

OUT GUNNED

A PROJECT BY: Two Little Mice

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FREE LEAGUE



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PROJECT MEDUSA

Project Medusa is the first Mission Dossier for **OUTGUNNED**.

Mission Dossiers are Mini Cinematic Campaigns that include everything you need to start playing, without any additional set-up: Heroes, Enemies, Villain, and everything else!

Project Medusa is the perfect introduction to **OUTGUNNED**. You don't need the corebook to play, you can just use the rules available for free in the QuickStart.

CAMPAIGN SUMMARY

The Heroes have been tracking down the mysterious Project Medusa, a secret weapon that, as they learn, **is a virus** that could wipe out thousands of lives if someone doesn't intervene.

After an initial swing and a miss, the Heroes learn that the person behind Project Medusa is Greek philanthropist **Konstantin Stamos**, an evil man who is forcing **Doctor Sita Khan** and her team of researchers to work on the creation of this dangerous virus.

Only after locating Stamos' secret lab, can the Heroes actually try to save Doctor Khan and **destroy Project Medusa** once and for all.

THE SHOTS

Project Medusa is divided into 3 Shots:



Race Against Time: Betrayed by their informer, the Heroes must chase after a **plane** and sneak on board before it's too late. The landing will prove even more complicated when everything explodes mid-air.

Race Against Time is the Pilot Shot you can also find in the **OUTGUNNED** corebook and QuickStart, but I'll also include it in this Mission Dossier for your convenience.



Unwanted Guests: Once they land in Greece, the Heroes must infiltrate the private **event** held in the Villain's villa. After obtaining the information they need, however, the Heroes realize that getting out will be much harder than getting in.



Into the Heart of Medusa: The Heroes find their way into the secret lab to destroy Project Medusa, and must then face off against the Villain in a spectacular **showdown**.



QUICKSTART RULES

The **Mission Dossier: Project Medusa** transforms the Pilot Shot for **OUTGUNNED** into a 3-Shot Campaign that can be played using only the rules you find in the **QuickStart**.

You can download the **OUTGUNNED QuickStart** and the **Hero Sheets** for free at this link:

www.twolittlemice.net/outgunned

If you own the **OUTGUNNED** corebook, you can also use the complete rules to expand your gaming experience, to create your own Heroes, or to bring new Enemy Feats or new weapons into your campaign.

HEROES AND VILLAINS

In the upcoming pages you'll find **4 Heroes** ready for the action, a detailed description of **Project Medusa**, and of the evil **Villain** in this Campaign.

PRO TIPS

Each page of these Shots is accompanied by a red page with some Pro Tips for Directors.

These are useful tips that will help you best manage every Scene.

Don't thank me, I always have your back!





THE AGENT

Johnny Reed

Last Boy Scout

Johnny is an unrepentant hot-head hiding behind a facade as an up-standing officer. While he is extremely focused on his duty, he often doesn't go by the book when he feels circumstances call for it.



THE ACE

Sam Jackson

Free Spirit

It doesn't matter if it's a car or bike, so long as it has wheels and an engine, it holds no secrets for Sam. Danger doesn't scare her, much less high speed. Sam simply lives her life a quarter mile at a time.



THE SLEUTH

Victor Sheng

Mentor

There are many stories about the seasoned bounty hunter Victor Sheng, but nobody knows how many of those are true. Always cheerful, he never loses his cool and always knows how to turn the situation to his advantage.



THE FIGHTER

Savar Khan

Jerk with a Heart of Gold

A martial artist with a dazzling smile, Savar is convinced he can get out of any situation thanks to either his charm or a well-placed fist. With him, there's never a dull moment, nor a safe one.

MEDUSA

Several years ago, a group of Indian archaeologists exhumed the remains of a creature so monstrous, that the scientists called it **Medusa**.

The unusual DNA of this creature hides the secret to developing **an extremely powerful virus**. A devastating weapon in the wrong hands.

The evil **Konstantin Stamos** kidnapped **Doctor Sita Khan** and her team of researchers, and he is forcing them to develop a silent and invisible virus that could be injected into victims, causing no symptoms until someone activates it remotely.

If Project Medusa is ever completed with success, **Stamos could decide** the fate of millions with just the press of a button, and in full **anonymity**.

THE VILLAIN

In his youth, Konstantin Stamos climbed the ranks of the military by fighting in several conflicts in the Balkans, and proved himself a determined, ruthless man who will stop at nothing in order to reach his goal.

After tarnishing his reputation with terrible war crimes, Stamos was forced to flee the country and subsequently became the leader of a mercenary army working for criminals and tyrants of the worst kind.

At some point, everyone lost track of him.

Years later, Stamos has resurfaced on the public scene as a self-made man and quickly amassed a small fortune. His war crimes and his checkered past have vanished from common memory, and today, everyone thinks that Konstantin Stamos is a charming and elegant philanthropist, a patron of science who cares for the fate of the planet with no ulterior motive.

Konstantin Stamos can rely on **3 Strong Spots**:

- ◆ **Law enforcement:** Konstantin Stamos has control over local police forces and is almost untouchable even at an international level.
- ◆ **Extraordinary individual:** Before becoming a pompous billionaire, Stamos was a soldier, and he took part in his fair share of field missions, which made him an expert fighter.
- ◆ **Unlimited funding:** Someone, perhaps a secret organization of some sort, is financing Stamos' operation. There is nothing they can't afford.



STAMOS' WEAK SPOT

The Villain is a dark character with a heart of stone, but even he has a Weak Spot.

Stamos is not working on his own, he is financed by a secret organization that holds him on a tight leash, and expects him to get concrete results. If Project Medusa were to fail, the consequences for Stamos would be beyond terrible. He can't afford to fail.

Regardless of his claims, Stamos needs Doctor Sita Khan in order to carry out this project, and despite his repeated threats, he knows all too well that his fate is in her hands.



SHOT .1

RACE AGAINST TIME

**FIND THE BRIEFCASE.
RETRIEVE THE PLANS.
STOP PROJECT MEDUSA.**



RACE AGAINST TIME

The first Shot in this Campaign is a breakneck chase, an introduction filled with adrenaline that puts the Heroes on the spot and prompts them to prove what they're made of.

SHOT SUMMARY

In **Race Against Time**, the Heroes will have to retrieve a precious **briefcase** containing details about a secret experiment.

When their contact lays an ambush for them, the Heroes learn that the briefcase is about to be flown to an unspecified destination, and they have no choice but to start a desperate race to get on that plane.

After an adrenaline-pumping chase, the Heroes jump onto the plane one second before takeoff, coming face to face with a team of armed mercenaries protecting a man dressed in black who has the briefcase handcuffed to his wrist.

The ensuing scuffle ends with the destruction of the plane and forces both the Heroes and their opponents to jump outside, fighting over the few available parachutes. The free-fall will ultimately lead to a face-off with the mysterious man, and to the discovery of a far greater threat than they had initially imagined.

PREFACE

This Shot begins in an old diner located in an unspecified sea-side city. The Heroes are already working together, and the Players are free to coordinate their motives and the dynamics of their alliance. Alternatively, in the next page you can find four plot-hooks with the motives each Hero has for accepting this mission and for cooperating with the others.

In the past few days, the Heroes have been looking into **Project Medusa**, an experimental weapon that could become extremely dangerous if it fell into the wrong hands. Their only contact, a neurotic information broker named **Carter**, maintains that the plans for Project Medusa are sealed in a briefcase, which is about to be moved to a secret, unreachable lab. Hoping to get more details, the Heroes agree to meet with Carter in an old diner on the outskirts of the city.



PROMPTS ABOUT HEROES

- ◆ **Johnny:** Agent Reed is an undercover police officer tasked with retrieving the blueprints for Project Medusa. His direct superior is the only one who knows anything about his mission, and his partners are also unaware of his true identity.
- ◆ **Sam:** Samantha is a vehicle enthusiast and a top-notch pilot. She and Victor work together as debt collectors for a less-than-legal entity. She doesn't know what's in the briefcase and doesn't really care. For her, this is just another day on the job.
- ◆ **Victor:** The life of a bounty hunter is filled with risks and hard choices. A veteran like Victor is well aware of this fact. As such, even if he has smelled the set-up hiding behind this mission, he still decided to take the job.
- ◆ **Savar:** Doctor Sita Khan is one of the brilliant scientists behind Project Medusa, and she mysteriously vanished a few weeks ago. Her brother Savar fully intends to do everything in his power to bring her back home. After discovering Johnny's true identity, he decided to also take part in this mission, and the agent was forced to accept his involvement in order not to break cover.

YOUR HERO

Toward the end of this dossier, you'll find 4 Sheets for as many Heroes ready for action.

Allow the Players to freely choose their favorite, or to make any alteration they feel is needed to make the character truly theirs.

If you have the Outgunned corebook on hand, you can also come up with your own Heroes for the Campaign. The only thing that matters is that they have a good motive to get into the action!