

The Indy 500 Job

A Job for *Leverage: The Role-Playing Game*
by Alan De Smet

Contents

Introduction	1	The Hill Racing files	8
Background	1	Hill's mail	8
Starting up	1	Hill's betting records	8
New to Leverage	1	Random details and notes	8
New to the Leverage RPG	2	Credits	8
For everyone	2	Player Handouts	9
Starting up	2	Nate's Introduction	9
Guidelines	3	Hardison's Introduction	10
Timeline	3	Places to Start	11
What already happened	3	False Identities	11
What will happen	4		
What might happen	4		
People	5	Introduction	
Jonathan Hill, The Mark, IndyCar team owner	5	This is a job for the Leverage RPG, published by Margaret Weis Productions. It's intended for the Guide (or GM) for the game; potential players should not read this.	
Cynthia Morales, The Client, driver	5	Fans of IndyCar racing will certainly find mistakes in the presentation of the sport here. My apologies.	
Daniel Morales, The Client's Father, me- chanic	6	This job comfortably finishes in 4 hours with new players and an experienced Fixer. With aggressive pacing, it can be completed in 3 hours.	
William "Bill" Keefe, The Mark's heavy	6		
Adam Langley, The dirty mechanic	6	Background	
Klaus Neumann, The German driver	6	Jonathan Hill, son of a wealthy Texas state senator, is in trouble. After a string of business failures, his father has cut him off. Jonathan has been left with a heavily mortgaged house, a luxury car, and an Indy- Car racing team. This would have been survivable, but Jonathan also foolishly engaged in high stakes, illegal betting. He now owes mob bookies several hundred thousand dollars that he doesn't have.	
Jacob Hackman, Neumann's pit lead	6	Jonathan has hit upon a plan: he has had his body- guard place several large bets against one of his own drivers, Cynthia Morales. This is, of course, wildly against racing league rules. Cynthia's father, Daniel	
The Mob Thugs,	6		
Patrik Allman, The deceased driver	6		
Senator Clay Hill, The Mark's Father	6		
Extras	6		
Places	6		
Things	7		
Jonathan Hill's laptop	7		
Jonathan Hill's cellphone	7		
The explosives and detonator	7		
The trigger	8		

Morales, is the lead mechanic for her car. Jonathan has fabricated a video that makes it look like Daniel is sabotaging a competitor's car. Jonathan is using this video to blackmail Cynthia: she must throw the race or her father's career will be ruined.

As a backup plan, Jonathan has acquired a very small explosive. (Some Red-D Gel-B from Austin Powders.) He's paying off a mechanic on the team to slip it into a key joint in the car. If Cynthia refuses, Jonathan will detonate the explosive remotely, certainly causing an accident that knocks Cynthia out of the race. Jonathan believes this plan will work, as it did several years ago. That accident killed Jonathan's first driver and temporarily solved Jonathan's financial troubles.

Knowing that Cynthia will be doing poorly, Jonathan has cut the budget for Cynthia's car, ostensibly because of financial problems. While Jonathan is having financial problems, he's actually putting the money into the car of his other driver, Klaus Neumann. Cynthia's car is still safe and legal (if you ignore the bomb), but it will limit how well she does in the race.

Complicating things further, one of the bookies Jonathan owes has sent some heavies to the race. They plan on badly injuring Daniel as a reminder to Jonathan to pay up promptly.

Cynthia wants her father's reputation protected, to break her contract with a man she can no longer trust, and ideally to race her best at the Indianapolis 500. The law can't help her, so she turns to the Leverage crew.

Starting up

New to Leverage

You can use the following to introduce the world of Leverage to players not familiar with the television show.

The world of Leverage is our own, but just a little bit worse. The criminals are a bit more effective, the cops a bit more dirty, the politicians a bit more corrupt.

You are among the best criminals in the world. Hardison: the master hacker. Parker: the master cat burglar. Sophie:

the master con artist. Eliot: the master retrieval specialist. They are lead by Nate: the mastermind and who, as an insurance investigator, once hunted the others.

You were once loners. But you got together for a single job to help someone and to make a lot of money. That job made you all wealthy.

You should have walked away. But on the job, you discovered that together you are more than the sum of you parts. It was a rush. The others asked Nate to continue leading them. But Nate wasn't a thief. Nate would lead, but the terms were that you had to help people. So now you help people against the rich and powerful, people the law can't help.

When innocent people are suffering under a great weight, you provide leverage.

New to the Leverage RPG

You can use this to introduce the Leverage RPG to new players.

You are professionals, some of the best in the world at what you do. If you have a plan, it will have a real chance of success. If you say something is true, it must be likely, otherwise your character wouldn't have suggested it. If something is completely infeasible, I'll let you know in advance. My goal is not to play gotcha for overlooking some clever thing I thought up. There will even be some limited opportunities to flashback to previous scenes to add necessary details after the fact. My goal is to work with you to create an exciting and fun heist. Given this, you don't need a perfect plan. You just need a rough plan.

Failure won't ruin you. You are some of the best in the world. Failure might mean that something works, but not as well as you might like. Failure might be that things get more complicated. But you will be able to recover. These brief setbacks are part of why the show is fun!

You are encouraged to come up with plans and ideas together, even if your character might not. Some games discourage this sort of metagaming, but this one does not. In the show Nate has the advantage of having a team of writers working out potential plans. You have each other.

Minor details are easy to arrange. Do you want jobs on the catering staff at the last moment? That's trivial for Nate or Sophie to arrange! Do you need uniforms or badges capable of passing a quick visible inspection? Hardison has a trunk full of them! Unless you want something extremely odd, you won't even need to roll dice, it just works.

Be awesome. When the dice tell us that you succeed, tell us what sort of awesome stuff your character is doing.

For everyone

Hardison has provided the team with nearly invisible earbuds. The entire team can hear each other over very long distances.

The year is 2010, mostly so I don't have to keep updating all the dates.

Starting up

Give Nate's player a copy of the "Introduction for Nate" handout. Give Hardison's player a copy of the "Introduction for Hardison" handout. Tell Nate's player to introduce the job. When Nate is done, he should prompt Hardison to introduce the target, but if necessary prompt Hardison's player.

When Hardison is done, read or paraphrase the following to the players:

You have all arrived in Indianapolis. It's Thursday morning. The Indianapolis 500 begins on Sunday at 1:00 PM. You have about three and a half days to help Cynthia Morales. What do you do?

If the players are new to the Leverage RPG, they may need some more prompting. You can give them a copy of the "Suggestions" handouts or prompt them

a bit yourself. You can also give them, or at least Sophie's player, a copy of the "False identities" handout.

After that, it's time to run the job.

Guidelines

This entire job is just guidelines; modify them to make it yours. I've run this job with a far smaller set of notes. This write up is longer because I've tried to capture the various ideas that were swirling in my head, but never ended up in my earlier notes.

Be flexible with the details, especially based on player's expectations. Are IndyCars kept in the infield area in the open, or in garages? Whichever one works. Will the bomb be planted on Saturday night, Sunday morning, or during a pit stop during the race? Whichever works best.

If something seems simple, see if it can be complicated. For example, if Parker is breaking into Hill's hotel room, what if Hill sends Keefe to retrieve his laptop? If a grift of Hill is going on, what if the mafia thugs show up to threaten Hill?

Move objects and people around to ensure the team have opportunities to get the information they need. The team might learn about the mobsters by following Hill's money transfers, finding a threat in his email, finding some written notes on paper, intercepting a written threat, or intercepting a phone call or voice mail.

Information is frequently present in multiple places. If the players discover a piece of information, consider omitting it from other locations. If the players collect something full of information consider removing some information from it. For example, Hill's laptop can potentially contain just about anything Hill knows. If the laptop is acquired very early, you might decide that he doesn't put any of his financial information on his laptop, so further crimes will be necessary.

There are several complications the team don't know about at the start. Make sure they learn about the involvement of the mob and the bomb relatively early.

Timeline

What already happened

2008

Jonathan, deep in debt, uses a proxy to bet against his driver, Patrick Allman. He orders Allman to drive poorly. Allman refuses. Using his bankrupt mining company's name, Jonathan purchases explosives and builds a wireless trigger. Jonathan blackmails Adam Langley, then still on parole, to plant the bomb on the car mid-race. The goal was to disable the car, but the resulting accident kills Allman. Between the bet and the insurance on Allman and the car, Jonathan erases his debt and rebuilds the team. Jonathan hires Cynthia.

2009

Cynthia is having a promising rookie year. Jonathan hires Klaus. Feeling overconfident from his large payout and Cynthia's wins, Jonathan returns to living the high life. He quickly runs out of money. He mortgages his paid-off home to cover his expenses.

April 2010

Jonathan sells one of his cars to cover his expenses. He decides to bet against his own driver again. This time he realizes he may need to blackmail his driver to succeed.

April 26th, 2010

Jonathan cuts funding for Cynthia's car. Without full funding for maintenance and parts, her car falls from upper class to mid-grade. The money goes into Klaus's car, making it a top-of-the-line car.

May 10th, 2010

Jonathan takes surveillance video from his own garage. He strategically places a tall rolling toolbox to limit the camera's view. He uses footage of Daniel Morales making a routine check of Cynthia's car and modifies it so it looks like Morales is working on another team's car.

May 11th, 2010

Using his old mining company's name, Jonathan orders a very small amount of explosives. This is illegal. Using his own electrical engineering background, he creates simple wireless detonator and trigger.

May 15th – 21st, 2010

Practice period.

May 18th, 2010

Jonathan approaches Langley to plant the explosive. Langley initially refuses, but Jonathan threatens to reveal that Langley planted the explosives the first time. Langley agrees. Jonathan also agrees to pay Langley several thousand dollars as a "bonus."

Saturday, May 22nd

The time trials. Even with a mid-grade car, Cynthia is skilled enough to take 7th in the time trials. Even with a top-of-the-line car, Klaus is only an okay driver. He takes 28th in the time trials.

Sunday, May 23rd

Everything in place, Jonathan shows Cynthia the forged video and blackmails her.

Monday, May 24th

Bill Keefe, on Jonathan's orders, places a large bet with an illegal bookie that Cynthia will finish behind Klaus Neumann. Cynthia is wildly favored over Klaus, so the odds are very long. If Klaus beats Cynthia, Jonathan stands to make several million dollars. If he loses, Jonathan will owe the bookie several hundred thousand dollars.

Thursday, May 27th

The Leverage crew arrives in Indianapolis.

What will happen

Assuming the Leverage crew doesn't interfere, the following will happen.

Thursday, May 27th – Saturday, May 29th

A variety of public and private events related to the race are held, including exhibitions and private parties. Hill, Cynthia, and Klaus will be at many of them. The mafia thugs catch up with Hill at one of these events and demand that he pay up. When he asks for more time, they warn him that he has until Saturday night, or something unfortunate might happen.

Saturday, May 29th

Evening: mafia thugs with forged credentials

will enter the pit area and badly beat Daniel Morales. Daniel will be in the hospital for several days. Cynthia will be up all late with her father, leaving her in poor shape to race.

Sunday, May 30th, 1:00 pm

Angry and erroneously thinking that Jonathan is behind the attack, Cynthia will race her best out of spite. Between an underfunded car and her tiredness, she will race poorly, ending up in the middle of the pack (about 16th place).

Klaus still isn't a great driver and will stay near the back of the pack, about 28th place.

During a pit stop, Langley installs the bomb on a key joint on the car.

Desperate to not lose, Jonathan will trigger the explosive, causing a small but key part of the steering mechanism to fail. Cynthia will lose control and will crash. She will survive, but will be injured.

Between the bet and insurance on Cynthia and her car, Jonathan will make enough money to pay off his immediate debts. He won't have learned his lesson and will continue to outspend his means. He will likely reuse this scam to bail himself out in the future.

What might happen

The Leverage crew is free to do anything they want, but possible conclusions include the following.

- Learn about the mafia thugs and protect Daniel from them.
- Learn about the explosive and remove or disable it.
- Trick Jonathan into releasing Cynthia from her contract. Jonathan might be tricked in gambling for either the team or enough money that Jonathan would be forced to sell the team.
- Plant the bomb on Jonathan's car.
- Make sure race officials know Jonathan is betting on his own team, a major rules violation.
- Make sure the illegal bookie knows Jonathan is rigging his own bet.
- Make sure law enforcement knows Jonathan is buying explosives, endangering Cynthia's life, or a host of other crimes.
- Make sure law enforcement knows that the mafia thugs are parolees carrying concealed firearms.
- Give ownership of Hill Racing to Cynthia or Daniel.

People

Jonathan Hill

The Mark, IndyCar team owner

CEO: d10; Dabbled in everything: d8; Desperate: d4

- Son of Clay Hill, wealthy retired Texas politician, entrepreneur
- Owns Hill Racing team.
- Barely earned an bachelor's degree in electrical engineering.
- Bad manager
 - Purchased a profitable mining company. Went bankrupt after massive fines for safety violations after a cave-in. (No one died.)
 - Heavy investor into pets.com
 - Invested in a house flipping fraud scheme that collapsed last year. Escaped prosecution.
 - Heavy and constant gambler
- Lives beyond his means
- Has large debts, both legal and illegal (bookies)
- Father disowned him a few years ago.
- Racing contracts (standard operating procedure in the industry)

- Takes large insurance contracts on his drivers.
 - Binding for 10 years, during which time you cannot race outside of the team.
 - The price to break contract is mind boggling.
 - Can terminate contract earlier for a lower fee if agreed upon by both sides
- 3 years ago
 - Bet against his driver, Patrick Allman using skills.
 - Ordered Allman to throw the race.
 - Allman refused.
 - Purchased remote trigger
 - Purchased small amount of Red-D Gel-B high explosive from Austin Powders.
 - Set off a remote charge causing Allman to crash and die.
 - Now
 - Two drivers: Cynthia Morales and Klaus Neumann
 - Crew: Daniel Morales, Adam Langley, others
 - Bet against his driver, Cynthia Morales using a shill (Bill).
 - Created fake video of Daniel sabotaging a competitor's car
 - Ordered Morales to throw the race. Using video as extortion.
 - Purchased remote trigger
 - Purchased small amount of Red-D Gel-B high explosive from Austin Powders.
 - As a backup, will rig car to crash with explosive.

Cynthia Morales **The Client, driver**

Natural driver: d10; Focused: d8; Family ties: d4
Pronounced mo-RAH-les
Wants to race honestly. Has the number 7 starting position. (inner position, row 3)

Daniel Morales **The Client's Father, mechanic**

Mechanic: d8; Father: d4; Detail oriented: d8
Daniel has been a racing mechanic for several decades. He is pit lead for Cynthia.

William "Bill" Keefe **The Mark's heavy**

Strong As Hell: d8; Tough as Hell: d8; Dumb As Hell: d4

A heavy in an ill-fitting suit. Has worked for Hill for a year or so. Works as a bodyguard and errand boy. Was a professional boxer of no particular note for a few years.

Adam Langley **The dirty mechanic**

Mechanic: d8; Time in prison: d8; Coward: d4
Did time in prison for armed robbery of an armored truck. Released several years ago. Joined Hill Racing when it was founded. Has prison tattoos concealed under clothing. Is part of Cynthia's pit crew.

Klaus Neumann **The German driver**

Poorly integrated: d4; Up and coming driver: d8; Precise: d8
Reasonably nice, but a bit over infatuated with himself. Otherwise honest and well intentioned.

Jacob Hackman **Neumann's pit lead**

Skilled mechanic: d10; team leader: d6; Arrogant: d4
Pit crew lead for Neumann's crew. Not involved/

The Mob Thugs

Worked together: d8; Fight dirty: d8; Selfish: d4
Four bruisers. They've been ordered to collect Jonathan's payments, or to rough up one of his team members as a warning if Jonathan can't or won't pay.
Possible clues: email warning and deadline, sms warning and deadline, intercepted phone call.

Patrik Allman **The deceased driver**

Jonathan's first driver. Died in an accident caused by an explosive Langley planted on his car on Hill's orders.

Senator Clay Hill **The Mark's Father**

Jonathan's father. Texas state senator and wealth entrepreneur, estimated to be worth about \$42 million. Owns a number of mid-sized businesses in southeastern Texas. Disowned Jonathan in 2008.

Extras

A list of random names can be useful for unexpected characters. Perhaps the crew wants to involve a specific race official or law enforcement officer. Perhaps Sophie or Nate need a suggestion for a cover.

Norman D. Powers	James C. Devlin
John K. Boeding	Rochelle J. Horn
Donald S. Gomez	Christopher E. Martinek
Carolyn Noah	Michelle Gibson
Bridget Bozeman	Nathan Messer
Willie Paquette	Eva Grimsley
Benjamin Brodeur	Rita Sotelo
Shelia Kraus	Larry Eggleston
Gary Larry	Eugene Pina
Nina Reyes	Vincent Devries
Karla Carrion	Phillip Volz
Anita Kwiatkowski	William Joiner
Carl Aubrey	Christopher Nigelsen
Matthew Marler	Charles Bunch
Aaron Abraham	Adrian Hammers
Jenny Douglass	Misty Redd
Manuel Mccourt	Roxanne Benn
Denise Bagley	Jack Cramer
Jacob Council	Loretta Gunderson

Places

These are just some of the places that might come up.

- Indianapolis Motor Speedway

- The stands. Some light security to enter.
- VIP boxes. These will be heavily secured.
- The pits/infield. These will be heavily secured.
- The garages. These will be heavily secured.

- Hill's hotel room.
- An art gallery. Perhaps the scene of a publicity event.
- An expensive bar. Hill might be hanging out, or it might be a publicity event.
- A crowded mall. Perhaps the scene of a publicity event.

Things

Jonathan Hill's laptop

Hill keeps his laptop either in his hotel room or in the RV the team uses as a mobile office. Hill might carry his laptop with him as well. With the laptop itself, remote access, or a copy, any team member can easily find:

- Video editing software.
- The video. It's a short black and white surveillance video of a garage. A tall rolling toolbox blocks most of the view, but the back of a competing team's car can be seen. Daniel Morales enters the frame holding a wrench. He rolls under the car, does something not visible, rolls back out, then walks back out of frame. A check is required to learn more.
- Jonathan Hill's personal financial records. He has massive expenses and little income. A check is required to learn more.

With an easy Hacking check (d6+d6), a crew member can determine:

- The video is faked, and not very well. Someone obviously replaced the car in the video.

- The video was edited on this computer. The original was deleted.
- The video has not been copied off of the computer. The laptop has the only copy.
- Hill doesn't keep backups of any sort.

With an easy Hacking or Mastermind check (d6+d6), a crew member can determine:

- Hill has been drawing money from the Hill Racing accounts. As a sole proprietorship, this is legal, but a bad idea.
- The financial records contain an odd expense. In 2008, Hill, using his bankrupt mining company's name, spent \$500 with an explosives manufacturer. The expense appears again on May 11th, just over a week ago.

Jonathan Hill's cellphone

Hill carries his phone with him everywhere.

- Call records show occasional calls to Bill Keefe, calls to Daniel Morales, calls to Neumann's lead mechanic, and a phone call to Langley's cell phone.
- The phone might have a non-specific threat to "remit payment by Saturday to avoid penalties." Tracing the number leads to a mob bookie.
- The phone might have a similar voice mail threat.
- If the phone were bugged or the line tapped, Hardison would intercept such a threat as well.

The explosives and detonator

Hill keeps the explosives and detonator together, but not assembled. They might be found in his room, in the Hill Racing RV, on Bill Keefe, among Langley's tools, or on Langley himself. If Keefe, Hill, or Langley are carrying it, they are likely to check it frequently, something that can be observed with a notice roll.

- The explosive is a small amount of Red-D Gel-B high explosive, purchased from Austin Powders.

- The radio triggered detonator is a small piece of electronics with an antenna.
- The detonator requires a very specific radio broadcast.
- The explosives are normally used in mining, but could easily kill or seriously injure someone.
- Assembling the two into a working bomb is trivial. Until assembled, the explosive is very safe.

The trigger

Hill might be carrying the trigger, it might be in his room, in the Hill Racing RV, or on Bill Keefe. If Hill or Keefe are carrying it, they are likely to check it frequently, something that can be observed with a notice roll.

- Looks like an ordinary garage door opener, albeit held shut with electrical tape.
- This is a small but high power radio transmitter. It broadcasts a brief unique code.
- It might be possible to create a device that can detect receivers for the code. Depending on the needs of the story, such a device might have a very short range, draw many false positives, or carry a risk of triggering the receiver (the bomb).

The Hill Racing files

The racing files might be kept in Hill's hotel room or in the Hill Racing RV. With an easy Mastermind check (d6+d6), a crew member can determine:

- The team's finances would be barely self-sufficient from winnings and sponsorships, but Hill has been giving himself large, no-interest loans. (As a sole proprietorship, this is legal, but a bad idea.) The team's finances are tight. Without a major cash infusion, this is the team's last race.
- Adam Langley received a "bonus" of \$5,000 in 2008. There is a payment for another \$5,000 to Langley scheduled for Sunday, May 30th.
- About a month ago, Hill cut spending for Cynthia's team and car to a bare minimum, while increasing the spending on Klaus's team and car.

Hill's mail

Hill's mail contains mostly bad news.

- Bank statements will confirm that financially Hill is in terrible shape. He has massive expenses and little income. Hill has been drawing money from the Hill Racing accounts. As a sole proprietorship, this is legal, but a bad idea.
- There might be an unsigned threat, demanding payment by Saturday to avoid any “unpleasantness.” This is a warning from the mob bookie.

Hill's betting records

This is a small notebook full of personal notes and some betting stubs. The larger bets have less detail, simply giving initials for the bookies. These are likely to illegal bookmakers.

Random details and notes

- Large insurance policies on the cars and the racers, standard operating procedure
- Running an IndyCar team costs \$5M a year minimum, for a very low end team. A top ten team costs about \$23M. Top team, \$50M.

Credits

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The job is heavily based on “The Indy 500 Job,” run by one of the Leverage RPG writers at Gen Con Indy 2010.

Player Handout: Nate's Introduction

As usual, Nate will be introducing the problem to the team. Nate previously met with Cynthia alone. Here is what you know. Feel free to put these into your own words and to summarize you see fit. You've already asked Hardison to research the main players; when you're done with your briefing, ask Hardison to share what he's found.

- The client is Cynthia Morales, an up and coming IndyCar driver.
- Cynthia's has a multi-year contract with Hill Racing. Can only be broken by mutual agreement, by Hill keeping Cynthia out of races, or if Hill Racing is banned from the league.
- Cynthia is ranked 7th in time trials for the Indianapolis 500.
- Cynthia is the daughter of Daniel Morales, the lead mechanic for Cynthia's car.
- Her team's owner, Jonathan Hill, has ordered her to throw the race.
- Jonathan Hill claims to have a surveillance video of Daniel Morales sabotaging a competitor's car and is threatening to reveal it if Cynthia refuses.
- Hill showed Cynthia the video on his laptop. It shows her father approaching another team's car and doing something while under it. Cynthia he is confident her father would never tamper with someone else's car. Cynthia thinks the video is a forgery, but she doesn't know much about video manipulation.
- Even if false or misleading, exposure of the video would destroy her father's career.
- Cynthia has not told her father about any of this.
- Cynthia wants...
 - ...her father's good name protected.
 - ...out of her contract. She clearly can't ever trust Jonathan Hill again.

– ...to be able to drive honestly. She doesn't want to throw the race. But if necessary, she will.

An additional note: if you think you've done everything necessary and it seemed easy, that is in and of itself suspicious...

Player Handout: Hardison's Introduction

Nate asked you to research Jonathan Hill. When he is done telling the team about the client and the job, it's time for you to share your research with the team. Feel free to put these into your own words and to summarize you see fit.

- Normally you would know a lot more about your target. However, records for Jonathan Hill and his father are surprisingly hard to get, even for a master hacker like yourself. Someone has spent a lot of time and money to keep the Hill's private affairs private. Records that should exist are missing, corrupted, or obviously modified. To do further research, you'll need a starting place with information you don't yet have.
- Jonathan Hill is the son of wealthy Texas State Senator Clay Hill.
- Bachelors in electrical engineering from Texas State University. It took him 6 years and he barely squeaked through.
- Jonathan owns a multi-million dollar home in Houston. It was paid off, but Hill heavily mortgaged it last year.
- Five years ago, Jonathan registered two cars: a Mercedes-Benz CL 600 (\$120,000 new) and a BMW Z8 (\$130,000 new). He sold the Z8 last month.
- Jonathan is international racing fan. He frequently travels to see IndyCar, Formula One, rally, and other races.
- Jonathan frequently bets on races.
- Jonathan was involved in a stream of failures:
 - 1999-2000: Major investor and board-member for pets.com. Clay paid for Jonathan's shares.
 - 2002-2005: Purchased small coal mining company. Clay paid for it in Jonathan's name. It went bankrupt from safety violation fines.
 - 2004-2008: Involved in house flipping scam; expensive lawyers got him off.
- 2006 through present: Founded Hill Racing:
 - 2008: First driver, Patrick Allman, died in a crash caused by mechanical failure three years ago.
 - Insurance payout allowed him to rebuild and expand the team.
 - 2009: Signed Cynthia Morales
 - 2010: Signed Klaus Neumann

Player Handout: Places to Start

The first step of a job is typically information gathering. Check out locations, especially locations you might want to break into later. Sophie or Nate might meet the target and see who the target interacts with. Sophie or Parker might pick the pockets of the target or other interesting people to fish for interesting information. Parker might break into a poorly secured location to search computers or paperwork. Armed with the results from Sophie, Nate, and Parker, Hardison might do further research.

Whatever you do, consider having at least one other crew member nearby, available to act as backup. A backup might need to appear to support a fake identity (“Wow, I didn’t expect to see a world famous celebrity here!”), run interference (“Sorry to have knocked your papers all over, let let help you pick them up”), defend someone (Typically Eliot knocking someone out), or to quickly study something stolen (While Sophie continues to chat up someone, another Crew member might send a copy of their cell phone to Hardison or scan their wallet’s contents with a discrete card reader.

Your initial information gathering will help establish the boundaries of the problem. Who is involved? What do they want? What foolish behaviors do they have that you can exploit? It’s time to craft a proper plan. Remember that your plan doesn’t need to be perfect, broad strokes are plenty.

Player Handout: False Identities

Here are some possible false identities you might assume. You’re free to make up new ones. Depending on your plans, a fake ID and outfit might be enough. Hardison can typically provide any fake ID or uniform. More complex cons might need require an entire online identity, someone to answer the phone at the “central office,” or even showing off property you “own” or your “employees.” To acquire fake property or employees, you might temporarily slip into another business’s space, or you might engage in a fraud to take longer term control.

- IndyCar officials
- A competing team
- A potential corporate sponsor
- An existing corporate sponsor
- Another racing league (Formula One)
- Local security
- Local police
- FBI
- Insurance investigators