

*May 4th:*

The next day the Player characters receive several hang up phone calls, starting very early in the morning. The news on the television and radio will be nonstop coverage of the killing of Senator Matthew Rivers. The reports will all implicate the Carlucci family and will discuss the evidence that was found there. The Player characters will not be working, as this is Saturday. They will get a call fairly early in the day asking them to come down to the precinct around noon and meet with Sobicinsky and Martelli again. They want to get some things straightened out. Select one of the player characters. This character will be contacted by Joey Scarpelli. Joey is an underling of the Carlucci family. The reason for his contact is that the PC owes the Carlucci family $5000 for a gambling debt and has until the 7th to get them the money or its curtains. He also warns the PC that the family knows that the Player characters have been talking to the cops and they’ll pay for lying. If the PC tries to deny or explain Joey will become adamant about his warning and hang up the phone. The ride down to the precinct is not quite uneventful. The Player characters will be followed by members of both families. If the PC offers an opportunity (e.g. a secluded area, a dark alley, a secluded side street) the people in the car following them will shoot at them or try to run them off the road. The guys in these cars are second-rate thugs and as long as the Player characters stay in a populated area should have no problems at all. At the police station they should check-in at the sergeants desk who will then call the Detectives. All Player characters should be present before the detectives turn up. When they do they detectives will take them to a large room with a 2-way mirror, a long table and several chairs. The detectives will do their best to make them feel comfortable. Sobicinsky will be very conciliatory and even apologize if he was rude to them at the scene. The detectives will want to go over the details of the events again. Then the detectives will bring out some evidence.

Read this to players: