

# SPYCRAFT™

ROLEPLAYING GAME  
VERSION 2.0

## COMBAT MISSIONS



**MICHAEL TRESCEA**

# ***COMBAT MISSIONS***

Ambushes, Rescues, and More for the Spycraft System

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## **SPECIAL THANKS**

Special thanks to my wife and in-house editor, Amber, who put up with hours of action films, stacked volumes about guns, and conversations about terrorists in public. A big thanks to my brother-in-law Eric for advice on law enforcement and the hardware they use.

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# INTRODUCTION

## INTRODUCTION

In this book, you will face terrorists, serial killers, bank robbers, corrupt cops, rival characters, and even a treacherous mountain. Welcome to *Combat Missions*, a different twist on the Spycraft game.

In *Combat Missions*, the action is fast, the circumstances are bleak, and the characters are the last line of defense. The operations in *Combat Missions* take place where the normal fabric of society has come apart. Laws stop working, people stop being civil, and the basic value of human life is forgotten. Instead, greed and corruption boil over into everyday life, threatening the normal folks who just want to be left alone to do their jobs.

The overarching plot of *Combat Missions* is a direct result of the frightening new world of the 21<sup>st</sup> century. Terrorism is a very real threat. Corporate greed and corruption is exposed. Everywhere, there is a need for heroes—and they are in short supply. That's where the characters come in.

A multinational conglomerate known as MegaCosmos is slowly eroding. MegaCosmos is the American business model at its best and worst. Its tentacles are in everything; from textiles to subway trains, airlines to nuclear weapons, security enforcement to web sites. As the trail of corporate skullduggery and financial cover-ups are revealed, the company collapses. It leaves behind a legacy of poverty and desperation, of angry people who fight back at the system and lash out at each other. In all these missions, MegaCosmos is directly or indirectly responsible for all of them. 15 missions—15 ways a damaged corporation leaves its bloody mark on the world as it dies.

The missions differ from typical Spycraft serials in that each mission is self-contained. The masterminds could be replaced with any of the villains from *Most Wanted*.

Many of these situations are culled from cinematic plots and news headlines. In this book, everyone is a villain: Americans, Colombians, Irish, Italians, Pakistanis, Russians, and more.



Although no apologies are made for the content of this book, it is not intended to offend.

Just like in the real world, anyone can be a villain—or a hero.

## Most Wanted

*Most Wanted* is Paradigm Creations' book of villainous NPCs. Although created for the first edition of *Spycraft*, the villains and their motivations are applicable to any *Spycraft 2.0* game. Game Controls are encouraged to replicate the villains from *Most Wanted* using either the NPC generation system from *Spycraft 2.0* or as "full special" NPCs created the same way as player characters.

## ABOUT MEGACOSMOS

MegaCosmos consists of a variety of businesses that span the globe. It provides the backdrop for all of the events in this book.

MegaCosmos (MC), formerly known as MegaCosmetics, began as a cosmetics company at the turn of the century. Its success exploded after World War II and MegaCosmetics branched out, rebranding itself as MegaCosmos. MC no longer has a cosmetics business, but it dabbles in everything else. Below are some of MC's businesses:



# ***ABOUT MEGACOSMOS***

## ***Bleeding Edge***

A magazine for rich young men interested in technology and fashion, Jeffrey Bode (the "other son") runs this business as his pet project. His lifestyle is legendary and his vices are a topic of discussion around water coolers everywhere. The magazine consistently loses money for the company. Featured in "Bleeding Edge."

## ***Executive Results***

Executive Results is the security business of MC, now defunct. It was created to protect MC's interests in South America. When business dried up, MC broke off and sold this business. It is believed Executive Results employed 5% of all American mercenaries at its height and contributed an additional 10% to the overall mercenary workforce when it disbanded. Featured in "The Taking of Ashland 2-2-3," "Getting Results," and "Don't Bank on it."

## ***First Solutions***

First Solutions was the nuclear and military arm of MC that was at its height in the 80s. It collapsed along with the Soviet Union. A half-hearted attempt was made to act socially responsible when a few intrepid reporters revealed that First Solutions "misplaced" several nuclear weapons. Featured in "The Summit Meeting," "The Watchers," and "Zeus' Quiver."

## ***Indianational***

Indianational is the international business run by Nicholas Bode, one of two sons of the CEO. Hyping the value of "global talent," Indianational originally specialized in ferrying employees to and from India. But with the advent of terrorism in America, Indianational lost customers who preferred instead to network over the phone or via email. Featured in "The Summit Meeting," and "Hot Air."

## ***InfiniCredit***

InfiniCredit is the financing arm for MC. It is very successful, if not particularly well respected, because of the muscle it brings to the credit and lending industry. Unfortunately, it does

too well. A financial business of its size must be balanced against the material businesses to guarantee MC's financial stability. When InfiniCredit threatened to become more than 50% of MC's business, the company was cut down, laying off thousands of employees in the process. Since then, InfiniCredit has been hit hard by a recent crime wave of identity theft. Featured in "Wolves and Sheep," "Don't Bank on It," and "The Fortress."

## ***Sparkle, Inc.***

Sparkle, Inc. is a diamond mine operation that was disbanded after human rights violations were leveled at the company. The diamond mine operation spawned Executive Results when MC stopped hiring the local muscle. Sparkle, Inc. is downplayed in MC's history but is largely responsible for the company's transformation from a national phenomenon to a global empire with tentacles in every country. Featured in "Last One Out."

## ***Transformatives, Inc.***

Transformatives, Inc. is a premiere chemical manufacturer. It produces a wide variety of chemical applications, from cleaning fluids to paints, mineral treatments to biological cleansers. Transformatives was shut down and its employees scattered amongst the various MC businesses. So many chemical engineers deluged the employment market that one of them eventually invented an addictive drug known as "blink." Transformatives, Inc. also creates the biological weapon known as supersarin. Featured in "Last One Out," "A Different Case," "The Last Castle," "Last Rights," "The Fortress," "Hot Air," and "The Birdcage."

## ***PLOT HOOKS***

There are a variety of ways *Combat Missions* can be used. Each mission can be inserted separately as a unique event or as a diversion to spice up a serial. However, there are enough threads weaved throughout *Combat Missions* that characters can pursue them in order to achieve a particular goal. Here are just a few:

# PLOT HOOKS

## Bounced Check

In this series, the characters expose InfiniCredit as an institution that carelessly handles its client's money. In "Wolves and Sheep," Kevin Medroff is a former programmer for InfiniCredit who has access to thousands of credit card numbers. "Don't Bank on it" involves a plot against InfiniCredit's poorly guarded banks. Finally, Keys from "The Fortress" is a former InfiniCredit computer programmer gone bad. With the evidence gathered from these three missions, InfiniCredit will ultimately be forced into bankruptcy.

## Checkmate

A terrorist leader has been secretly captured, but no one knows what to do with him. Terrorist attacks increase against the U.S. as a result. In "Getting Results" the characters uncover that someone has secretly captured a terrorist leader. In "The Birdcage" a threat against the terrorist leader is made at a maximum-security prison, revealing his presence. It's up to the characters to determine who the terrorist leader is, if he has been legally detained, and what to do with him.

## Don't Blink

A new drug is on the streets. The drug, known as "blink" is extremely addictive and easy to produce. In "Last One Out," the characters track the creation of the drug, invented by a kidnapped chemical engineer. In "The Last Castle," the level of corruption that comes from this new profitable drug is so high that even the police are in on it. If the characters successfully defeat the corrupt cops, one of the two hubs of distribution is destroyed. "The Fortress" is the other distribution hub. Completing all three missions prevents "blink" from becoming the new American addiction.

## Going Crazy

The characters specialize in tracking down serial killers. In "The Watchers," the characters get their first taste of two killers who enjoy terrorizing their victims. Then, in "The Birdcage," they must deal with a several different psychopaths simultaneously. Finally, in "Bleeding Edge" the characters get up close and personal with a serial killer before taking him down.

## Passing Gas

Transformatives, Inc created a new biological weapon, "supersarin." In "A Different Case," it surfaces for the first time. In "Last Rights" characters discover that a small town was working on creating supersarin and it contaminated some of the workers. In "Hot Air" everyone's fears come true as supersarin is used as a weapon. It's up to the characters to end the supersarin threat by proving its ineffectiveness as a weapon of mass destruction.

## Stray Nukes

The characters must track down stray nuclear weapons and prevent them from falling into terrorist hands. In "The Summit Meeting," it is revealed that First Solutions was working on illegal nuclear weapons. In "The Watchers," the whereabouts of several stray nuclear weapons caches are slipped to First Solutions. Finally, in "Zeus' Quiver," everything comes to a head as the nukes are nearly released to the black market.

## HOSTAGES, BYSTANDERS, AND LAWMEN

Throughout *Combat Missions*, there are a lot of battles that take place in areas populated by civilians. In some cases, the bad guys take hostages. In others, innocent bystanders just happen to be in the way. Whatever the situation, there's plenty of opportunities for normal folks to get hurt.

### Statistics

#### Lawmen (Allies)

**Police Officer (Standard NPC – 62 XP):** Init IV; Atk VII; Def IV; Resilience IV; Damage Save V; Competence V; Skills: Intimidate VI, Notice VI; Wealth IV; Weapons: 1 x Caliber III, 2 x Caliber I; Gear: 2 x Caliber I, 1 x Caliber II; Vehicle: 1 x Caliber II; Qualities: *feat* (CQB Basics, Gunslinger's Eye, Marksmanship Basics).

**Suggested Gear:** Duty vest, Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none) with two standard ammo loads, Colt M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h,

# HOSTAGES, BYSTANDERS

qualities OVH) with two standard ammo loads, light club (baton) (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), tactical radio, handcuffs, police cruiser.

Any police officer involved in one of the combat missions is called in when all hell has broken loose. Therefore, they are armed to the teeth and wearing Kevlar vests. Police officers have a starting disposition of Unfriendly towards characters working through official channels. Against characters whom they don't know (e.g., foreign characters) police officers have a Hostile disposition.

**Police Chief (Special NPC – 83 XP):** Init V; Atk VI; Def V; Resilience V; v/wp V; Competence VII; Skills: Bluff VI, Intimidate VI, Investigation VII, Sense Motive VI; Weapons: 1 x Caliber III, 2 x Caliber I; Gear: 2 x Caliber I, Vehicle: 1 x Caliber II; Qualities: *class ability* (Sleuth - human nature), *Specialty* (City Dweller), *superior attribute* (Wisdom 14), *talented* (Shrewd).

**Suggested Gear:** Duty vest, Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none) with two standard ammo loads, Colt M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h, qualities OVH) with two standard ammo loads, light club (baton) (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), tactical radio, handcuffs, police cruiser.

Police chiefs (and other higher ranking police officers) are just as skeptical as their underlings in dealing with characters. They have the same disposition but are much more influential in local politics. The police chief statistics can also be used for any civil servant (such as fire chiefs) with modifications to the appropriate feats

**Police Sniper (Standard NPC – 67 XP):** Init IV; Atk VII; Def IV; Resilience IV; Damage Save V; Competence V; Skills: Intimidate VI, Notice VI; Wealth IV; Weapons: 1 x Caliber IV, 2 x Caliber I; Gear: 2 x Caliber I, 1 x Caliber II; Vehicle: 1 x Caliber II; Qualities: *feat* (CQB



Basics, Gunslinger's Eye, Marksmanship Basics), *treacherous*.

**Suggested Gear:** Duty vest, Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none) with two standard ammo loads, H&K PSG1 (dmg 4d4+2, error 1, threat 19-20, ammo 20M3, recoil 10, range 175 ft., SZ/Hand S/2h, qualities ACC, UPG (6x telescopic sight), RGD) with one standard ammo load and one armor-piercing ammo load, light club (baton) (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), tactical radio, night vision goggles, police cruiser.

Snipers share the same attitudes as police officers. They are, however, more skilled in eliminating targets from a distance.

## Bystander, Civilian, Hostage, or Tourist

**Bystander (Standard NPC – 0 XP):** Init I; Atk I; Def II; Resilience II; Damage Save I; Competence V; Skills: Profession V; Wealth III; Weapons: None; Gear: 1 x Caliber I; Vehicle: None; Qualities: *meek* (-17), *non-combatant*.

**Suggested Gear:** Cell phone, \$20 in local currency.



Civilians, bystanders, hostages, and tourists come in all shapes and sizes, nationalities and backgrounds. They have a disposition of Neutral towards characters unless they see a character wielding a weapon. Then their disposition shifts to Hostile and they will run screaming.

## Using Hostages as Cover

Unscrupulous or desperate villains are not above using civilians as shields when desperate. In order to take a human shield, the villain must be within reach of a civilian or in a crowd, and make a standard grapple check. If this grapple is successful, the villain may use 1 grapple benefit to shift a pinned target between himself and one or more enemies. This grants one-half cover.

All ranged attacks made against the villain that are determined to have struck the cover will strike the civilian instead and are cause for a Damage save (for more on cover benefits, see *Spycraft 2.0*, page 345). A critical failure made when firing at a target using a human shield will result in the immediate death of the shield.

Each round, the villain must roll to hold his opponent, just like a grapple (see *Spycraft 2.0*, page 357), though the villain may release the civilian as a free action. While using a human shield, the villain moves at 5 feet per round, and may not run or charge. Finally, the shield is considered as helpless against all attacks made by the person using him as a shield (and thus may be the target of a coup de grace action).

## Oops!

Much of *Combat Missions* revolves around an underlying set of ethics: bad guys shoot innocents, good guys do not. It is entirely possible, in their zeal to complete a mission, that characters instead choose to sacrifice the occasional life for purposes of expediency or to remove a bad guy's advantage.



The Game Control has a variety of options to reinforce the importance of human life. The GC must use judgment in determining when a character is at fault for harming hostages. Very often, an character may have no control over the fate of a hostage and should not be penalized. On the other hand, an character that blatantly disregards the threat of a terrorist with a gun to a hostage's head should be penalized if the hostage is harmed.

## Action Dice

For each hostage harmed, characters can lose one action die. This is a temporary penalty, as action dice disappear at the end of a game session. If the act is particularly heinous, the character can permanently lose one action die from his pool. Thus, an 11<sup>th</sup>-level character who would normally have five action dice might only have four action dice when he blatantly disregards a terrorist's warning to stop advancing and is responsible for the death of a senator.



# TERRORISTS, CRIMINALS

## Charisma Checks

Characters that are responsible for loss of life can receive a penalty to all Charisma-based skills. The penalty might apply to everybody or only to civilians (e.g., “I remember you, you’re the guy who let all those people die on that bus!”). The penalty can be –1 per hostage harmed and might last until the character saves one hostage for each person that was killed in his mission. For example, a character who let five people die in an elevator would receive a –5 penalty to Charisma-based checks. If he saves a child from a burning building, his penalty is reduced to –4.

## Experience Points

Characters can lose the experience points that are a part of their mission award. If keeping hostages alive is part of a mission’s objective, the characters lose –10% experience points for failing. If saving innocent bystanders is not part of the objective, they can still lose experience points at the GC’s option. For example, the characters might lose 1% of the mission award per hostage harmed.

## Role-Playing

There are a host of other repercussions that could negatively impact the characters. Victims may bring lawsuits against the characters, the agency might demote the characters or give them menial tasks, they may be restricted from entering certain countries or become wanted by the police.

Ultimately, the GC should choose the appropriate sanction on the characters to reinforce the distinction between the “good guys” and the “bad guys.”

## TERRORISTS, CRIMINALS, AND GANGS

A variety of bad guys are profiled throughout *Combat Missions*. They can be used as recurring villains or as occasional bad guys for a serial. They are all inspired by real and fictional portrayals of criminal and terrorist organizations.



### Al-Hazzan

Al-Hazzan is an international terrorist network whose primary goal is to cleanse countries of Western influences and replace Western governments with a fundamentalist regime.

**Goals:** 4 (Conquest, Protection, Terrorism, Visionaries)

**History:** 3 (Enemies, Growth, Rivals)

**Image:** 3 (recorded goals, recorded methods, secretive leaders, secretive members, secretive sites)

**Sites:** 2 (Classroom, Training Ground)

**Tools:** 2 (E-II, G-I, R-III, S-II, T-II, V-II, W-IV)

### Mafia

The Mafia is an Italian secret criminal organization that engages in illegal activities, ranging from gambling to drug dealing to prostitution.

**Goals:** 3 (Credibility, Greed, Stability)

**History:** 3 (Golden Age, Growth, Rivals)

**Image:** 2 (recorded goals, prominent methods, recorded leaders, recorded members, prominent sites)

**Sites:** 3 (Firing Range, Law Offices, Motor Pool)

**Tools:** 3 (E-II, G-II, R-IV, S-III, T-II, V-III, W-IV)

# AND GANGS

## ***Patriots of Freedom (POF)***

The Patriots of Freedom originally had its roots in a local militia. It has since evolved into a well-armed, anti-government group opposed to federal taxation and regulation and the United Nations.

**Goals:** 2 (Anarchy, Destruction)

**History:** 3 (Growth, Persecuted, Enemies)

**Image:** 1 (prominent goals, recorded methods, recorded leaders, recorded members, recorded sites)

**Sites:** 4 (Classroom, Firing Range, Training Ground, Law Offices)

**Tools:** 3 (E-I, G-I, R-III, S-III, T-II, V-IV, W-IV)

## ***Irish Nationalist Republic***

The Irish Nationalist Republic was formed as an objection to the negotiations being pursued by the IRA, which culminated in a peace pact that renounced violence. By perpetrating acts of terrorism, Irish Nationalist Republic hopes to disrupt Northern Ireland's peace.

**Goals:** 4 (Takeover, Destruction, Terrorism, Protection)

**History:** 3 (Betrayal, Decline, Rivals)

**Image:** 7 (renowned goals, renowned methods, recorded leaders, secretive members, secretive sites)

**Sites:** 5 (Firing Range, Classroom, Harbor, Motor Pool, Training Ground)

**Tools:** 2 (E-II, G-I, R-III, S-II, T-II, V-II, W-IV)

## ***Patriotas Nacionales de Colombia (PNC)***

The PNC is a Colombian paramilitary group that regularly engages in terrorist acts and propagation of the drug trade. It dominates Colombian politics and is a driving force for much of its black market economy.

**Goals:** 3 (Greed, Terrorism, Meddling)

**History:** 3 (Victory, Allies, Enemies)

**Image:** 3 (renowned goals, prominent methods, recorded leaders, recorded members, recorded sites)

**Sites:** 6 (Armory, Firing Range, Hospital, Prison, Training Ground, Law Offices)

**Tools:** 3 (E-II, G-I, R-IV, S-II, T-II, V-III, W-IV)

## ***Eyes Up Nation (EUN) (143 MP)***

The Eyes Up Nation is a coalition of gangs across the United States. Their primary motivation is the distribution of "blink" and the elimination of rival drug dealers.

**Goals:** 2 (Greed, Takeover)

**History:** 2 (Enemies, Allies)

**Image:** 2 (recorded goals, prominent methods, recorded leaders, recorded members, secretive sites)

**Sites:** 4 (Law Offices, Firing Range, Classroom, Motor Pool)

**Tools:** 3 (E-III, G-III, R-III, S-III, T-II, V-III, W-III)

## **ANATOMY OF A COMBAT MISSION**

### ***Location***

This is the city and state or city and country where the mission takes place. It's up to the Game Control as to how the characters reach their destination.

### ***Mission Objectives***

A list of all the mission objectives. It's up to the Game Control to classify the level of difficulty for the mission, although levels are suggested in the title. For each completed mission objective, the characters should receive a +10% XP award. For each failed mission objective, the characters should be penalized a -10% XP award. See *Spycraft 2.0*, page 439 for more information.

### ***Mission Caliber and Threat Level***

Missions in *Spycraft 2.0* are rated based on their Caliber and Threat Level (see *Spycraft 2.0*, page 423). Recommended mission Calibers are listed in the mission entries, but individual Game Controls are encouraged to adjust the Caliber based on the strengths and weaknesses of his players' characters and generate Threat Levels based on the same criteria.

### ***Briefing***

A general overview of the events that have transpired up to when the characters become involved.

# THE TAKING OF ASHLAND 2-2-3

## Mastermind Hook

This information is for the Game Control to explain how the villain gets involved in the *Combat Mission*. It also describes how a villain from *Most Wanted* can be inserted into the mission.

## Mastermind Quirks

All of the villains provided in this book have their own quirks. If the characters can figure them out, they may be able to use those quirks against the villain.

## Recommended Classes

This section lists **required** and **suggested** classes. **Required** classes are necessary to complete the mission. Without one of the required classes, it's very likely the characters will fail. **Suggested** classes are useful but not critical in completing the mission. If the characters are sufficiently skilled (e.g., a soldier with a very high Computers skill) they may be able to complete the mission without the required class, at the Game Control's discretion.

## Mission Status

The mission's status explains at what point the agency is involved and where the characters come in. Each mission is further divided into one to five scenes and an epilogue. These scenes separate each action sequence and explain what happens at the conclusion of the mission should the characters succeed.

## Statistics

A list of all NPCs involved in the mission. The NPCs are presented as Tier III standard or special NPCs. Game Controls are encouraged to adjust the Tier to increase or decrease the presented challenge, as fits individual play styles.

## Maps

Any relevant maps, including city streets and combat terrains.

## A Note on Difficulty Class

An integral part of *Spycraft 2.0* is the scalability of Difficulty Class (DC) numbers. DCs are determined relative to the Threat Level of

opposition chosen by the Game Control for the present mission; the standard is  $X + 2 \times \text{Threat Level}$ . DCs presented in *Combat Missions* list *only* the base number. Individual Game Controls can compute the final DC based on their selected Threat Level.

## THE TAKING OF ASHLAND 2-2-3

### Location

Chicago, Illinois.

### Threat Level

This is a Caliber III mission. There is a high chance for loss of life and the characters are mobilized immediately.

### Briefing

At exactly 2:23 p.m., the Ashland subway train was on its standard route, carrying citizens to the airport. No one suspected each of the people who stepped onto the train at the four stops, even if one of the women was carrying a bouquet of roses. But when the subway train left Halsted station, the passengers' lives were about to be changed forever.

Four individuals, known only as Mister A, B, C, and Miss D disconnected the front car and took control of the engine and its passengers, 20 in all. They have but one demand: the city must pay a ransom of ten million dollars within one hour. If they fail to deliver the money, a hostage will be killed for every minute the money is late. The money is to be divided into small, unmarked bills, hundreds and thousands, in stacks of two hundred each.

The Transit Police and the mayor keep the terrorist attack under wraps, claiming the subway train had crashed. But the crisis can no longer be ignored.

### Mission Objectives

- Deliver ransom money to terrorists.
- Ensure no hostages are harmed.
- Prevent terrorists from escaping with money.



# THE TAKING OF ASHLAND 2-2-3

## Mastermind Hook

MisterAonce worked for MegaCosmos's security arm, Executive Results. Now unemployed, Mister A turns his talents to terrorism to make a quick buck. Hammer from *Most Wanted* (p. 31) can replace Mister A.

## Mastermind Quirks

Mister A believes the reason most significant criminal acts fail is due to poor planning. Mister A is committed to his plan – he demands obedience from his team and is fanatical in his quest to get rich. Failure is not an option.

## Recommended Classes

- **Required:** Wheelman, Intruder.
- **Suggested:** Soldier.

## Mission Status

The characters have a variety of challenges ahead of them. As the Special Forces team on the case, their maximum priority is to ensure the hostages are kept safe. But getting ten million dollars together quickly is a challenge unto itself...

## Scene One

The mayor has already publicly agreed to the terrorists' demands because it's an election year. But getting ten million dollars together in under an hour requires a Herculean effort. At the time the characters arrive, the money must be transported to the subway within 20 minutes.

The mayor stalks out to meet you outside of his office. Dressed in a rumpled suit and tie and drenched in sweat, he looks like a man on the verge of a heart attack. His bland features crinkle up into a feral snarl.

"Are you it?" The mayor turns and barks at an aide close on his heels. "Is this them?"

When the aide confirms that you are the Special Forces team, the mayor's gaze snaps back to you.

"Now you listen to me," he says, spittle flying, "my career is on the line. You get this money to those freaking bastards. They're making us dance like puppets for them, giving us only an hour. What kind of terrorist gives you only an hour to pay the ransom? What is the world coming to?"

He looks to his aide, who shrugs helplessly. The mayor turns back to you.

"You get in there and so help me, not one hair on a hostage's head is to be harmed. You hear me?"

He's still sputtering even as a police officer finishes tossing bags of money into the vehicle.

"It's all here," the cop says with a resigned sigh. "We've stalled them for as long as we can, but there was a hang up at the bank. We're late already."

He looks over at the driver.

"I hope you can make up the difference." He bangs twice on the hood in rapid succession.

"GO!"

This scenario is the opportunity for the Wheelman to show his stuff. The characters must navigate the streets of Chicago in record time without injury to civilians. It's essentially a car chase with only one car. The characters start at the National Bank and have to reach the subway station. If the characters do not have a vehicle, they can use a police car.

### Police Car

**Size:** L (2x3) **Occ:** 1+4 **A/T:** 5/4 **MPH:** 65/133  
**Def/Save:** 9/+8 **Comp:** 20/+1 **Cargo:** 250 lbs  
**Upgrades:** Police Emergency Service Package, Acceleration Increase I, Top Speed Increase II



# THE TAKING OF ASHLAND 2-2-3

This chase is considered a close terrain chase (city streets). The clock is ticking, so the characters will likely use the Gun It and Redline maneuvers. They have five rounds to get to drop-off location. The Game Control rolls a d6 each round – a natural 1 indicates an obstacle of some sort. Obstacles require a Driver check to avoid. Roll 1d6 to determine the kind of obstacle:

1d6	Obstacle
1	<b>Telephone pole.</b> Driver skill check (DC 9+) to avoid.
2	<b>Another vehicle! Mid-size Sedan:</b> Size: L (2x3) Occ: 1+3 A/T: 5/3 MPH: 65/110 Def/Save: 9/+8 Comp: 20/+1 Cargo: 200 lbs. Use civilian statistics for driver.
3	<b>Garbage can.</b> Driver skill check (DC 9+) to avoid.
4	<b>Parking meter.</b> Driver skill check (DC 8+) to avoid.
5	<b>Homeless person with shopping cart.</b> Driver skill attack by character, failure inflicts 1d6 damage per 10 MPH. Use civilian statistics.
6	<b>Civilian!</b> Driver skill attack by character, failure inflicts 1d6 damage per 10 MPH. Use civilian statistics.

## Scene Two

The single subway train is flanked by 50 policemen north and south of the train. They are all armed with automatic weapons and wearing duty vests. Three snipers at each end are equipped with night vision goggles; the police are taking no chances.

The terrorists are underground and isolated -- a double-edged sword. Technically, they don't know precisely when the characters will arrive. When they do arrive, the terrorists give them five minutes to deliver the money. Their terms require two unarmed characters to drop off the money at the subway train.

A crisp voice crackles over the subway comm.

"Well, well, well. It seems the mayor can move much faster than he gives himself credit. Wonderful. Now listen carefully: I want two unarmed men to drop the money off at the subway train. If I see weapons, I shoot a hostage. For every minute you are late, I shoot a hostage. If I feel threatened for any reason, I shoot a hostage. Do you understand?"

When you respond in the affirmative, the voice turns smug.

"You have five minutes. I would start walking now if I were you."

Characters have to contend with darkness, angry police, and subway conditions.

## Darkness Effects

The subway tunnel is completely dark. Per *Spycraft 2.0* pages 350 and 351, characters are at a -8 penalty with any vision-related tasks, and all targets receive a +8 Defense bonus. The characters can't make Notice checks or perform any other activity (such as reading) that requires vision.

## The Third Rail

Electricity courses through the subway tracks. Normally, the third rail is easily avoidable, but the characters aren't acting under normal conditions. A character, terrorist, or hostage in combat on the tracks who scores a critical miss touches the third rail, suffering 6d10 points of electrical damage, Reflex save for half (DC 7+).

Mister B stands at the doorway with his rifle trained on the characters. He tells them to throw the bags onto the train's platform. If they fail to do so, he becomes irate but does not fire.

# THE TAKING OF ASHLAND 2-2-3

If the characters give him the money, see below. If they attack, the terrorists engage them in a firefight. The terrorists' objective is to get the money, and they're not above killing the characters.

If the characters drop off the money and back away, a police sniper fires on the train. Why? Nobody knows for sure. Maybe he's angry with the terrorists. Maybe his finger slipped. Maybe he thought he heard shots fired. But whatever the case, it triggers an angry response from the terrorists, who return fire.

## Subway Train

**Size:** C (2x15) **Occ:** 182 **A/T:** 1/0 **MPH:** 30/60 **Def/Save:** 9/+28 **Comp:** 25/+1 **Cargo:** 1000 lbs **Rng/Fuel:** Unlimited/Powered through rails

The terrorists have three-quarters cover. If the terrorists are outgunned, they will send a passenger out the back door as a shield and shoot him in the back. They will then start the train moving while forcing hostages to stand in the open doorway in the back of the train.

## Scene Three

Regardless of the outcome of the firefight, the terrorists start the train moving. After traveling out of sight of the characters, they stop the train. The terrorists make new demands.

"I don't know what game you think you're playing," snarls the terrorist on the other side of the comm. "I am a professional. I am not to be trifled with. And for that, innocent lives have already been sacrificed. So now the game has changed."

A pause.

"All braking mechanisms must be turned off from our location to the end of the subway tracks. If this is not done within the next minute, I will begin killing hostages. If I see a red light, I shoot a hostage. If I see anyone near the tracks or this train, I shoot a hostage. I will contact you in another ten minutes for further instructions. That is all."

In reality, the terrorists stop the train again, engage a failsafe override, and start it with only the hostages inside. Taking off their disguises, they divide the money up amongst them and go their separate ways. The characters may split up or even choose between saving the hostages and catching the terrorists.

## Crash!

At its maximum speed of 70 mph, the train inflicts 14d10 lethal points of damage to objects it hits, and 7d10 lethal damage to any character unfortunate enough to be struck by it. When it reaches the end of the tracks, it has an 80% chance of derailing. Everyone inside suffers 7d6 points of damage. Each occupant can make a Jump or Tumble check (DC 8+) to reduce the damage by half.

All the terrorists are wearing moustaches, hats, glasses and reversible overcoats, except Miss D who is wearing a wig. When they depart the train, they dump the moustaches and wigs, turn the overcoats inside out, and drop their sub-machineguns after wiping them for prints. The money is divided up and the terrorists don't intend to see each other again.

## Epilogue

There are a few problems with the terrorists' escape strategy. Miss D will not leave the country because she is not a soldier of fortune. She intends to spend her money locally and is probably the easiest to track down because she is a civilian. Clever characters might think to investigate the background of recently dismissed subway train operators. Alternately, an Investigation check (DC 10+) will turn up Miss D's identity: Julie Hedworth, along with her current address.

Mister A and B are untraceable. It will require an inquiry through Interpol to find their files. An Investigation check (DC 15+) reveals their real names (Steven Winns and Joseph Cann), but their whereabouts are unknown.

# THE TAKING OF ASHLAND 2-2-3

Mister C is somewhat easier to find as he has been recently released from prison on parole. He will drink away his earnings and become increasingly reckless (possibly involved in a different *Combat Mission*). An Investigation check (DC 13+) will turn up his prison record as Billy Jobbs, who was arrested for a failed bank robbery two years ago.

being his own man. He believes that previous terrorists have failed to pull off plans because they were undisciplined. A trained officer, Mister A thrives on discipline in extremely risky situations. He demands loyalty of his troops and is a harsh taskmaster. Mister A believes the only honorable way for him to lose any battle is to die in combat. If he is captured, he will commit suicide.

## Statistics

### Mister A (Special NPC)

**Mister A (Special NPC - 63 XP):** Init V; Atk VI; Def VII; Resilience VII; v/wp VII; Competence VI; Skills: Intimidate VI, Profession (Mercenary) VI; Wealth I; Weapons: 1 x Caliber I, 2 x Caliber II; Gear: 1 x Caliber II; Vehicle: None; Qualities: *class ability* (Pointman - *generous*), *feat* (Hard Core, Iron Will), *superior attribute* (Int 13, Cha 13).

**Suggested Gear:** FN Browning Hi-Power 9mm (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K MP5A5 (dmg 1d10+1, error 1-2, threat 20, ammo 30M5, recoil 6, range 30 ft., SZ/Hand T/2h, qualities CLS), knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), disguise kit, standard ammunition load for both firearms.

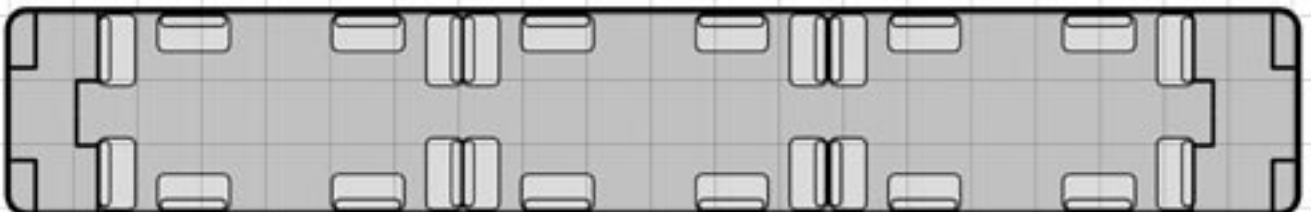
### Mister B (Special NPC)

**Mister B (Special NPC - 56 XP):** Init VI; Atk VI; Def III; Resilience VII; v/wp VI; Competence V; Skills: Intimidate V; Wealth I; Weapons 1 x Caliber I, 2 x Caliber II; Gear 1 x Caliber II; Vehicle: None; Qualities: *class ability* (Soldier - *accurate*), *feat* (Follow-Up Shot, Marksmanship Basics, Marksmanship Mastery), *superior attribute* (Str 13, Con 12),

**Suggested Gear:** FN Browning Hi-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K MP5A5 (dmg 1d10+1, error 1-2, threat 20, ammo 30M5, recoil 6, range 30 ft., SZ/Hand T/2h, qualities CLS), knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), disguise kit, standard ammunition load for both firearms.

Mister A is an ex-mercenary. He served as a British paratrooper but was drummed out for disobeying an officer. He fled to Africa where he served as a mercenary in a failed coup. He was employed by Executive Results but was recently laid off when MegaCosmos had to cut its budget. Mister A is obsessed with

Mister B served with Mister A in Africa. He is deeply committed and loyal. The others consider Mister B a bootlicker. He is a relatively bland personality that prefers to avoid making decisions.



# THE TAKING OF ASHLAND 2-2-3

## Mister C (Special NPC)

**Mister C (Special NPC – 60 XP):** Init IV; Atk VII; Def IV; Resilience VII; v/wp VII; Competence V; Skills: Intimidate VI; Wealth I; Weapons 1 x Caliber I, 2 x Caliber II; Gear 1 x Caliber II, Vehicle: None; Qualities: *class ability* (Soldier - *accurate*), *feat* (Marksmanship Basics, Marksmanship Mastery, Night Training), *superior attribute* (Str 12, Con 12).

**Suggested Gear:** FN Browning Hi-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K MP5A5 (dmg 1d10+1, error 1-2, threat 20, ammo 30M5, recoil 6, range 30 ft., SZ/Hand T/2h, qualities CLS), knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), disguise kit, standard ammunition load for both firearms.

Mister C has recently been released from prison. He has a reckless abandon about him that makes him very dangerous. He's the first

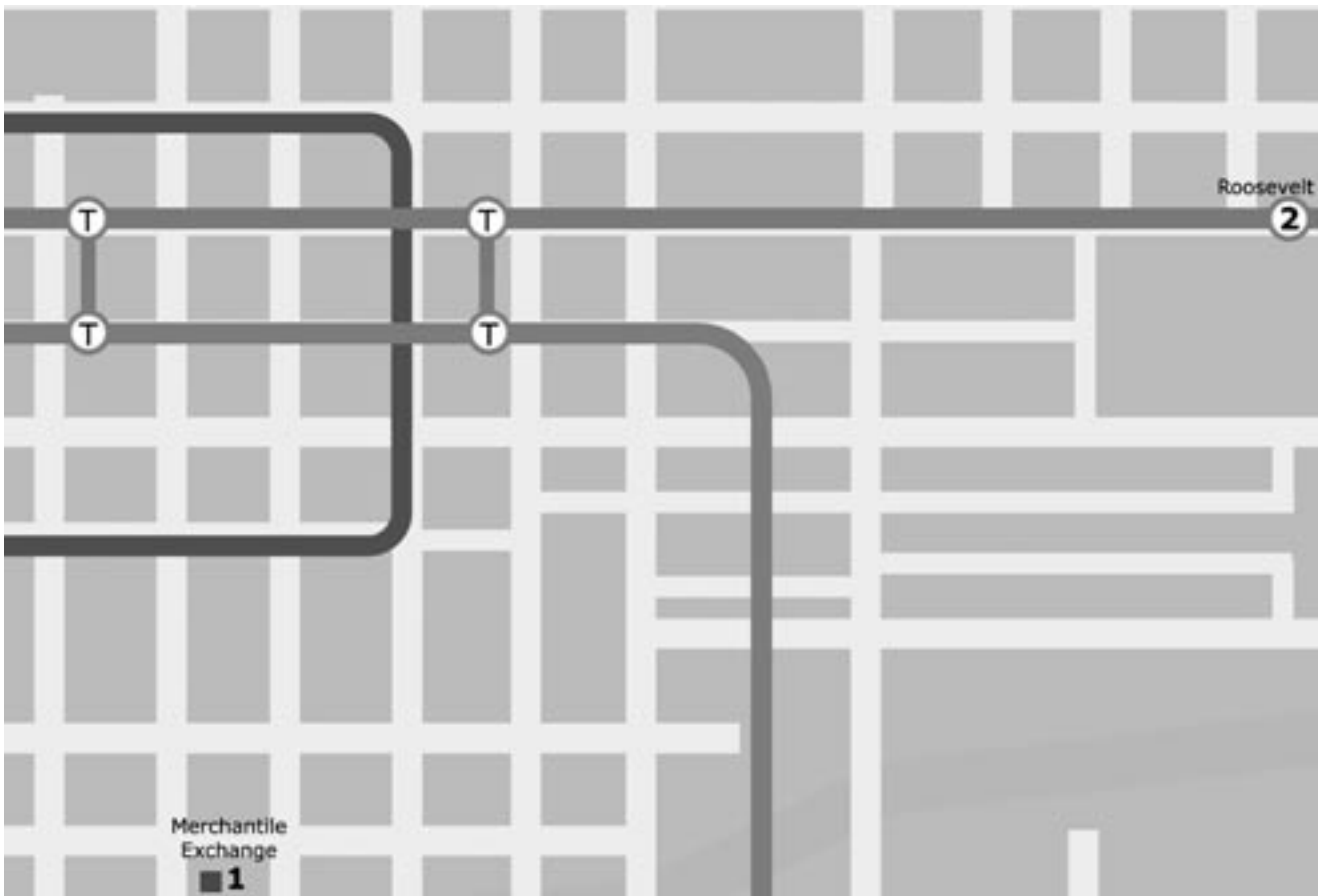
to shoot in a tense situation. Mister C harasses passengers, taunts police, and enjoys killing; a true thug.

## Miss D (Special NPC)

**Miss D (Special NPC – 60 XP):** Init IV; Atk V; Def IV; Resilience V; v/wp VI; Competence VI; Skills: Drive VI, Mechanics VI; Wealth I; Weapons: 1 x Caliber II; Gear 2 x Caliber II; Vehicle: None; Qualities: *feat* (Baby It, Daredevil, Fortunate).

**Suggested Gear:** FN Browning Hi-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), disguise kit, mechanics kit, standard ammunition load for firearm.

Miss D is a former subway train operator. She was discharged after she was caught running a "blink" ring operation out of her train. Unable to find another job, she was recruited by Mister A to operate the subway train in his plan. Miss D is not a terrorist or a mercenary, and is not particularly adept at using firearms.





# THE LAST CASTLE

## THE LAST CASTLE

### Location

Los Angeles, California

### Briefing

A corrupt division in the Los Angeles Police Department, Tactical Anti-Drug Unit (TADU), has been framing innocents for drug possession charges in order to keep their own drug dealers in business. The situation has gotten so bad that the corrupt cops have resorted to stealing from police vaults.

### Mission Objectives

- Discover evidence of TADU corruption.
- Catch TADU officers in a drug deal.
- Recover stolen “blink.”

### Mission Caliber

This mission is a Caliber II threat. It will take time for the characters to infiltrate and discover TADU’s plot.

### Mastermind Hook

Ridge lives by his own code of ethics and believes the ends justify the means in his approach to fighting crime. He is loyal to his allies but ruthlessly destroys those who cross him. Indeed, the public’s belief that the LAPD has divested itself of such corruption has largely worked in Ridge’s favor. He and his network of dirty cops have virtually eliminated drug-related crimes in LA—by taking over the drug trade themselves. A streetwise villain from *Most Wanted* can replace the mysterious drug dealer working with Ridge.

### Mastermind Quirks

Ironically, Ridge started on his path of corruption in an attempt to put a stop to crime. When his wife divorced him and he was left with nothing but the shirt on his back, Ridge’s perspective changed. He realized the crooks were making serious money that, more often than not, ended up confiscated in vaults or tied up in the legal system. So Ridge decided he would play their game with his rules and use the might of the TADU to strong-arm the opposition. It was just a short skip from bending the rules to breaking the rules to committing crimes that Ridge feels are justified.

### Recommended Classes

- **Required:** Faceman.
- **Suggested:** Soldier.

### Mission Status

TADU’s success rate has peaked and drug-related crime is at an all time low. However, TADU can no longer hide its dirty laundry.

When an influential and dangerous drug dealer asked for a very large shipment of “blink,” Ridge realized the only way to get it was through theft. But there was no way to get the drugs through normal police channels without drawing suspicion. So instead, Ridge decided to take a more direct route—TADU put on ski masks and raided a police evidence vault.

### Scene One

Characters looking at the security video of the robbery witness six men wearing masks armed with sub-machineguns. After breaking into the vault, they leave with more than seven hundred thousand dollars of “blink” and join their getaway driver in a white van.

#### Investigating the Robbery (DC)

**Analysis/Appraise (8+):** The watch in the video is a police officer’s watch awarded after 10 years of service in TADU.

**Investigation (8+):** The van used by the getaway driver was stolen from an airport the day before.

**Analysis/Examine Media (13+):** One of the suspects looks at his watch in the video; a character that can zoom in the security camera will get a good look at it.

**Investigation/Research (10+):** Ridge’s profile shows a pattern of indulgence that belies his policeman’s salary.

**Investigation/Research (13+):** Ridge’s phone records at the time of the robbery show he makes more than a hundred phone calls a day. Immediately after the burglary, Ridge calls an unidentified person in a nearby neighborhood.

**Investigation/Research (13+):** Trace the unidentified number to Ridge’s sometime girlfriend, Roxy.

**Investigation (13+):** Roxy will explain that two days after the robbery, Ridge, Barry and Santini went on a weekend bender in Las Vegas.

# THE LAST CASTLE

## Scene Two

If the characters want to infiltrate TADU, it is not a simple task. The characters' cover already casts them as high profile cops with a penchant for getting the job done. This is just the kind of personality TADU looks for in its officers, but the characters will still need to pass an informal test to join the force.

You've just taken a shower after a long day at your new job. As you enter the locker room, several burly officers surround you.

"So, you're new, huh?" says one officer whose bald pate is buffed to a shine. "If you want to be part of TADU, you're going to have to prove you have the stamina."

He nods to a smaller, weasely looking cop with bad skin. The smaller cop opens a locker and pulls out a stun-gun. When he flicks it on, blue bolts of energy crackle and snap between its tangs.

The smaller man gestures at his bald companion with the stun-gun. "Ridge can go forty seconds," he grins at you, "let's see how you do, huh?"

The characters are expected to stand and take the stun-gun to the chest. Each successful Fortitude save means the character remains standing for 6 seconds. If he fails, he falls to the ground. The cops expect the characters to last at least 2 rounds. If a character doesn't last that long, he isn't brought into the operation and is ostracized from the corrupt group.

### Stun-Gun (Melee)

**Damage:** 5d4 electrical, **Error/Threat:** 1/18-20, **Ammo:** 20, **Recoil:** -, **Range:** -, **SZ/Hand:** D/1h, **Qualities:** FIN, **Weight:** 2 lb., **Cost:** \$75. See *Spycraft 2.0*, pages 335-336 for details on electrical damage.

Each character is assigned to a current member of TADU and given an unmarked vehicle and a duty vest. They wear street clothes.

## Scene Three

Life as a TADU officer isn't easy, even for the honest ones. Every day they put their lives on the line fighting thugs and gang members who consider cop killing a badge of honor. Use the random table below to determine each day's events.

Events (Police Code)	
1d8	Event
1	<b>Stolen Vehicle (10851):</b> The character must find a stolen vehicle. Characters can use Investigation, Search, and Notice checks (DC 10+) to find it. If the characters find the vehicle, it is occupied or otherwise in the company of 3 Thugs (Standard NPCs – see <i>Spycraft 2.0</i> pg. 454).
2	<b>Disturbance - Gang (415g):</b> The character must monitor a public gathering to see if gang members are present. If gang members show up (3-4 members belonging to two different gangs), they must be driven off before a fight breaks out. Characters can use Notice and Investigation checks (DC 10+) to find gang members. If they are found on the first check, the fight is prevented. If not, 3-4 gang members from two different gangs start a battle in a public place.
3	<b>Drug Deal (966):</b> 3-4 gang members deal on the street in broad daylight. It's up to the characters to stop them. Characters who make a Notice check (DC 10+) notice that their accompanying officer steals some of the drugs or money from the gang member and never registers it.
4	<b>Armed robbery (211):</b> 3-4 gang members attack a storeowner and shake them down for money. Characters arrive while it's in progress. The gang members put up a fight but then surrender. The accompanying character kills one of the gang members anyway and claims self-defense.
5	<b>Burglary (459):</b> 3-4 gang members attack a local bank and the characters must intervene. The gang flees in a car (use the Chase Dramatic Conflict rules, <i>Spycraft 2.0</i> , pg. 364-367). Characters that make a Notice check (DC 10+) notice that the accompanying officer filches some of the money and never registers it.
6-8	<b>No event.</b>

# THE LAST CASTLE

## Scene Four

If the characters do not immediately report illegal activity or even engage in the same criminal behavior, the character gets inducted into the “Castle Way.” The Castle Way is the same code of conduct used by the other police officers—brutal, effective, and violent.

The Dramatic Conflict rules for Infiltration are *strongly* recommended for this scene. The corrupt TADU cops are the Prey, and will be quite ruthless with their Strategies and chosen Advantages.

If the GC prefers to use a series of skill tests, see “Infiltrating the Castle,” below. It takes 1d10+10 days to gain the corrupt cops’ trust, modified down or up by 1 day for each successful or failed check.

### Infiltrating the Castle (DC)

**Bluff (8+):** The character speaks of his own days breaking the law to bring in collars at his former precinct. He gains the respect of the officers.

**Investigation (13+):** The character discovers important information about a gang under investigation and it proves useful in extorting money out of drug dealers.

**Bluff (10+):** By being a loyal member of the team, the other cops realize the character is not likely to rat them out.

**Sense Motive/Innuendo (10+):** The character implies that he is capable of keeping a secret.

Once the characters gain the other officers’ trust, they are inducted into the Castle and invited to come along as guards for the exchange between the drug dealer and the Castle TADU at a t-shirt factory.

You pull up to a non-descript warehouse. Several of the Castle TADU step out and usher you inside.

Ridge stands before his men, his chest puffed with pride. “Welcome, gentlemen. This is the biggest deal we’ve made in history. We can retire after this.”

The cops laugh in response. They’re enjoying their lives as drug kingpins too much to ever retire.

“Today,” says Ridge, “our buyer is going to inspect the goods.”

He strides over to one of the vats. “First, blink is turned into a solution in one of these vats.” He grabs a white t-shirt from one of several boxes piled on the floor. “Then we dip these shirts into the solution.”

Ridge points at a pile of shrink-wrapped t-shirts that could be on any department store shelf.

“And here is the finished product in a perfectly ordinary shipping package. Next thing you know we’ll run the post office out of business.”

The men get another laugh out of that.

“Now, let’s get rich.”

The exchange involves 3-4 TADU (excluding Ridge, Santini, and Barry) and 3-4 thugs (use gang member stats) hired by the mysterious drug dealer to make the exchange. The warehouse is considered a central headquarters for the Eyes Up Nation (see the personnel and security modifiers under the Terrorists, Criminals, and Gangs chapter).

The villain from *Most Wanted* can make an appearance or he might simply use one of his trusted thugs to inspect the merchandise. This is the perfect opportunity for characters to spring their trap. The thugs will flee at the first sign of danger, but most of the TADU will shoot to kill with the intent of removing all witnesses. If cornered, Ridge, Santini, and Barry can be intimidated into surrendering and giving up information that will destroy their corrupt organization.



# THE LAST CASTLE

## Epilogue

Revealing the corruption in TADU causes the entire department to be shut down by Internal Affairs. It also draws public attention to the issue of "blink," a new designer drug that is sweeping the nation. The TADU police force is revamped under the watchful eye of the federal government. Any members of the TADU will happily sell out their comrades in exchange for a reduced sentence. They will also name their drug dealers in Colombia and Florida.

## Statistics

### Ridge (Special NPC)

**Ridge (Special NPC - 103 XP):** Init VII; Atk VII; Def VII; Resilience VIII; v/wp VII; Competence VI; Weapons 2 x I, 1 x III; Gear: 1 x II; Vehicle: None; Skills Acrobatics VI, Athletics VI, Drive VI, Intimidate VII. Qualities: *Class ability* (Soldier - *accurate*), *feat* (Boxing Basics, Combat Instincts, Great Fortitude, Submission Basics, Urban Training), *superior attribute* (Str 15, Dex 15, Con 15)

**Recommended Gear:** Duty vest, Beretta M92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h, qualities OVH), baton (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), standard ammunition load for each firearm.

Ridge, short for Terry Ridgefield, is appropriately named. His bald head looks like the top of a mountain, he has no neck and his uniform has to be specially tailored to his huge bulk. He is terrifyingly effective at his job. Ridge is a product of his high-stress profession: he sees too many criminals, never gets time off and has no family left to stabilize him. He is not much better than the thugs he arrests.

### Barry (Special NPC)

**Barry (Special NPC - 88 XP):** Init VI; Atk VII; Def VIII; Resilience VII; v/wp VII; Competence VII; Weapons 2 x I, 1 x III; Gear 1 x II; Vehicle: None; Skills: Analysis VII, Computers VII, Electronics VII. Qualities: *class ability* (Snoop - *astute*), *feat* (Martial Arts, Kicking Basics, Kicking Moves), *superior attribute* (Str 12, Dex 16, Int 13)

**Recommended Gear:** Duty vest, Beretta M92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Colt M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h, qualities OVH), baton (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), standard ammunition load for each firearm.

Barry Bentfeld is a sly little toady. He is fiercely loyal to Ridge and primarily responsible for covering their tracks. He masterminded the vault robbery and thought up the t-shirt packaging scheme. He is also a trained martial artist and enjoys practicing his latest techniques against handcuffed gang members.

### Santini (Special NPC)

**Santini (Special NPC - 96 XP):** Init VI; Atk VII; Def VII; Resilience VII; v/wp VII; Competence VII; Weapons 2 x I, 1 x III; Gear 1 x II; Vehicle: None; Skills: Bluff VI, Bureaucracy VI, Impress VII, Intimidation VI, Investigation VI. Qualities: *feat* (Charmer, Mark, Silver Tongue), *superior attribute* (Dex 13, Wis 13, Cha 15)

**Recommended Gear:** Duty vest, Beretta M92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Colt M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h, qualities OVH), baton (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), standard ammunition load for each firearm.



# THE LAST CASTLE

Geraldo Santini is a handsome man with a flair for getting people what they need. He uses his honeyed tongue to smooth things over with other cops and allow TADU to literally get away with murder without being exposed. Santini plays the “good cop” to Ridge’s “bad cop”—he’s the first to talk to an officer who steps out of line before Ridge uses his different, but equally persuasive, form of coercion.

## TADU Officer (Standard NPC)

**TADU Officer (Standard NPC – 46 XP):** Init VII; Atk VII; Def VII; Resilience VII; Damage Save V; Competence VI; Skills: None; Weapons: 2 x I, 1 x III; Gear: 1 x II; Vehicle: None; Qualities: None.

**Recommended Gear:** Duty vest, Beretta M92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Colt M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h, qualities OVH), baton (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), standard ammunition load for each firearm.

The typical TADU officer is indistinguishable from a street thug. Since they are usually undercover and drive in unmarked cars, they blend in with their surroundings a little too well. TADU officers tolerate no disrespect and have itchy trigger fingers, which is necessary for survival when dealing with fiercely territorial and violent gangs.

## Gang Member (Standard NPC)

**Gang Member (Standard NPC – 40 XP):** Init VII; Atk VI; Def VI; Resilience VI; Damage Save V; Competence IV; Skills: None; Weapons: 1 x I, 1 x II, 1 x III; Gear: None; Vehicle: None; Qualities: None.



## Gang Member (Standard NPC)

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD), RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition load for each firearm.

The typical gang member in TADU territory is extremely wary. Capable of bloody conflicts themselves, most gang members have a certain level of respect for the tough officers of TADU. Indeed, they will even alter their activities to avoid a direct conflict. However, gang members must still defend their turf and kill to retain every square foot of it.

# ***THE LAST CASTLE***



# THE SUMMIT MEETING

## THE SUMMIT MEETING

### **Location**

Himalayas, Pakistan

### **Briefing**

Billionaire playboy Nicholas Bode is in trouble. The son of MegaCosmos' CEO, Nicholas heads the airline business known as Indianational that is in danger of going bankrupt due to some spectacular accounting errors. Nicholas, who knows nothing about business, has a plan to sink millions of dollars into the development of a safer airplane. It would make its maiden voyage flying over the Himalayas just as Nicholas ascended to the top of Mount Krakorum 2 (K2). With a tight schedule, he would arrive on the summit at 10:00 a.m. and be ready for a grand photo shoot. But K2 had other plans for Nicholas and he fell into a crevasse, breaking his leg. He has 36 hours before he succumbs to pulmonary edema.

### **Mission Objectives**

- Retrieve Nicholas Bode alive.

### **Mission Caliber**

This is a Caliber III mission because the death of Nicholas Bode can create an international incident. The characters are mobilized immediately.

### **Mastermind Hook**

Allam Buhti is determined to capture Bode before the characters can rescue him. When news leaks that First Solutions (a division of MegaCosmos) dabbled in creation of nuclear weapons for India, Buhti was ordered to retrieve Bode for questioning by Pakistani officials. Pakistan is eager to prove it can solve its own problems. Buhti intends to bring Bode back, preferably more dead than alive. Bengal from *Most Wanted* (p. 13) can replace Buhti. As an interesting twist, Medusa from *Most Wanted* (p. 40) might replace Nicholas Bode. What better way to introduce a new nemesis than to save her life?

### **Mastermind Quirks**

Buhti is a mild-mannered gentleman with a steely resolve. He has a pleasant British accent that belies his cold-blooded directness in executing orders – regardless of the cost to human life.

### **Recommended Classes**

- **Required:** Fixer.
- **Suggested:** Soldier.

### **Mission Status**

The characters are on a flight to India for a peacekeeping mission when they are suddenly diverted. Bode's rescue has taken on dire urgency—trapped on K2, he will soon die of pulmonary edema. He has enough dexamethasone to last him for 36 hours, but no more. Even though Bode does have power and status as the son of a CEO, the agency seems strangely interested in retrieving him.

### **Scene One**

K2, also known as the Savage Mountain, is the second-highest peak on Earth. With an 8,611-meter (28,250-foot) summit, unpredictable weather, and extremely steep routes, reaching the summit of K2 is an achievement of superhuman endurance. It is considered one of the greatest challenges a mountain climber can face and has claimed many lives.

The Indian Control meets you as you debark from the plane. "There's no time to lose. We must hurry."

You follow him into a series of cramped tents crowded with monitors and sensing equipment. Several operators wear headsets, chattering back and forth.

The Control thrusts backpacks stuffed with climbing gear into your arms. "Do any of you have any mountain climbing experience?"

# THE SUMMIT MEETING

Each character's pack contains the following: lantern, climbing kit (including crampons, 50 feet of rope, and harness), gore-tex suit, sunglasses, one-person tent, ice axe, sleeping bag, survival kit, magnetic compass, encrypted headset radio, and 6 doses of dexamethasone.

"You are going to need all the climbing skills you can muster for this mission. You already know about rescuing Nicholas Bode. His safe return is paramount. But what you don't know is his current condition."

His voice trails off as his attention focuses briefly on the TV crackling loudly in the background. He turns his back to you.

"Bode is buried under several tons of snow. An avalanche swept over the crevasse he fell into. There is no way you will dig him out in time. So we're giving you this."

He gently hands you a bright yellow canister. The Control's forehead is beaded with sweat and his eyes are glued to the canister. "Whatever you do, don't drop that. It's nitroglycerine."

The Control bites his lip. "I know this is risky. But it's the only explosive we have available in sufficient quantities to blow through the frozen snow." He hands each of you a canister. "Divide into pairs."

## High Altitude

Climbing too fast at high altitudes does not allow the human body to adjust or acclimate, and this lack of physical adjustment can lead to a series of symptoms referred to as altitude sickness. Among the symptoms of altitude sickness are a continuous dry cough, shortness of breath, dizziness, headache, confusion and fatigue. Characters exerting themselves in high altitudes must make a Fortitude save every hour (DC 10 +1 for each previous check) or take 1d4 subdual damage from exhaustion. A character that has taken damage from low oxygen suffers a variety of effects depending on how many times he has failed his Fortitude save.

- On the first failure, the character is *fatigued*. He cannot Run and he has an effective -2 penalty to both his Strength and Dexterity.
- On the second failure, the character is *nauseated*. He may only take 1 half action during each round, may not make more than 1 final attack each round, and may not make any skill check with the Concentration tag.
- On the third failure, the character is *confused*. A *confused* character's actions are determined by a 1d10 roll, rerolled each round: 1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6: do nothing for 1 round; 7-9: attack the nearest creature for 1 round; 10: act normally for 1 round. Any *confused* character that is attacked automatically attacks her assailants on her next turn.
- On the fourth failure, the character is *exhausted*. An exhausted character cannot Run, his Speed is reduced to 1/2 standard (rounded down), and he suffers an effective penalty of -6 to Strength and Dexterity.
- On the fifth failure and all failures thereafter, the character's lungs fill up with fluid as he suffers pulmonary edema. He can continue to make Fortitude saves for a number of rounds equal to twice his Constitution. After that, he must make a Constitution check every round (DC 10 +1 for every previous consecutive check) or begin to drown in his own fluids. In the first round, his vitality points drop to 0. The second round, his wound points drop to 0. Thereafter, he suffers 1 point of damage every round until reaching -10, at which point he dies.

The above effects and the damage suffered can only be healed when the character receives normal levels of oxygen and has an hour of rest to recuperate. Injected dexamethasone (or "dex," as it is referred to by climbers) can temporarily treat altitude sickness until the character can reach a lower altitude. It removes one Fortitude save failure (e.g., a character at the fifth failure of altitude sickness moves to the fourth stage and begins making Fortitude saves again). Dex does not heal vitality, wound, or ability score damage.



# THE SUMMIT MEETING

Liquid nitroglycerine is an unstable explosive that can be set off by a bump, jostle, or drop. For the most part, the canister keeps basic movement to a minimum. However, if a character is involved in combat or a fall, there is a chance the nitroglycerine will explode.

## Nitroglycerine

**Nitroglycerine (.25 lbs./four ounces):** Caliber II, Damage: 2d12 (explosive); E/T 1-8/-; Rng: 5 ft.; SZ/hand: F/-; Qualities: susceptible to bang, collision, falling, and lethal damage. Street Value: \$50.

If a character suffers damage he must make a Reflex save (DC 6 + damage suffered) or the nitroglycerine explodes. If the character fails a skill check that causes him to jostle the nitroglycerine (Game Control's discretion) he must make a Reflex save (DC 6 + amount by which the skill check failed). Failure detonates the nitroglycerine.

Each character is supplied with one pound of nitroglycerine.

He hands you a small watch. "This is a GPS tracking device. It will track Bode's location. With the limited supply of water and dex in his pack, Bode has approximately 36 hours to live. You have to get to him and get out of there."

The Control looks each of you in the eye. "I can't emphasize how important it is that no one be aware of your presence. The Pakistanis were barely tolerating Bode's climb and they will react with extreme prejudice to your presence. You've got to get him back." He looks as if he's going to say more, but instead nods his head, "Good—"

The TV interrupts him as an assistant turns up the volume. A female reporter on the Al-Jazeera network continues her report.

"...another of Mr. Bode's companies, First Solutions, was found to be engaged in an illegal nuclear arms trade with Indian military officials. His whereabouts at this time are unknown."

"Dammit!" shouts the Control. "Well, the Pakistanis will be hunting him now."

As if in response to that declaration, the TV switches to a dapper looking Pakistani dressed in military fatigues and a red beret. The caption indicates he is Allam Buhti.

"Bode is a criminal and he shall be tried and punished according to Pakistani law."

The Control turns back to you. "If the Pakistanis get him, Bode's not coming back alive. The resulting dispute over his company and his foolish actions could ignite a nuclear war. You've got to get there first. We've got a chopper primed and ready to go. It will take you as far as 21,000 feet but you'll have to climb the rest. Good luck."

## Scene Two

The characters are transported by helicopter, and it's a bumpy ride.

As you ascend, the chopper begins to shake violently, tossed about like a sheet of paper in the wind.

The pilot shouts to you, "This is close as I can get. You're going to have to jump!"

Jumping the distance between the helicopter and K2's face requires a Jump check. The difficulty class is different for each character jumping, as the helicopter pitches and yaws back and forth with the wind. Roll 1d20+10 for the Jump check to determine the DC. Failure means the character falls down the side of the mountain. He can make a Climb check (DC 35) to try to stop himself from falling further. A successful save means the character only receives 1d10\*d6 in damage rather than the full 20d6 (plunging to his death).

## Scene Three

The climb itself will take 25 hours moving at full climbing speed. The characters must make an Athletics/Climb check DC (13+) every five hours with the assistance of tools. Every

# THE SUMMIT MEETING

five hours, roll for a potential event. Three successful Climb checks are required to reach Bode before the Pakistanis do.

In addition to the potential dangers encountered on K2, there are three other hazards: high altitude, snow blindness, and extreme cold. For more information on how extreme cold affects characters, see *Spycraft 2.0*, page 334.

Characters who fail to wear their sunglasses can be afflicted with snow blindness.

## Snow Blindness

A character can suffer snow blindness because of the intensity of ultraviolet rays when traveling in the arctic. The character's retinas literally become burned. Characters exposed to bright sunlight for a prolonged period must make a Fortitude save (DC 10+) once a day. Failure means the character is *dazzled* for 2d12 hours (-1 penalty to attack rolls). Failure by 5 or more means the character is *blinded* instead. When a character suffers from snow blindness, everything has full concealment to him. He has a -8 penalty to his attack checks, loses his positive Dexterity bonus to Defense, and grants a +2 bonus on attack rolls to enemies that attack him. The snow blinded character moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Notice skill checks or perform any other activity that requires vision. This effect can be avoided with the appropriate goggles.

If the characters do not reach Bode within 25 hours, the Pakistanis reach him first. Unaware of the outside search, Bode has fired a flare up through the crevasse, signaling his presence to those who are lucky enough to stumble upon it.

Bode's leg is broken. He will require first aid and need to be hoisted up from the crevasse. A successful Medicine/First Aid check (DC 12+) will secure his broken leg enough to allow for half-normal movement (in addition to penalties from environmental concerns).

## Tracking Kevin (DC)

**Investigation/Research (15+):** For each minute closer to 5 minutes, the characters get a +1 bonus (so if they stop just short of five minutes, they get a +5 bonus) to their opposed Investigation check. Success indicates the location of the transmitter is Las Vegas. Failure only triangulates the signal to somewhere in Nevada. In both cases, the characters know that the signal is moving.

**Investigation/Research (13+):** One of the programmers on the list had a dog named Fluffy – his name: Kevin Medroff.

**Investigation/Research (10+):** There are only a handful of programmers capable of uploading programs to satellites via hacking.

**Investigation (13+):** Scan a list of recently deceased programmers in employ by the government. There's a list of ten names.

**Analysis (10+):** Use existing satellites to determine possible locations for a moving signal – the signal moves in a straight line through mountainous terrain. Best bet: a passenger train. It's only an hour away by plane.

If the characters manage to retrieve Bode, one of their encounters on the way back is a group of Pakistani soldiers led by Buhti. Buhti demands the return of Bode and will attempt to arrest the characters. Failing that, he will order his soldiers to attack in the hopes that they can return Bode's body as evidence and claim he died on the mountain (a very plausible story).

## Epilogue

Successfully rescuing Bode reveals that Indianational is in worse trouble than stockholders thought. Its shares plummet and a few weeks later the company goes out of business. The Pakistan government denies that it sent men to kill Bode, and maintains they were trying to protect him. As a concession, the United States government launches an investigation into the past operations of First Solutions.

# THE SUMMIT MEETING

Events																															
1d12	Event																														
1	<p><b>Avalanche:</b> There is a base 10% (1 or 2 on a d20) of an avalanche happening, modified by the below conditions. Use the <i>Landslide</i> rules from <i>Spycraft 2.0</i> (page 401); the severity of the avalanche is determined by GC Action Dice expenditure.</p> <table border="1"> <thead> <tr> <th>Condition</th><th>Modifier</th></tr> </thead> <tbody> <tr> <td>Loud Noise</td><td>+Character's failed Reflex save (DC 15)</td></tr> <tr> <td>Moving Silently</td><td>- Blend/Stealth rank</td></tr> <tr> <td>Survival</td><td>-Survival rank</td></tr> <tr> <td>Moderate Wind</td><td>+1</td></tr> <tr> <td>Strong Wind</td><td>+2</td></tr> <tr> <td>Severe Wind</td><td>+3</td></tr> <tr> <td>Windstorm</td><td>+4</td></tr> <tr> <td>Hurricane</td><td>+8</td></tr> <tr> <td>Daytime</td><td>+1</td></tr> <tr> <td>Nighttime</td><td>-1</td></tr> <tr> <td>Recent Snow</td><td>+3</td></tr> <tr> <td>Explosion</td><td>+1 per d6 of damage</td></tr> <tr> <td>+35F</td><td>+1/10 degrees</td></tr> <tr> <td>-35F</td><td>-1/10 degrees</td></tr> </tbody> </table> <p>Rumbling usually precedes an avalanche. A successful Notice check (DC 10+) will give a character 1d4 rounds of warning. Being buried alive is extremely disorienting. It requires a successful Survival check (DC 10+) every round to determine which way is up. Characters can dig their way out at a rate of one foot per round if they aren't pinned. If pinned, the character can make an Athletics/Escape check (DC 15+) to maneuver himself so he can dig himself out. If the character fails the check or doesn't have the skill, he must get outside help. Characters can find a buried comrade with a successful Search check (DC 10+). Trapped characters have 1d10 rounds of air. After that, they begin suffocating as per the drowning rules.</p>	Condition	Modifier	Loud Noise	+Character's failed Reflex save (DC 15)	Moving Silently	- Blend/Stealth rank	Survival	-Survival rank	Moderate Wind	+1	Strong Wind	+2	Severe Wind	+3	Windstorm	+4	Hurricane	+8	Daytime	+1	Nighttime	-1	Recent Snow	+3	Explosion	+1 per d6 of damage	+35F	+1/10 degrees	-35F	-1/10 degrees
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-35F	-1/10 degrees																														
2	<p><b>Blizzard:</b> The combination of high winds, heavy snow (typically 1d4 feet), and bitter cold make blizzards deadly for all who are unprepared for them. Blizzards make ranged attacks impossible and inflict a -4 penalty to attack rolls with melee weapons. Creatures must make a Fort save (DC 9+). Failure means small creatures are blown away, Medium-size creatures are knocked down, and Large or Huge creatures are checked. Blizzards automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Notice checks with the Hearing tag are at a -8 penalty due to the howling of the wind. See <i>Spycraft 2.0</i>, page 401.</p>																														

# THE SUMMIT MEETING

3	<b>Crevasse:</b> Crevasses are inverted wedge-shaped depressions in ice and rock, formed from the expansion and contraction of water in cracks and crevices. Crevasses typically plunge 90 feet into the snow and terminate in a pool of melt water. Crevasses gradually become more filled with snow and ice until they are indistinguishable from flat terrain. A crevasse poses a dangerous threat to a character walking over it. The character must make a Notice check (DC 10) to detect it and, failing that, a Reflex save (DC 10+) to avoid falling 1d10*10 feet into the crevasse and suffering the appropriate falling damage.																								
4	<b>Pakistani Soldiers:</b> 7-8 Pakistanis will fire on anyone whom they believe isn't native to the region. The characters are too well equipped to be confused with recreational mountain climbers unless they specifically take precautions to blend in. Note that gunfire and explosions can cause an avalanche.																								
5	<b>Snow:</b> While falling, snow reduces visibility by half (–4 penalty to ranged weapon attacks, Notice checks, and Search checks). It has a 50% chance of extinguishing small, unprotected flames. Once on the ground, it reduces movement by half. Deep snow (6 inches or more) reduces movement by 3/4. <table><tr><th>Snow Level</th><th>Modifier</th><th>Attack Penalty</th><th>Move Penalty</th></tr><tr><td>One-quarter</td><td>1</td><td>-1</td><td>x 2/3</td></tr><tr><td>One-half</td><td>2</td><td>-2</td><td>x 1/2</td></tr><tr><td>Three-quarters</td><td>3</td><td>-4</td><td>x 1/3</td></tr><tr><td>Nine-tenths</td><td>4</td><td>-6</td><td>x 3/4</td></tr><tr><td>Total</td><td>5</td><td>-8 and must guess target's location</td><td>None unless burrowing</td></tr></table> <p>The level of snow should be compared to a character's height to determine the amount of concealment it provides. If a character is standing on more than a foot of snow when the target isn't, he receives a +1 melee bonus for attacks from higher ground. Snow provides penalties to armor class and attacks based on how much snow is covering them. If an attacker hits someone concealed in snow, the defender must make a miss chance percentile roll to avoid being struck. Modifiers are applied as circumstance penalties to Athletics/Escape, Survival/Handle Animal, Medicine/First Aid, Survival, Acrobatics/Jump, Blend/Stealth, Survival/Maneuver (Animal), Search, Notice, Acrobatics/Tumble, Athletics/Bind, and as circumstance bonuses to Acrobatics/Balance and Blend/Stealth. A character buried in an avalanche is completely buried and gets a –5 penalty to all checks (if he can move at all). See <i>Spycraft 2.0</i>, page 401 (<i>Landslide</i> rules).</p>	Snow Level	Modifier	Attack Penalty	Move Penalty	One-quarter	1	-1	x 2/3	One-half	2	-2	x 1/2	Three-quarters	3	-4	x 1/3	Nine-tenths	4	-6	x 3/4	Total	5	-8 and must guess target's location	None unless burrowing
Snow Level	Modifier	Attack Penalty	Move Penalty																						
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Nine-tenths	4	-6	x 3/4																						
Total	5	-8 and must guess target's location	None unless burrowing																						
6	<b>Snowstorm:</b> The combined effects of precipitation and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty to all Notice and Search checks. Every turn, the character must make a Fort save (DC 10+) or be dazzled for 1 round (-1 penalty to attack rolls). Storms make ranged weapon attacks impossible, except for with siege weapons, which have a –4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. Snowstorms leave 1d6 inches of snow on the ground afterward. See <i>Spycraft 2.0</i> , page 401.																								
7-12	No event																								



# THE SUMMIT MEETING

## Statistics

### Allam Buhti (Special NPC)

**Allam Buhti (Special NPC - 71 XP):** Init VII; Atk VII; Def VII; Resilience VIII; v/wp VII; Competence VIII; Weapons: 2 x I, 1 x III, 1 x IV; Gear: 1 x II, common items; Vehicle: None; Skills: Sense Motive VIII; Qualities: *class ability* (Pointman - *generous*), *feat* (Marksmanship Basics, Marksmanship Mastery).

**Suggested Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), FN Browning HP (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP) with standard ammunition load, FN-FAL (dmg 4d4+2, error 1-3, threat 19-20, ammo 20M7, recoil 17, range 175 ft., SZ/Hand S/2h, qualities DEP, RGD), with armor-piercing ammunition load, 5 sticks of dynamite, Climbing Kit II, Gore-Tex suit, tent, sleeping bag, compass, 6 doses dexamethasone

Allam is a military general in need of a war. He is a social climber, desperate to prove himself. He also loves the camera and sees Bode as his ticket to becoming an international hero. At the same time, Allam is a crisp professional and prides himself on doing things properly – in some ways he seems more British (an artifact of his English-language training) than Pakistani. One thing is certain: Allam believes Bode's corpse is ultimately the best way to prove that Pakistan is serious. He just doesn't want to be the one caught killing him.

### Pakistani Soldier (Standard NPC)

**Pakistani Soldier (Standard NPC - 50 XP):** Init VII; Atk VII; Def VI; Resilience VII; Damage Save VI; Competence VI; Weapons: 2 x I, 1 x III, 1 x IV; Gear: 1 x II, common items; Vehicle: None; Skills: None; Qualities: None.

### Pakistani Soldier (Standard NPC)

**Suggested Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), FN Browning HP (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP) with standard ammunition load, FN-FAL (dmg 4d4+2, error 1-3, threat 19-20, ammo 20M7, recoil 17, range 175 ft., SZ/Hand S/2h, qualities DEP, RGD) with armor-piercing ammunition load, 5 sticks of dynamite, Climbing Kit II, Gore-Tex suit, tent, sleeping bag, compass, 6 doses dexamethasone

These soldiers are loyal to Allam and to their country. They are eager to prove their worth and fearless in the face of danger. They see K2 as "their mountain" and believe that it will repel foreigners of its own accord.

### Nicholas Bode (Special NPC)

**Nicholas Bode (Special NPC - 66 XP):** Init VI; Atk VII; Def VII; Resilience VI; v/wp VIII; Competence VIII; Weapons: None; Gear: 1 x II, common items; Vehicle: None; Skills: Bluff VII, Athletics VII, Manipulate VIII; Qualities: None.

**Suggested Gear:** Climbing Kit II, Gore-Tex suit, tent, sleeping bag, compass, 6 doses dexamethasone

Nicholas Bode is a blonde, tanned, muscular playboy who makes women weep and men envious. He's also a daredevil; foolishly taking his very expensive life into his own hands in a perpetual quest to beat the unbeatable. It is only natural then, that Nicholas doesn't pay much attention to his family's global business dealings. It was all too easy for corrupt executives to slip through. In reality, Nicholas knows nothing about the nuclear arms trade and a subsequent investigation will reveal he had no prior knowledge of First Solutions' wrongdoing. Bode's passion is climbing, and he's been on enough mountains to realize that this time he is in serious trouble. Bode will cooperate as best he can, but he isn't in very good shape when the characters catch up with him.

# ***THE SUMMIT MEETING***



# WOLVES AND SHEEP

## WOLVES AND SHEEP

### Location

Las Vegas, Nevada

### Briefing

A computer hacker works with the Mafia to take over a bullet train crossing through the mountains of Nevada. His goal: to upload Ultracarnivore via satellite in a bid to disrupt government snoops all over the globe. But which train and which satellite?

### Mission Objectives

- Prevent Ultracarnivore from being uploaded.
- Ensure no hostages are harmed.
- Bring Kevin Medroff to justice.

### Mission Caliber

This is a Caliber III threat. The characters are immediately dispatched upon confirming the location of Kevin Medroff. If any of the terrorist groups get their hands on Ultracarnivore, they could disable entire defense networks and paralyze first world countries.

### Mastermind Hook

Kevin Medroff has managed to achieve something he didn't think possible. He hacked into government computers to discover the whereabouts of the world's most powerful sniffer, Ultracarnivore. The U.S. government created Ultracarnivore to track down terrorists. But while it was in transit to a testing facility, Mafia thugs hijacked the armored car and took Ultracarnivore. Kevin can be replaced by Hax (p. 34) from *Most Wanted*; alternately, he might work for Godfather from *Most Wanted* (p. 28) as the leader of the Mafia muscle.

### Mastermind Quirks

Kevin is an egomaniac. He knows he's the best and revels in it, often alluding to his computer skills in martial arts terms. A chop-sockey fanatic, Kevin enjoys defeating skilled opponents and views the theft of Ultracarnivore as just another game. He has little connection to humanity in general and at heart is a very lonely, sad man.

## Recommended Classes

- **Required:** Hacker, wheelman.
- **Suggested:** Intruder, soldier.

## Mission Status

Once Kevin got the chance to examine Ultracarnivore, he made a deal with the Mafia; offer Ultracarnivore to the highest bidder and then release it on the world anyway, making the Mafia rich and untraceable in the ensuing chaos. Ultracarnivore is extremely powerful – so powerful that it would cause enemies and allies alike to scramble as all their private information is released to anyone who wants it. If Kevin is threatened, he will release Ultracarnivore anyway, just to spite companies like MegaCosmos.

## Scene One

Your Control gestures at the monitor.

"We've got an incoming call. Begin the trace."

The screen flickers on, displaying a computer rendered three-dimensional martial arts warrior. He bows towards you. Simultaneously in a corner of the screen a countdown begins at five minutes.

"Look at me, back from the dead and I haven't even hit thirty," it says in a synthesized voice. "Maybe I should start my own religion!"

The figure guffaws. "I'll get to the point. I have your little doggy on a leash, but it's a short one."

The timer reads: 4 minutes, 30 seconds.

"Right now it's up for the highest bidder. But you know what...it doesn't matter who gets it. Once this puppy's out, there's no bringing him back. Once I upload Fluffy to a satellite, I can bounce it anywhere in the world. So what do you think of THAT, chumps?"

"Stall him," whispers your Control.



# WOLVES AND SHEEP

Kevin is a pompous ass but he enjoys taunting too much. Characters can get him to talk more but he won't speak for more than five minutes. On another screen, his signal is slowly triangulated.

## Scene Two

The train has already been taken over by Mafia thugs. All the passengers are crowded into the last two cars of the train. The characters are given a timer – it will take just 20 minutes before the nearest satellite comes into range for Kevin to upload Ultracarnivore.

Catching up to the train is a bigger problem. A helicopter is easily spotted, so the characters will have to board it by car. A very fast car. Unfortunately, the train only has sporadic exposure to open stretches of road. The Wheelman will have to do his best.

Medroff's train zips along in the distance, rapidly approaching the only open stretch of land that parallels the tracks before it enters mountainous territory. If you're going to board the train, you have to catch it before it passes that stretch.

The thugs have stripped all 200 hostages of their gear and left them locked in the back of the train with two men guarding the third car's door. There's no one to see the characters board the train's caboose except the hostages (who are too frightened to say anything).

## Scene Three

The characters have to storm the train, car by car. There are up to eight thugs per car, 12 cars in total. The train doors offer one-half cover and the cars only allow melee combat for two opponents facing each other. Each car has two decks.

### Boarding the Train

For the purposes of this chase, the train is always considered to be in open terrain. Characters cannot use the Close In maneuver, and Ramming or Cut Off maneuvers are inadvisable.

### Boarding the Train

Conversely, the train can only choose Eat My Dust until it reaches a lead of 30 lengths, at which point it attempts to vanish using Long Gone (switching back to Eat My Dust if the lead drops below 30 lengths). Any time the characters succeed with a vehicular attack check to bring the chase to a close, they may make an Acrobatics/Jump check (DC equal to the crash check DC) to board the train. Failure results in the chase continuing as normal. A critical failure indicates that the character has fallen between the two vehicles, taking damage according to the relative speed of the vehicles.

### Bullet Train

**Size:** Colossal (2 x 15 per car), **Occ:** 0 + 100, **A/T:** 2/0 **MPH:** 90/180, **Def/Save:** 8/+25, **Comp:** 22/+1, **Cargo:** 5 tons, **Rng/Fuel:** 20/diesel or effectively unlimited with track power, **Qualities:** CAP, CRW, FOR, LVQ

Kevin's plan is to take the highest bidder from a variety of terrorist networks and then sell the technology to them (knowing they will promptly release it on the world). He's counting on it – the ensuing chaos will make it much easier for him to escape.

### Ultracarnivore

The original program, Carnivore, was a device that gave the FBI a "surgical" ability to intercept and collect some communications. It ignored communications that the FBI was not authorized to intercept. Carnivore's self-imposed restrictions were a necessity to meet the stringent requirements of federal wiretapping statutes.



# WOLVES AND SHEEP

## Ultracarnivore

Ultracarnivore is a thousand times more powerful. Part worm, part email virus, part script kiddie, Ultracarnivore alternates tactics to propagate itself. Once spread, it feeds information to itself at different locations. It is practically impossible to track due to the speed at which Ultracarnivore moves and self-replicates. Ultracarnivore can, at any one point in time, provide a full data stream of information it collected by a programmer who knows where to wait at one of its predetermined nodes.

In essence, nobody tells Ultracarnivore what to do – it comes to you when it's ready.

Ultracarnivore writes its own programs to defeat software security and will even back off if it fails too many attempts, going into hiding to hit another target. It is meant to root out cyber-terrorism all over the globe – but no one is willing to use it for fear of being unable to contain it. It was being transported to another location for testing in a controlled environment when the Mafia recovered it.

Ultracarnivore is considered a character for purposes of hacking systems. It has a total Computers bonus of 18 + twice the assigned Threat Level.

## Epilogue

If Kevin is captured or an investigation is conducted into his past, his link to InfiniCredit is discovered, sullyng the reputation of the already suffering firm. Kevin becomes a new menace that causes thousands of credit card holders who had credit cards through InfiniCredit to cancel or switch their accounts. Soon thereafter, the InfiniCredit business is broken up and sold off by MegaCosmos.

The Mafia is embarrassed, further damaging its ailing reputation amongst international crime cartels. If Kevin is still alive, the Mafia will attempt to assassinate him in retaliation.

## Statistics

### Kevin Medroff (Special NPC)

**Kevin Medroff (Special NPC – 80 XP):** Init V; Atk III; Def VI; Resilience VI; v/wp II; Competence VII; Skills: Computers VIII, Electronics VI, Falsify V, Science (Programming) VIII, Search VII; Weapons: 1 x Caliber II; Gear: None; Vehicle: None; Qualities: *Class ability* (Hacker - 'L337'), *superior attribute* (Int 20).

**Suggested Gear:** Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD) with standard ammunition load.

Kevin Medroff was the chief security specialist at InfiniCredit, the credit card division of MegaCosmos. When the economy took a turn for the worse, Kevin was laid off, but not before taking over eight million credit card numbers with him. He released them on the Internet as a display of contempt for big business.

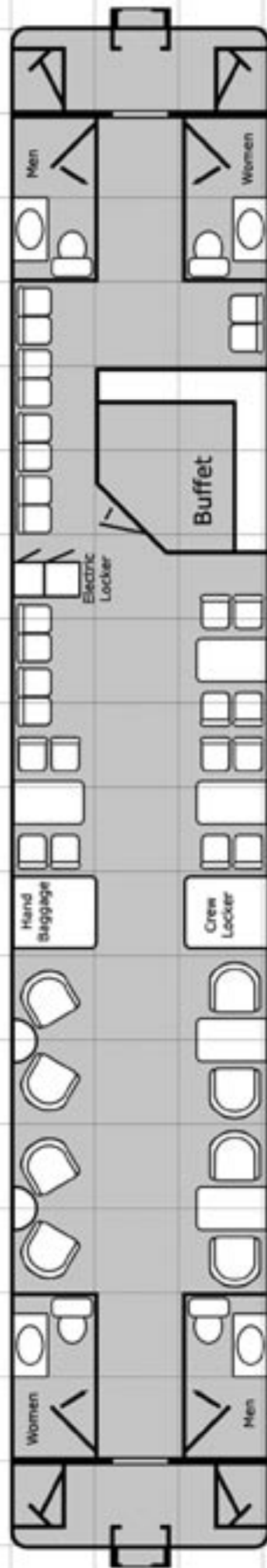
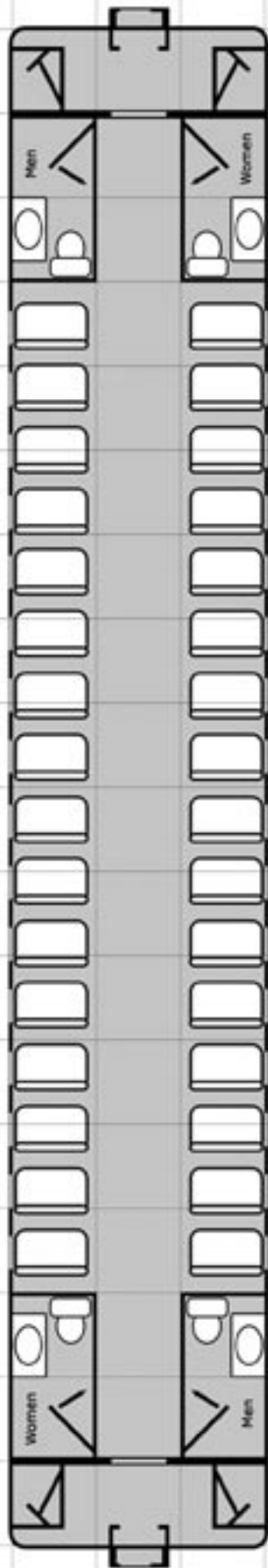
### Mafia Thug (Standard NPC)

**Mafia Thug (Standard NPC – 44 XP):** Init VII; Atk VII; Def VI; Resilience VII; Damage Save V; Competence VII; Skills: None; Weapons: 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: None.

**Suggested Gear:** Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD) with standard ammunition load, Winchester 1897 shotgun (dmg 5d4, error 1, threat 20, ammo 6S40, recoil 25, range 30ft., SZ/Hand S/2h, qualities DEP, IMP, RGD, TKD) with standard ammunition load (shot).

The Mafia contacted Kevin for his skills at hacking and encrypting. The Mafia dons supporting his operation expect to get a hefty kickback from the virus after Kevin sells it. If Kevin fails his side of the bargain, the thugs have instructions to execute him.

# WOLVES AND SHEEP



# A DIFFERENT CASE

## A DIFFERENT CASE

### Location

Rome, Italy

### Briefing

Labs in Iraq recently obtained supersarin, a biological weapon of mass destruction. A successful U.S. raid forced the creators to send the weapon into hiding. Since then, the formula has been ferried from place to place and is now up for the highest bidder. Various terrorist groups will do anything to get the case, but it is “too hot” for any one group to retain for long.

### Mission Objectives

- Retrieve briefcase without harm to its contents.

### Mission Caliber

This is a Caliber V threat. The briefcase contains supersarin. If it falls into terrorist hands, it could be used as a “dirty bomb” to take out entire cities.

### Mastermind Hook

Mickey Conner is an Irish Nationalist Republic operative determined to get the attention of the world media. Disgusted by the overshadowing of Middle Eastern terrorists, he hopes to force the issue in Britain by unleashing a biological agent and thus getting “respect” as a “real” terrorist organization. In his own mind, Mickey can never be feared enough. The Hanz brothers can be replaced by Fortune & Glory from *Most Wanted* (p. 25) and Black Dove can replace Mickey (p. 16).

### Mastermind Quirks

Mickey is an egomaniac and a notorious killer. The IRA's overtures of peace have become too moderate for him. Like a spoiled child, Mickey continues to act out, his rampages becoming more and more bloody until he gets the attention he craves.

### Recommended Classes

- **Required:** Wheelman.
- **Suggested:** Soldier.

### Mission Status

The group currently in possession of the briefcase is the organization of another villain (choose one from the *Most Wanted* book). They intend to make the exchange in Rome with Mickey and his crew. There are four black cars – nobody knows which car holds the briefcase. There are four men in each vehicle armed with assault rifles and pistols. The characters are assigned one car and a van to track their quarry.

#### Pursuit Car

**Vehicle:** Muscle Car. **Size:** L (2x3), **Occ:** 1+3, **A/T:** 6/6, **MPH:** 70/150, **Def/Save:** 9/+12, **Comp:** 20/+1, **Cargo:** 150 lbs, **Rng/Fuel:** 6/gas, **Qualities:** None.

**Add-Ons:** Security Package I, Control Increase I, Acceleration Boost, Run-Flat Tires

The pursuit van contains a satellite communications terminal and desktop computer.

#### Pursuit Van

**Vehicle:** Delivery/Full-size Van. **Size:** L (2x4), **Occ:** 1+3, **A/T:** 2/4, **MPH:** 55/90, **Def/Save:** 9/+12, **Comp:** 17/+0, **Cargo:** 3000 lbs, **Rng/Fuel:** 6/gas, **Qualities:** None.

**Add-Ons:** Security Package I, Control Increase I, Run-Flat Tires

### Scene One

The characters won't have much time to stake out the area, no more than a few hours before the men inside take off for the exchange point. The characters are looking for a bald man carrying a briefcase.

#### Staking Out Rome (DC)

**Investigation (8+):** There are 16 men in total staying at the hotel.

**Investigation (10+):** All of the men are armed with pistols and automatic weapons.

**Investigation (10+):** There are four bald men, each with an identical briefcase.

**Investigation (13+):** The four bald men are actually quadruplets known as the Hanz brothers.

# A DIFFERENT CASE

You are staked out in front of La Dolce, a pleasant Italian villa in Rome. As you watch, four black cars pull up to the villa. As much as you'd like to take the shot, there are too many civilians milling about in front. The four cars rocket off down the dirt road.

The chase starts out in close terrain. After 1d4+1 rounds, the chase becomes open terrain. The armored cars work hard to shake their tails and confuse their pursuers as to which car contains the briefcase. The men fire out the windows with automatic weapons with little regard for civilian casualties.

## Armored Car (4)

**Vehicle:** Passenger car (compact). **Size:** L (2x3), **Occ:** 1+3, **A/T:** 4/5, **MPH:** 65/100, **Def/Save:** 9/+11, **Comp:** 20/+1, **Cargo:** 100 lbs, **Rng/Fuel:** 8/gas, **Qualities:** None.  
**Add-Ons:** Security Package I, Control Increase I, Run-Flat Tires

After 2d4 rounds, the Carabinieri get involved and begin pursuit. The Carabinieri are called in after reports of automatic weapon fire. Characters arrested by police will have to pull some strings to explain who they are and what they are doing in a foreign country. Six Carabinieri officers will take down anyone with a gun, good or bad.

## Police Van

**Vehicle:** Mini van. **Size:** L (2x3), **Occ:** 1+6, **A/T:** 4/4, **MPH:** 65/105, **Def/Save:** 9/+7, **Comp:** 20/+1, **Cargo:** 800 lbs, **Rng/Fuel:** 7/gas, **Qualities:** None.

After 10 rounds of pursuit, the cars reach Rome proper. The remaining cars that do not have the cargo will stop in front of the Colosseum and get out of their cars, shooting over the doors at the characters. The remaining bald man with the briefcase runs into the Colosseum to make the exchange. Of course, the Carabinieri are occupied with the other thugs – characters must avoid getting shot as well as arrested.

## Scene Two

Mickey and ten of his men are there to make the exchange. When he realizes what has happened, he shoots the Hanz brother carrying the case and flees with the supersarin.

As you pursue the bald man, he disappears into the crowd. Suddenly, a shot rings out and the crowd disperses in a wave, screaming and panicking. At the center of the circle is one of the Hanz brothers, clutching his bloody chest. A redheaded man trots away from the murder with one hand in his vest pocket, a metal briefcase under his arm.

The shot causes utter panic as pedestrians run screaming throughout the Colosseum to the exits. See the Innocent Bystanders section in *Most Wanted* (p. 7) for more detailed rules about crowds and combat.

## Fighting in a Panicked Crowd

**Standing Up:** Every round, a character must make an Acrobatics check (DC 8+). If the character succeeds, he remains standing. On a failed check, the character suffers 1d4 points of damage but must succeed at a second Acrobatics check (DC 8+) or be knocked Prone.

**If Prone:** A prone character must spend a full action to rise to his feet (instead of a half action). Each round that he is prone, the character must make a Reflex save (DC 10+) or suffer 1d6 points of damage from being trampled. While prone, an character makes melee attacks with a –4 penalty. Ranged attacks against him suffer a –4 penalty unless the attacker is adjacent. Melee attacks against him receive a +4 bonus.

**Bystanders:** See the hostage rules for more information. If a bystander is killed, the characters will have to answer to their home office as well as the Carabinieri.

**Duration:** After 3d4 rounds, the crowd disperses. Increase the duration of the panicked crowd by 1 for every shot fired. Once the crowd disperses, they do not return.



# A DIFFERENT CASE

If threatened, Mickey will take the bottle out of its packaging and put a gun to it, threatening to fire and releasing it in the middle of tourist season. It's up to the characters to talk him out of it...or take him out. Adding the confusion is the Carabinieri, who will shoot first and ask questions later.

## Supersarin

**Type:** Inhaled. **Primary Phase:** Onset Time 1d4 rounds, Fort Save DC 28, Damage Effect 2d6 Dex. **Secondary Phase:** Onset Time 1d4 rounds, Fort Save DC 30, Damage Effect 2d6 Con.

Supersarin is a terrifyingly toxic substance that attacks the nervous system, causing spasms and organ collapse. It can be distributed in gas form that is absorbed through the skin. One drop can kill a man in a few minutes.

## Epilogue

Capturing Mickey causes a vicious backlash on the Irish Nationalist Republic. Treated as "home grown terrorists" they are discredited by the IRA and Irish Nationalist Republic. The source of the supersarin can be discovered by an Investigation/Research check as belonging to former Transformatives, Inc. An investigation is launched against MegaCosmos' disposal of dangerous chemicals, despite the legitimacy of its testing in certain countries.

## Statistics

### (Ally – Special NPC)

**Carabinieri (Special NPC – 58 XP):** Init IV; Atk VII; Def VI; Resilience VII; v/wp VI; Competence VII; Skills Intimidate VI, Security VI; Weapons 2 x Caliber I, 1 x Caliber II; Gear: 1 x Caliber II; Vehicle: None; Qualities: *Feat* (Follow-Up Shot, Sharpshooter Basics).

### (Ally – Special NPC)

**Recommended Gear:** Baton (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), duty vest, Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), H&K MP5A5 (dmg 1d10+1, error 1-2, threat 20, ammo 30M5, recoil 6, range 30 ft., SZ/Hand T/2h, qualities CLS), standard ammunition load for each firearm.

The Carabinieri are tough, no-nonsense officers who are not accustomed to having their authority flouted. They are not inclined to work with foreign characters. They fire with extreme prejudice at the first sign of firearms.

### Thug (Standard NPC)

**Thug (Standard NPC – 50 XP):** Init VII; Atk VIII; Def VI; Resilience VII; Damage Save VI; Competence VII; Skills Intimidate VII; Weapons: 2 x Caliber II; Gear: None; Vehicle: None; Qualities: None.

**Recommended Gear:** Colt Python .357 Magnum (dmg 3d4+1, error 1, threat 19-20, ammo 6S36, recoil 20, range 30 ft., SZX/Hand D/1h, qualities DEP, RGD), Sten Mk II (dmg 1d10+1, error 1-3, threat 20, ammo 32M4, recoil 5, range 30 ft., SZ/Hand T/2h, qualities DEP, INS), standard ammunition loads for each firearm.

The statistics above can be used both for Mickey's men as well as the guards accompanying the Hanz brothers.

### Hanz Brothers (Special NPC)

**Hanz Brothers (Special NPC – 74 XP):** Init VI; Atk VII; Def VI; Resilience V; v/wp V; Competence VII; Skills Drive VIII; Weapons: 1 x Caliber I; Gear: None; Vehicle: None; Qualities: *Feat* (Baby It, Daredevil, Duct Tape and Bubblegum, Lucky Break, One Hand on the Wheel), *superior attribute* (Dexterity 16).

**Recommended Gear:** Walther PP (.38 caliber) (dmg 2d4, error 1-2, threat 20, ammo 8M8, recoil 11, range 20 ft., SZ/Hand D/1h, qualities none), standard ammunition load.

# A DIFFERENT CASE

The Hanz brothers specialize in bait-and-switch tactics, and this job emphasizes their strengths. Since they all look the same, it's impossible to determine who is holding the "real" case. Indeed, all of the brothers suspect they have the genuine article, but only one of them was given different instructions to meet Mickey in the Colosseum. The Hanz brothers have been paid a lot of money to deliver their package, although they don't know the contents. If they did, they probably wouldn't have taken the job.

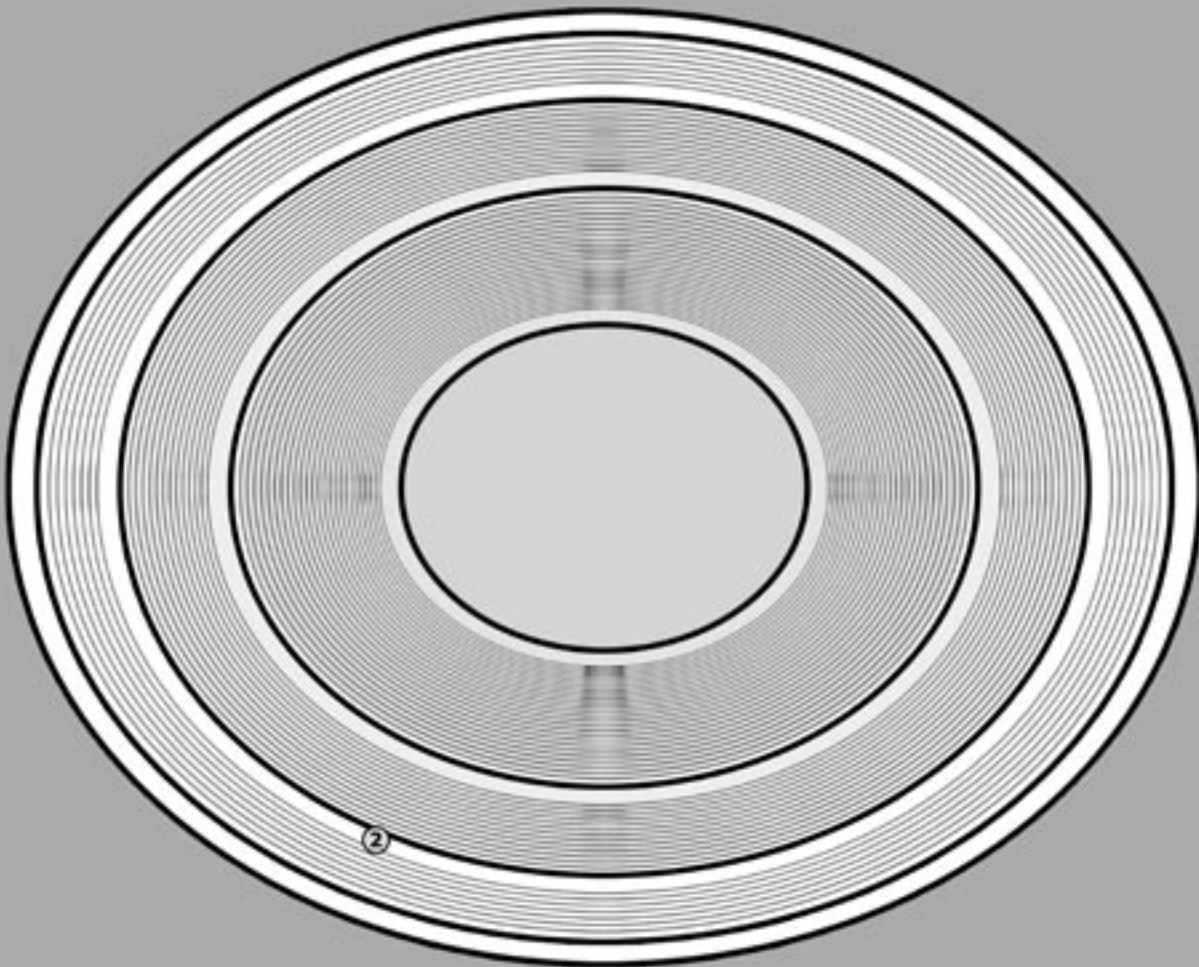
## Mickey O'Conner (Special NPC)

**Mickey O'Conner (Special NPC – 71 XP):** Init VII; Atk VII; Def VI; Resilience VII; v/wp IV; Competence VII; Skills Blend VI, Notice V; Weapons: 1 x Caliber II; Gear: None; Vehicle: None; Qualities: *Class ability* (Intruder – *dexterous*), *feat* (Dash, Quick Draw, Safe House, Sprint), *superior attribute* (Dex 17, Wis 15).

## Mickey O'Conner (Special NPC)

**Recommended Gear:** Colt Python .357 Magnum (dmg 3d4+1, error 1, threat 19-20, ammo 6S36, recoil 20, range 30 ft., SZX/Hand D/1h, qualities DEP, RGD), standard ammunition load.

Mickey is a thin, lanky redhead with a hair-trigger temper. When cornered, he is inclined to shoot someone rather than admit defeat. As an extremist, he is disgusted by the peaceful overtures of the IRA and has joined the Irish Nationalist Republic to express his disapproval.



# GETTING RESULTS

## GETTING RESULTS

### **Location**

Detroit, Michigan

### **Briefing**

A transit bus in downtown Detroit completed its normal route to and from the local shopping center. Three men who looked just like any other passenger got on the bus. Except that they were wearing C4 and armed with machine pistols.

### **Mission Objectives**

- Ensure no hostages are harmed.
- Locate terrorist cell in Detroit.
- Eliminate terrorist cell.

### **Mission Caliber**

This is a Caliber II mission. The characters are dispatched immediately.

### **Mastermind Hook**

Special Agent Tucker pretends he's FBI, but he's actually part of a privatized security agency known as Executive Results, who kidnapped a high-ranking terrorist leader. In retaliation, Mamoud Narif leads terrorist cells against the city of Detroit until he is released – partially to release the leader, partially to reveal the corrupt group. The lead terrorist captured by Executive Results might be Ferryman from *Most Wanted* (p. 22).

### **Mastermind Quirks**

There are two villains here: Special Agent Tucker trained Mamoud Narif until MegaCosmos cut funding, abandoning the characters. Mamoud and his people were left to die, but they survived. Tucker is rigid, calculating, and brutally efficient. Mamoud is a desperate, vengeful fanatic.

### **Recommended Classes**

- **Required:** Snoop, faceman.
- **Suggested:** Soldier.

### **Mission Status**

The characters don't yet know what the terrorists want. In fact, the terrorists know something the characters don't. Complicating matters, a rival agency wants to solve the case first, and they have something to hide.

The bus has 20 people on it. Three terrorists, armed with automatic weapons, have explosives strapped to their chests. Police cars and four snipers surround the vehicle. The characters have been called in to deal with the terrorists. Special Agent Tucker arrives on the scene at the same time.

### **Scene One**

The bus is at the center of a swarm of police cars. The sides of the bus are filled with hostages: the terrorists have forced them to put their hands against the windows so they act as human shields.

The police chief moves the megaphone away from his mouth and turns to you.

"So, are you the special agents they said were going to take over?"

Before you can respond, a handsome dark-skinned man in a black trench coat interrupts. "Yes, we'll take it from here."

"Special Agent Tucker," says the man, flashing his FBI badge. "My men have been called in on this case."

He turns to the police chief. "Do you have snipers stationed yet?"

The chief nods.

"Good. Take 'em out. These guys aren't interested in negotiating."

The police chief turns to you for affirmation.

The police snipers can take the shot, but if they do not instantly kill the terrorists on the first shot, each one of them will attempt to detonate



# GETTING RESULTS

their explosives. The team's soldier might have better success, but he still has to somehow take out three terrorists simultaneously, not an easy task. In the mean time, the Faceman can take over negotiations. Tucker is willing to take a backseat to the negotiations for now.

If the characters opt to negotiate, they don't get a response. Tucker suggests asking for a few hostages to be released. After many tense moments, the bus door opens with a hiss and six of the hostages are let go. The characters have won a brief reprieve.

At this point, the media begin to arrive in helicopters. Tucker is frantic.

The air is suddenly filled with a rhythmic beat. Helicopters.

You look up to see the media swarming like flies to the scene. Tucker's eyes bulge.

"No, no, NO! You have to get them out of here. They were just stalling for time. They were just waiting for the cameras!"

The characters have 1d4 rounds before the helicopters come into range. Once the helicopters are visible to the occupants of the bus, the terrorists detonate their bombs, killing everyone on board.

## C4

**Damage:** 5d10 (explosive); **E/T:** 1-3/-; **Rng:** 15 ft.; **SZ/Hand:** D/-; **Qualities:** susceptible to explosive damage; **Weight:** 1 lbs

## Scene Two

If the released hostages are examined, each one of them has a scrawled note in their pocket. It reads, "LET HIM GO."

If this information is shared with Tucker he is visibly upset but shares nothing. The characters can examine the wreckage with the following skills.

## Examining the Wreckage (DC)

**Investigation (10+):** Entry papers indicate that the terrorist who owned the fingerprints has other compatriots who also illegally entered the country.

**Computers (+10):** Hack rival agency's files to see what they turned up. DC is any of the above skill checks at a penalty of 10.

**Computers (+5):** The characters can hack into the police files to see what they turned up. DC is any of the above skill checks at a penalty of 5.

**Knowledge/Profession (Military) (8+):** A U.S. military base in the Middle East was attacked using a similar method (bombs on a bus).

**Science (Chemistry) (13+):** Get a match on the type of Centex used to create the C-4. It is the same Centex used in the bombing of the U.S. military base.

**Impress/Persuasion (10+):** Convince the police chief to share his information.

**Investigation (10+):** The terrorists are part of a cell, led by a highly trained agent who is on a very special mission.

**Analysis/Forensics (13+):** Fingerprints from one of the fingers found in the wreckage match an illegal alien who recently entered the country.

**Search (10+):** A finger is found from the terrorists that could be used as a fingerprint.

**Search (13+):** Discover the location of the terrorists.

If the characters succeed on the Impress/Persuasion check, they get a call from the police chief.

You get a phone call from the police chief. Fingerprints from one of the fingers found in the wreckage match an illegal alien who recently entered the country. The police followed up with their own contacts and discovered that the man's other compatriots are still living in a run-down apartment complex. Surveillance has been tracking them and they're ready to take down the terrorists.



# GETTING RESULTS

"There's just one problem," he says. "Tucker was in my office when I found out and he took off out of here like a bat out of hell."

Tucker is determined to catch the terrorists before the characters do, but it's not for the glory. He's afraid what the characters might find out.

## Scene Three

When the characters arrive, Tucker hasn't shown up yet. The police on the stakeout brief them.

"There's eight of them, on the fourth floor," says the landlord at the stakeout across the street from his building. "The guys in there, they don't do nothing. All they eat is pizza and watch TV."

As you watch out the window, you see some men in trench coats carefully making their way across the roof of a nearby building. One of them clears the gap between the two buildings

The police chief's walkie talkie crackles to life. "Tucker's men are here."

Tucker's men are taking the building from above. It's up to the characters to beat them to it or assist. The characters have 5 rounds before the rival characters reach the terrorists first. They have to clear four flights of stairs (it takes one round to scale a flight).

The terrorists have no intention of being taken alive. They will dive for their automatic weapons at the first sign of trouble and let loose, spraying the tiny one room apartment with bullets. The rival characters shoot to kill.

In the apartment, there is evidence of explosives, including the material to make C4 charges. A Search check (DC 15) turns up a business card with an address. On the back is written "Mamoud."

## Scene Four

Mamoud is working under the ruse of a body shop. 7-8 other terrorists, all armed and dangerous, accompany him. Unlike the other terrorist cells, Mamoud's body shop is on high alert. They expect trouble. The body shop is actually a central headquarters for Al-Hazzan (see the personnel and security modifiers under the Terrorists, Criminals, and Gangs chapter).

Tucker has no intention of letting Mamoud survive. 1d10 rounds after the characters arrive, Tucker's agents storm the shop with a black helicopter gunship.

### Gunship

**Vehicle:** Gunship helicopter. **Size:** H (3 x 11, rotor 12) **OCC:** 2 + 8 **A/T:** 3/4 **MPH:** 175/200 **Def/Save:** 8/+20 **Comp:** 30/+2 **Cargo:** 500 lbs. **Rng/Fuel:** 2/av gas **Qualities:** CHF, CMF, DUC, HDP (6), SEN (radar 1, thermal 4), UNF, WPN (2 x HMG) **Heavy Machine Guns (2):** **Damage:** 3d8+1, **E/T:** 1-3/18-20, **Ammo:** 100B1, **Rng:** 300 ft., **SZ/Hand:** L/-, **Qualities:** IMP

The gunship will open fire as soon as it arrives without regard for anyone in the body shop, including the characters. It's obvious Tucker doesn't want Mamoud to talk. After firing on the body shop, the gunship discharges 7-8 other agents along with Tucker to clean up the scene.

Ironically, the characters may find themselves trying to keep alive the man they were sent to kill. To make matters worse, Mamoud prefers to die in combat. Mamoud is happy to tell them about why he commits his terrorist acts however: Executive Results captured a militant leader and has kept his detainment under wraps. Mamoud intends to keep up the terrorist attacks until the leader is released. Tucker will, if necessary, kill to keep that information a secret.

# GETTING RESULTS

## Epilogue

Capturing Mamoud reveals that Executive Results previously conducted several contracts for the U.S. government and has since gone mercenary. When it is revealed that a U.S. agency secretly has a terrorist leader in its possession, the international community is outraged. To preserve the peace, the terrorist leader is released. The U.S. government denies involvement and begins a legal indictment of all previous members of Executive Results, the majority of which have already left the country.

## Statistics

### Terrorist (Standard NPC)

**Terrorist (Standard NPC – 44 XP):** Init VII; Atk VII; Def VI; Resilience VI; Damage Save V; Competence VI; Skills: None; Weapons: 2 x Caliber II, 1 x Caliber III; Gear: 1 x Caliber II; Vehicle: None; Qualities: None.

**Recommended Gear:** FN Browning HP (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K HK33A2 (dmg 4d4, error 1-2, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities RGD), 1 lb. C4 (plastic explosive), Low-profile armor (trendy), standard ammunition loads for each firearm.

These terrorists are dedicated to their cause: the release of a famous terrorist leader. They believe they are working for a greater good and are willing to lay down their lives if necessary until their leader is released.

### Executive Results Agent (Standard NPC)

**Executive Results Agent (Standard NPC – 42 XP):** Init VII; Atk VII; Def VII; Resilience VII; Damage Save VI; Competence IV; Skills: Intimidate II; Weapons: 1 x Caliber II; Gear: 1 x Caliber II; Vehicle: None; Qualities: None.

**Recommended Gear:** Glock 21 (dmg 1d12, error 1, threat 19-20, ammo 13M4, recoil 16, range 25 ft., SZ/Hand D/1h, qualities CMP, TKD), low-profile armor (trendy), armor-piercing ammunition load.

Executive Results agents are arrogant and deadly. They pride themselves on crisp, clean professionalism and don't like to get blood on their suits. They are remarkably boring but very effective.

### Special Agent Tucker (Special NPC)

**Special Agent Tucker (Special NPC – 70 XP):** Init V; Atk VII; Def V; Resilience VI; v/wp VII; Competence V; Skills: Intimidate III; Weapons: 1 x Caliber II; Gear: 1 x Caliber II; Vehicle: None; Qualities: *Feat* (Career Agent, Combat Instincts, Hard Core), *superior attribute* (Strength 15, Dexterity 14, Constitution 17, Intelligence 15),

**Recommended Gear:** Glock 21 (dmg 1d12, error 1, threat 19-20, ammo 13M4, recoil 16, range 25 ft., SZ/Hand D/1h, qualities CMP, TKD), low-profile armor (trendy), armor-piercing ammunition load.

Special Agent Tucker is actually a member of the security business of MegaCosmos known as Executive Results. They managed to capture a renowned terrorist leader. Torturing the villain didn't reveal anything, which complicated matters once Mamoud began to retaliate against the people of Detroit. Tucker is committed to killing Mamoud before he can reveal what he knows and will stop at nothing, including killing innocents, to erase all traces of Executive Results involvement.

### Mamoud Narif (Special NPC)

**Mamoud Narif (Special NPC – 98 XP):** Init VII; Atk VII; Def VIII; Resilience VII, v/wp VI; Competence VI; Skills: Drive III, Science (Chemistry) VIII; Weapons: 2 x Caliber II, 1 x Caliber III; Gear: 1 x Caliber II; Vehicle: None; Qualities: *class ability* (Intruder - dexterous), *feat* (CQB Basics, CQB Mastery, Marksmanship Basics, Marksmanship Mastery, Surge of Speed), *superior attribute* (Str 15, Dex 17, Con 15, Int 14, Cha 15),

# GETTING RESULTS

## Mamoud Narif (Special NPC)

**Recommended Gear:** FN Browning HP (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K HK33A2 (dmg 4d4, error 1-2, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities RGD), 1 lb. C4 (plastic explosive), low-profile armor (trendy), standard ammunition load for each firearm.

Mamoud is a special agent in his own right, trained by Executive Results to help assist in tracking down terrorists in the Middle East.

But funding for the project was canceled and Mamoud, along with several others who were trained by the agency, were abandoned to their fate. When the special agents managed to kidnap the terrorist leader, Mamoud decided it was time to put some of his skills to use. Mamoud has two goals: 1) release the terrorist leader, and 2) smoke out Special Agent Tucker and his men. Mamoud's existence threatens the secrecy of Executive Results. He has an irrational hatred for Tucker and will take unreasonable risks if it gives him the opportunity to kill his hated foe.



# ***DON'T BANK ON IT***

## **DON'T BANK ON IT**

### **Location**

Hollywood, California

### **Briefing**

The InfiniCredit Bank (IB) was no easy target: it had surveillance cameras and plenty of armed guards. But IB was owned by MegaCosmos as part of its financial arm. When the finance division became larger than the manufacturing divisions, it impacted MegaCosmos' financial rating. MegaCosmos promptly divested itself of the financial division, including IB. Cuts were made. Guards were fired. IB now relies exclusively on video cameras and an old security guard. IB is a prize too tempting to pass up – it is a lucrative bank robbed of its own protection.

### **Mission Objectives**

- Apprehend the bank robbers.
- Ensure no innocent bystanders are harmed.

### **Mission Caliber**

This is a Caliber II threat. The characters are dispatched immediately to stop the bank heist.

### **Mastermind Hook**

Harry Binns is a successful bank robber because he plans his attack with great precision. A former member of Executive Results, Harry has yet to be caught because he knows when to grab the money and he knows when to run. Ultimately, Harry knows it's all about luck and that one day, his luck will run out. That day has come. Harry Binns can be replaced by Fenris from *Most Wanted* (p. 19).

### **Mastermind Quirks**

Harry was imprisoned once and did his time. During his term, he carefully plotted out what went wrong. Since then, Harry is convinced that lack of discipline is the primary flaw in bank robberies. Henry draws up detailed floor plans, puts his men through rehearsals, and assigns roles. Everything is timed to the minute. The

gang knows it has to leave at a specific time, whether or not the money is collected.

### **Recommended Classes**

- **Required:** Wheelman.
- **Suggested:** Soldier.

### **Mission Status**

The bank has already been compromised. Harry had the bank under surveillance for over a week. Their snoop shut down the surveillance cameras. Using carefully shaped charges, they blew the opening to the vault. Each man, four in total, grabbed a bag of money containing thousands of dollars. When the characters arrive, the bank robbers have just realized that they're not going anywhere soon.

### **Scene One**

You speed to the scene of the crime, a daring bank robbery. The information is confused and garbled, but one thing is clear – it is the work of the Binns gang, the infamous bank robbers who strike with military precision.

All these thoughts are flashing through your mind when another car tears past you. There is a loud POP! and suddenly the car is launched into an elegant pirouette before it comes smashing back down to the pavement.

Binns, expecting the worst, laid spike strips across the street in all directions. The spike strips point in the direction of oncoming traffic, so the robbers won't have a problem driving over them.

### **Scene Two**

The four members of the gang are each wearing full body armor. Their goal was to hit the bank hard and fast and leave under three minutes. Unfortunately, the security guard was across the street getting coffee when the robbers stormed the bank. He called the police on his cell phone.

It's only two minutes since the alarm sounded. No police have yet arrived.



# DON'T BANK ON IT

## Spike strips

**Avoiding the Car:** The driver of the characters' car must make a Drive check (DC 12+). The characters are driving at 10 MPH per Threat Level (60 MPH for a Threat Level 6 mission, for example). Failure means each vehicle occupant suffers 1d6 points of damage for every 10 MPH of speed, +1 for every point by which the driver fails his crash check. Each occupant of the vehicle may make an Athletics or Acrobatics check (DC equal to the failed crash check) to jump free of the vehicle, reducing the damage by half. Roll a d100 (DC 75). If successful, the vehicle is upright after the crash. If the vehicle still survives the wreck, it's still functional. Damage to the vehicle is determined by the success or failure of the Damage Save (see *Spycraft 2.0*, page 235)

**Spike Strips:** The driver must make a Drive check (DC 8+) or suffer a further 3d8 damage to the vehicle, with the effect automatically becoming Traction damage.

As you pull up to the InfiniCredit Bank, four men in full body armor and toting assault rifles jog up to a black sports car parked at the curb. Each one of them men is also carrying a large duffle slung across his shoulder. One of them points at you and lifts his assault rifle.

The four robbers have their plan perfectly executed up to this point, but they didn't plan on the characters. Their primary goal is to get away. If the characters lose initiative, the four crooks dive into the sports car and take off. Use the chase rules from *Spycraft* to determine if the crooks are successful.

### Sports Car

**Vehicle:** Passenger car (sports coupe)  
**Size:** L (2x3), **Occ:** 1+3, **A/T:** 5/5, **MPH:** 70/142, **Def/Save:** 9/+7, **Comp:** 22/+1,  
**Cargo:** 100 lbs., **Rng/Fuel:** 4/gas. **Add-Ons:** Top Speed Increase II

### Scene Three

If the characters begin firing on them or successfully disable their car, the robbers panic. James and Emilio return fire without entering the vehicle, but Buck and Harry take off, leaving their compatriots stranded.

Things fall apart after that point. While there are few civilians walking around (most of them are face down in the bank), there are still cars driving around in the street. James and Emilio take off in different directions.

### Sedan

**Vehicle:** Passenger car (full-size sedan)  
**Size:** L (2x3), **Occ:** 1+4, **A/T:** 4/3, **MPH:** 65/110, **Def/Save:** 9/+8, **Comp:** 20/+1,  
**Cargo:** 250 lbs., **Rng/Fuel:** 7/gas. **Add-Ons:** None.

James attempts to hijack a civilian's car that stopped before the spike strip. He tosses the civilian to the passenger's seat and guns it.

### Damage to Passengers

Characters that cause the vehicle to crash inflicts damage to each occupant equal to 1d6 for every 10 MPH of vehicle speed, +1 by which James fails his Driver check. Both James and the hostage can make an Athletics or Acrobatics check (DC equal to the failed crash check) to jump free of the vehicle, reducing the damage by half.

Emilio takes a less noble approach. He retreats back into the bank. Once there, he grabs a young woman and holds her hostage. Emilio then slowly advances forward, one arm around the girl's neck and the other holding tightly to his assault rifle. He intends to use her as a shield.

Unfortunately for the characters, the robbers are armed for a small war. In addition to full body armor and assault rifles, all of the men have grenade launcher attachments. The robbers use the grenade launchers on vehicles to help cover their escape.

# DON'T BANK ON IT

## Epilogue

InfiniCredit Bank's poor security is revealed in a news exclusive. This evidence is added to the company's financial woes, forcing it to declare bankruptcy soon after.

## Statistics

### Harry Binns (Special NPC)

**Harry Binns (Special NPC – 99 XP):** Init V; Atk VII; Def VI; Resilience VIII; v/wp VI; Competence VII; Skills: Notice V, Security V; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III, 1 x Caliber IV; Gear: 1 x Caliber III, 2 x Caliber II (ammunition picks); Vehicle: None; Qualities: *class ability* (Pointman - *generous*), *feat* (Career Agent, Combat Instincts, Hard Core), *superior attribute* (Str 14, Dex 14, Int 16, Wis 17, Cha 15),

**Recommended Gear:** RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD) with 4 standard ammunition loads, Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD) with standard ammunition load, knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), RSA GP-25 (dmg 4d10 explosive, 10 ft. blast, error 1-3, threat 20, ammo 1S6, recoil 0, range 50 ft., SZ/Hand D/2h, qualities INA (-10) SLD (2)) with 2 loads 40mm HE grenades (12 grenades total), tactical jacket.

Harry Binns was a career officer intent on making his way up in the Navy SEALs. He was involved in an altercation that resulted in a higher-ranking officer's death. Despite the fact that the officer initiated the confrontation, Harry was dishonorably discharged from the service and served a prison sentence. During that time, Harry had a lot of time to think. When he got out, he was convinced that he could apply military discipline to a bank heist. His hypothesis proved successful: Harry has robbed over 15 banks. Because of his success, he is able to pick some of the best criminals for his gang. Harry will not go back to prison again – if cornered, he will kill himself with his pistol.

### Buck Duggins (Special NPC)

**Buck Duggins (Special NPC – 12 XP):** Init VII; Atk VII; Def VIII; Resilience VII; v/wp VII; Competence VII; Skills: Drive VIII; Weapons: 1 x Caliber I, 1 x Caliber III, 1 x Caliber IV; Gear: 2 x Caliber II (ammunition picks), 1 x Caliber III; Vehicle: None; Qualities: *class ability* (Wheelman - *custom ride*), *feat* (Baby It, Daredevil, Defensive Driver, Need for Speed, Offensive Driver), *superior attribute* (Dex 17).

**Recommended Gear:** RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD) with 4 standard ammunition loads, knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), RSA GP-25 (dmg 4d10 explosive, 10 ft. blast, error 1-3, threat 20, ammo 1S6, recoil 0, range 50 ft., SZ/Hand D/2h, qualities INA (-10) SLD (2)) with 2 loads 40mm HE grenades (12 grenades total), tactical jacket.

Buck Duggins is a stock car driver who was thrown out because of his "blink" addiction. Since then, he's found a much more lucrative pastime to fuel his drug habit. Buck is one of the best wheelmen in California and is considered by other criminals to be the best at what he does. Matching wheels with him is no simple task. When things start to fall apart, Buck panics and floors it, leaving his two companions behind.

# DON'T BANK ON IT

## Emilio Juarez (Special NPC)

**Emilio Juarez (Special NPC – 90 XP):** Init VI; Atk VII; Def VI; Resilience VII; v/wp VIII; Competence VI; Skills: Intimidate VI; Weapons: 1 x Caliber I, 1 x Caliber III, 1 x Caliber IV; Gear: 2 x Caliber II (ammunition picks), 1 x Caliber III; Vehicle: None; Qualities: *Class ability* (Soldier - *accurate*), *feat* (Combat Instincts, CQB Basics, CQB Mastery, Follow-Up Shot, Quick Draw), *superior attribute* (Str 16, Dex 16, Con 17).

**Recommended Gear:** RSAAK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD) with 4 standard ammunition loads, knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), RSA GP-25 (dmg 4d10 explosive, 10 ft. blast, error 1-3, threat 20, ammo 1S6, recoil 0, range 50 ft., SZ/Hand D/2h, qualities INA (-10) SLD (2)) with 2 loads 40mm HE grenades (12 grenades total), tactical jacket.

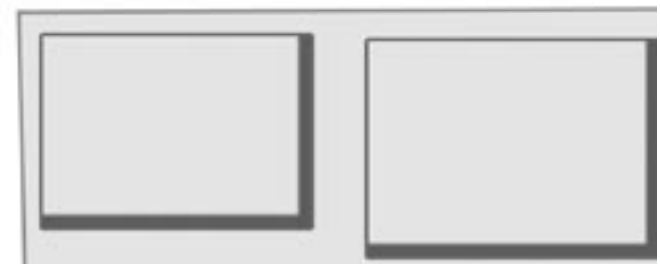
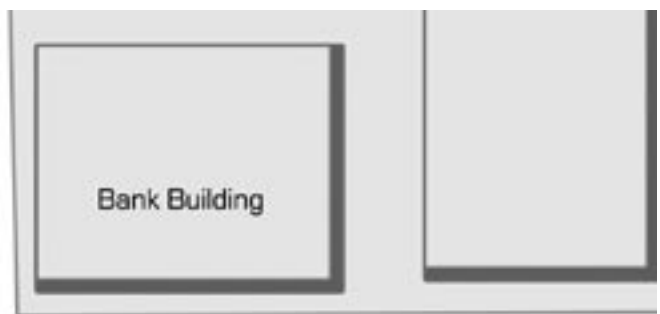
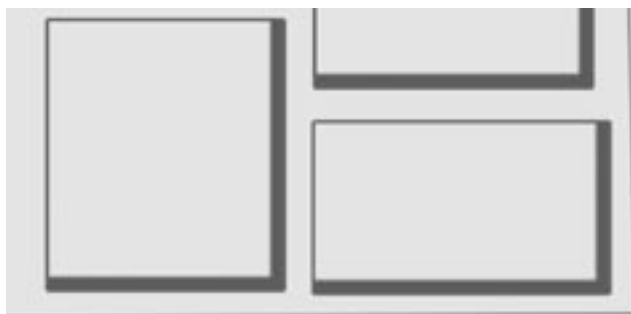
Emilio Juarez, Emil to his friends, is a violent thug who has spent more time in prison than on the street. His moustache and sideburns fail to cover his pockmarked face. Several tattoos dot his chest and arms. Emil enjoys his role as an intimidator and prefers to remain silent most of the time.

## James Smithee (Special NPC)

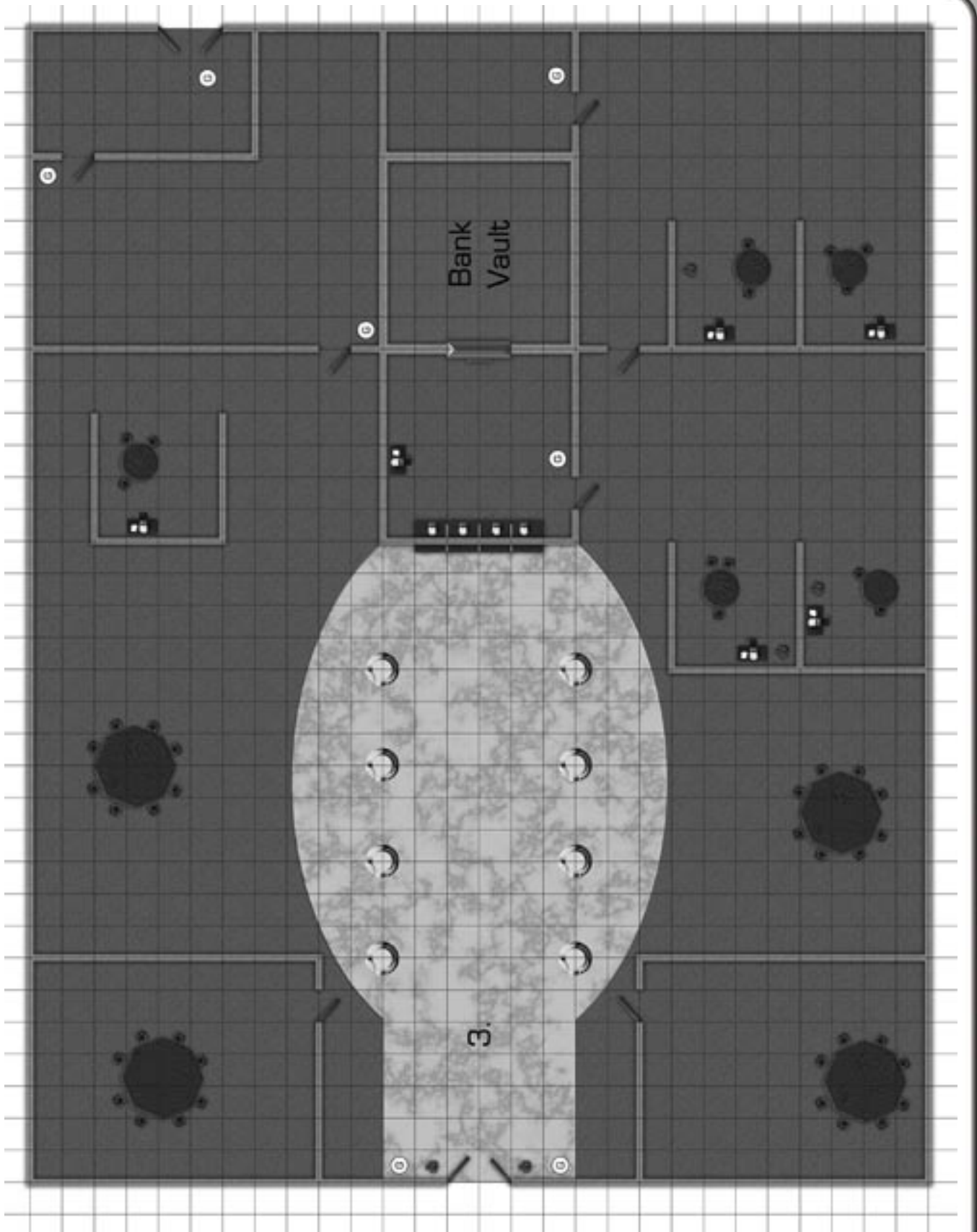
**James Smithee (Special NPC – 119 XP):** Init VII; Atk VII; Def VIII; Resilience VIII; v/wp V; Competence VIII; Skills: Acrobatics VIII, Analysis VI, Athletics VIII, Blend VIII, Electronics VIII; Weapons: 1 x Caliber I, 1 x Caliber III, 1 x Caliber IV; Gear: 2 x Caliber II (ammunition picks), 1 x Caliber III; Vehicle: None; Qualities: *Class ability* (Intruder - *dexterous*), *feat* (Faceless, Surge of Speed, Traceless), *superior attribute* (Dex 15, Con 15, Int 18),

**Recommended Gear:** RSAAK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD) with 4 standard ammunition loads, knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), RSA GP-25 (dmg 4d10 explosive, 10 ft. blast, error 1-3, threat 20, ammo 1S6, recoil 0, range 50 ft., SZ/Hand D/2h, qualities INA (-10) SLD (2)) with 2 loads 40mm HE grenades (12 grenades total), tactical jacket.

James Smithee, or Jimmy Smits, is a thief and a con artist. He is an inveterate gambler and steals to pay off his debts. He keeps fooling himself into thinking that if he can just pull off one more heist, he'll settle down with a nice girl and stop doing robberies. Jimmy is the master of demolitions and it is he who broke into the IB vault.



# ***DON'T BANK ON IT***





# THE WATCHERS

## THE WATCHERS

### Location

Boston, MA

### Briefing

Two men interrupted a Russian webcam filmed in progress. They killed the owner of the webcam site but were captured on video. Four witnesses were logged in at the time and the murderers are tracking each one of them down, killing them, taping it, and uploading it to the webcam site as a warning to the others. If something isn't done soon, there will be no witnesses left to testify.

### Mission Objectives

- Discover the motive of the killers.
- Discover the identity of the victims.
- Apprehend the killers.

### Mission Caliber

This mission is a Caliber II threat. It will take the characters some time to track down the killers.

### Mastermind Hook

Sergei and Alexi are former KGB agents. The Soviet government tortured them after their partner, Ivan, traded the whereabouts of nuclear warheads to First Solutions in exchange for piles of money and a new identity. Having finally been released from prison after the fall of the Soviet Union, the two agents tracked him down and murdered Ivan. What they didn't realize was that a webcam taped the whole thing and four people witnessed the murder. Now, they are taking their murder spree on the road in a bloody path of destruction that will leave no witnesses behind. Victor the Black from *Most Wanted* (p. 55) can replace Sergei.

### Mastermind Quirks

Sergei clings to sanity. He is a nervous, twitchy chain smoker prone to outbursts of extreme violence. Alexi is a quieter, physically imposing mountain of a man who is a cold-hearted killer. The two of them are hell-bent on murdering Ivan and getting some kind of reparation for all the suffering.

## Recommended Classes

- **Required:** Snoop.
- **Suggested:** Wheelman, soldier, intruder.

### Mission Status

Sergei and Alexi have already killed Ivan. But after they realized what happened, they began to see an opportunity to both profit from Ivan's operations as well as eliminate witnesses. The web site got record hits from the live taping of Ivan's murder. They tracked down the four people who were logged in – each of them has a reason to not come forward to the police. With access to Ivan's account, they are collecting the money by bidding out the murder movies to various hacker and webcam sites. It sends a message to the remaining witnesses as well as generates cash that is being routed to several offshore accounts. The remaining witnesses must be tracked down before the ex-KGB agents find them.

### Scene One

When you arrive, the smell of burnt plastic fills the air and coats your tongue. The building where the murderers took place has been burnt to the ground.

The police officer on duty lifts up the security tape to let you through. "We've got a dead body," he says, "one male."

He sniffs, glancing down at his watch. "Nothing like the smell of burnt flesh in the morning to ruin your day. I ain't even had my coffee yet."

The characters are welcome to examine the rubble of the apartment. The Game Control can reveal this information through role-playing or alternately, simply provide a DC and give the characters the appropriate information. It takes the DC in minutes to determine the information. Characters who dally for too long will lose valuable time to the Russians.

# THE WATCHERS

## The Crime Scene (DC)

**Investigation/Research (5+):** The characters discover that Ivan ran a web site, "Russkywarez.com." It is a renowned hacker site.

**Investigation/Research (8+):** Russkywarez.com received a record number of hits, actually causing the site to freeze up.

**Investigation/Research (10+):** A new murder video is circulating on the Internet. It shows two assailants strangling a famous Internet hacker, Ivan "Russky."

**Investigation/Research (13+):** Russkywarez.com, according to its ISP, had four users logged in at the time of the murder.

**Investigation (Opposed):** Finding each of the four witnesses requires an opposed Investigation check by the witness and the investigating character. Success reveals the witness' address.

**Science (Chemistry) (13+):** The characters find a piece of cloth that smells like a flammable liquid near the corpses. They were doused with some kind of lighter fluid.

**Impress/Persuasion (10+):** Convince the fire chief to share information about the Demolitions check, above.

**Investigation/Canvass Area (10+):** The neighbors report that Ivan was Russian and dealt in "shady" business.

**Analysis/Forensics (10+):** The corpses' mouths are clean. There is no soot in their throats, meaning they were dead before the fire was set.

**Search (10+):** Four webcams are found in the rubble pointing at the bed.

**Search (13+):** The characters find a timer buried in the rubble. The timer was set to five minutes, used to set off the fire before the killers left.

The webcams caught more than is on the Internet, but Alexi managed to edit it when he realized there were witnesses. Instead, he released a slightly modified version that skips the initial conversations and displays the brutal double homicide. Alexi also added a piece at the end. Read the following if the characters get to view the webcast.

The screen flickers and a grainy picture snaps into view. A balding, hairy man speaks something in Russian to the camera. As he reaches off camera for a drink, he is suddenly interrupted by a sharp crack off camera.

The man looks up, an obvious look of surprise on his face. Then the screen skips and two darkly clad masked men blur into the shot. They pistol whip the man repeatedly, and screaming something in Russian, one of them strangles the man with his gloved hands. The victim's eyes bulge as he claws at his throat. He struggles, stumbling closer to the camera until his face encompasses it entirely. His eyes search pleadingly for help...and then go dead, their focus lost.

The scene shifts again. Both masked men stand over the one corpse on the bed. One is significantly bulkier than the other and they hold guns in their hands. The larger man points the gun at the camera and says something in Russian. Then the screen goes blank.

If the characters speak Russian or can find a translator, the message is, "If you talk, we'll come for you next." Finding the witnesses address is paramount, as they are Sergei and Alexi's next target.

## Scene Two

### The Internet

The Internet is one of the single greatest sources of information in the world. A good search engine can provide mounds of information about anything that isn't classified. Hackers can go further. A person's residence (or at least, his billing address) can be learned by checking with his Internet Service Provider (ISP) and someone who is online can be traced to a location – assuming he is using a dial-up connection and the authorities (or a hacker) grant access to the line. Finally, ISPs can be hacked for credit card numbers, personal information and patterns of computer use, not to mention a list of recently visited web sites.

# THE WATCHERS

There are four witnesses: Matt Phillips, a 30-year-old recluse (Danbury, CT), Terence Ward, a 18-year-old hacker (New York, NY), Gauge Eberton, a 53-year-old senator (Newark, NJ), and Lucy Wachowski, a high profile fashion consultant (Los Angeles, CA). None of them wants to be caught for various reasons. Wachowski is the wild card: the KGB agents know they can't get to her first, so they intend to use other tactics instead.

## Travel Distances from Boston

**Matt Phillips in Norwalk, CT:** 150 miles, 2 hours and 47 minutes

**Gauge Eberton in Newark, NJ:** 197 miles, 3 hours and 45 minutes

**Terence Ward in New York, NY:** 188 miles, 3 hours and 36 minutes

The ex-KGB agents immediately head out after their first victim. They have a half-hour head start. All three witnesses (Phillips, Ward, and Eberton) are within a few hours ride. The Game Control should choose which one they strike first. The race is on to reach each location before the killers do!

Every time the murderous duo kills someone, Alexi tapes the murder (by handgun to the head) and Sergei uploads it as a further warning. The two ex-KGB stay on the move – they know they can't stay in any one location for long.

## Tracing

Sergei is a true hacker and will give any technologically advanced character a run for his money. The web site is continually mirrored even as it is shut down somewhere else. In essence, it doesn't really reside anywhere – it is a series of revolving accounts that open up, upload the file to a different server, and then shut down again. Finding Sergei when he is online requires an opposed Computers skill check. Success with the check reveals Sergei's user ID, from which his physical location can be gleaned.

The ex-KGB agents have a two-hour head start. It's 6:00 a.m. when the characters first start out.

## Sergei and Alexi's Schedule

**9:00 a.m.:** Travel to Norwalk, CT

**10:00 a.m.:** Kill Matt Phillips

**10:05 a.m.:** Upload file of murder

**2:00 p.m.:** Travel to Newark, NJ

**3:00 p.m.:** Kill Gauge Eberton

**3:10 p.m.:** Upload file of murder

**7:00 p.m.:** Travel to New York, NY

**8:00 p.m.:** Kill Terence Ward

**8:10 p.m.:** Upload file of murder

Unfortunately for the victims, Sergei and Alexi are quite web savvy. They used a popular mapping program to determine the fastest routes and took off to each location. Characters can call for backup, even talk to the victims via phone or online. It's unlikely they'll stop the Russians in time before they murder their first victim, but it's up to the GC to determine how feasible their course of action is in stopping the killers.

## Scene Three

Phillips' apartment fifth floor apartment is a studio with a small bathroom off to your right. A computer is in the far right-hand corner. The computer desk is submerged in a pile of dirty dishes, game books, and empty soda cans. On the monitor, a screen saver scrolls in red text across a black background. It's written in a foreign language. A fire extinguisher is on the right-hand side near the kitchenette. The room is so messy, it's difficult to tell if there were signs of a struggle. Piles of possibly clothes or bodies are littered throughout the room, silhouetted by the sole light of the monitor.

Suddenly, the resounding crack of gunfire echoes across the room!

The room is actually a deathtrap. Characters who turn on the lights or touch a key (or the mouse) at the computer set off the firetrap,



# THE WATCHERS

wreathing the room in flames and blocking the only exit. The fire wall leaves the characters no choice but to retreat into the bathroom, something Alexi and Sergei anticipated. The “water” in the bathtub and sink is gasoline.

The sound of gunfire is from the execution that is playing over and over on the computer. The characters can’t see it because the screen saver is on. If the characters do manage to turn the screensaver off, they witness a streaming video of Phillips being shot in the head. It loops over and over, so characters may believe they’re being fired at.

## The Crime Scene (DC)

**Computers (10+):** Determine that the streaming video was uploaded recently.

**Electronics (13+):** The firetrap on the wall is disabled.

**Cultures (10+):** The words on the screensaver are in Russian and translate to “You’re too late.”

**Notice (5+):** Determine the sound of gunfire is from the computer.

**Mechanics (13+):** The firetrap in the fire extinguisher is disabled.

**Search (10+):** What looks like water in the bathtub and sink is actually filled with gasoline.

**Search (11+):** The bathroom windows are nailed shut.

**Search (11+):** The fire extinguisher on the floor is trapped to spew flames.

**Search (12+):** Another wire sets off the same trap and is connected to the computer. Shutting off the screen saver sets it off.

**Search (13+):** There is a wire attached to the light switch that sets off a firetrap.

The windows are nailed shut and the fire extinguisher is rigged to explode into flames. If the fire hits the gasoline, it turns the apartment into a raging inferno.

## Hazards

**Flame Jet Trap (PR 5):** Target Area/Range: 5 ft; Attack Bonus/Save DC: 15; Damage: 5d6; Detect DC: 30; Disable DC: 20; XP Reward: 50.

**Fire Extinguisher Trap:** Target Area/Range: 5-ft radius; Attack Bonus/Save DC: 10; Damage: 6d6; Detect DC: 22; Disable DC: 22; XP Reward: 36.

**Fire:** A character at risk of catching on fire must make a Reflex save (DC 8+) or catch fire, suffering 1d6 damage. Each round thereafter, the character makes another Reflex save (DC 8+), with failure meaning the fire continues to burn, inflicting another 1d6 damage. Once the character succeeds at a save, the fire is out and he takes no further damage. A character can automatically put himself out by jumping into a large body of water – jumping into the tub is a bad idea however, since it’s filled with gasoline. A character who dives into the “water” automatically fails his Reflex save every round. Rolling on the ground or smothering the fire with blankets gives the character another save with a +4 bonus. It takes the fire 1d6+1 rounds to reach the bathroom, wherein it ignites the room and automatically causes everyone to fail their Reflex save every round. Characters can run into the fire towards the door or the fire escape at the far side of the apartment, automatically suffering 1d6 points of damage. It takes the fire 1d4 rounds to reach the computer – characters who want to hack it have to move fast.

**Smoke Inhalation:** Where there’s fire, there’s smoke. Within 1d4 rounds, the room begins to fill with black smoke. A character breathing heavy smoke must make a Fortitude save each round (DC 10 +1 for each previous check) or spend that round coughing and choking. A character that coughs for two consecutive rounds suffers 1d6 damage. Heavy smoke also gives one-half concealment to those obscured by it.

**Windows:** Wood, 1 inch thick, Damage Save: +7, Complexity DC/Error Range: 20/+1. Breaking a window causes a back draft, sucking the fire into the room at high speed (even around the bathroom door).

**Door:** Wood, 1 inch thick, Damage Save +7, Complexity DC/Error Range: 20/+1.

**Walls:** Wood, 6 inches thick, Damage Save +11, Complexity DC/Error Range: 20/+1.

If the characters reach the apartment within an hour of Alexi and Sergei, they wait outside to see what the characters do. Then they pick them off as they stumble out of the building.



# THE WATCHERS

Alexi and Sergei will repeat the process of murdering each witness until none are left. Each time, they burn the building to the ground. If their first trap doesn't go off successfully (i.e., they don't hear about it on the radio) they will firetrap each subsequent dwelling.

## Epilogue

It will take some diligent investigating with an Investigation/Research check (DC 30) to discover the link between Ivan and First Solutions, as his new identity is a secret. If that information is revealed, most people feel it's "in the past" and some secretly believe that Ivan deserved what he got.

## Statistics

### Matt Phillips (Special NPC)

**Matt Phillips (Special NPC – 53 XP):** Init IV; Atk III; Def IV; Resilience VII; v/wp I; Competence VII; Skills: Computers VIII, Electronics VIII, Science (Mathematics) VIII; Weapons: None; Gear: Common items; Vehicle: None; Qualities: *Class ability* (Snoop - *astute*), *feat* (Fortunate).

**Attitude:** Neutral. Phillips wants to tell his story but no one will listen to him. He is suspicious of anyone who he deems to be part of the "government" however.

**Bluff:** Phillips is not easily bluffed. He is paranoid by nature and thinks everyone is against him. He is, however, a sucker for attractive females. An attractive woman, or even the prospect of being set up with a date, grants him a -4 morale penalty to opposed Bluff rolls.

**Impress/Influence:** Phillips is conciliatory and will listen to reason if someone provides some logical grounds for why he should step forward. He fears for his life – if the characters confirm that the two ex-KGB agents are after him, he will be much more willing to talk.

**Intimidate:** Phillips collapses into a sputtering heap if threatened, especially with a show of strength or firearms. He suffers a -4 morale penalty against all Intimidate checks.

Phillips lives alone and only recently moved to Boston. He has no friends in the area. He spends almost all of his free time online and the rest working at a warehouse. Phillips' only social network is his online friends, who aren't sure what to make of his story because he's also faked his own death online to get attention.

### Terence Ward (Special NPC)

**Terence Ward (Special NPC – 74 XP):** Init VII; Atk I; Def IX; Resilience V; v/wp I; Competence IX; Skills: Computers X, Electronics X, Science (Mathematics) X; Weapons: None; Gear: Common items; Vehicle: None; Qualities: *Feat* (Personal Lieutenant, Silver Spoon, Well-Funded), *Superior attribute* (Int 17).

**Attitude:** Unfriendly. Ward is a punk. He's arrogant because he's smarter than everybody else and he knows it. He also gets picked on a lot due to his small size.

**Bluff:** Ward is not easily bluffed. He is a sucker for Soccer and hopes to be a great Soccer player one day. Anyone who uses a Soccer-related bluff gains a +4 morale bonus against Ward.

**Impress/Persuasion:** Using diplomacy with Ward is difficult because he doesn't really understand his situation. He is automatically skeptical of adults but will not alert his parents (who are never home anyway). He's inclined to think the characters are "weirdoes" and slam the door in their faces. Characters receive a -2 morale penalty when attempting to use Networking on Ward.

**Intimidate:** Ward is immature and can be intimidated. But he will freak out and call the police should the characters attempt such a heavy-handed tactic. He receives a -4 morale penalty against all Intimidate checks.

**Youngerman (Standard NPC – 0 XP):** Init I; Atk I; Def II; Resilience I; Damage Save I; Competence V; Skills: Manipulate VI; Wealth: I; Weapons: None; Gear: 1 x Caliber I; Vehicle: None; Qualities: *meek* (-17), *non-combatant*.

Youngerman is Terence's manservant. He is loyal to the Ward family, but feels no particular affection towards Terence himself.

# THE WATCHERS

Ward is a rich kid and the only child of a wealthy family. He's also the only one who knows how to use a computer in his house. It doesn't hurt that the computer is in his bedroom. Ward doesn't believe what he saw – he thinks it was faked and he hasn't given it a second thought.

## Gauge Eberton (Special NPC)

**Gauge Eberton (Special NPC – 87 XP):** Init VII; Atk VI; Def VI; Resilience VI; v/wp II; Competence X; Skills: Bluff X, Investigation X, Networking X, Sense Motive X; Weapons: None; Gear: Common items; Vehicle: None; Qualities: *Class ability* (Faceman - *doublespeak*), *feat* (Charmer, Political Clout, Political Favors, Silver Tongue), *superior attribute* (Wis 15, Cha 16).

**Attitude:** Hostile. Senator Eberton is already planning his alibi. He intends to plead the fifth. He won't speak to his lawyer until he sees the characters.

**Bluff:** Eberton's no fool. He's an expert at detecting lies and bluffs because he's a master liar himself.

**Impress/Persuasion:** Eberton responds well to reasonable explanations, but he's not inclined to listen. Characters who can come up with a feasible reason to contact him (e.g., a security agency looking for work or security characters at a convention center asking about his next appearance) gain the characters a +2 morale bonus against him.

**Intimidate:** As a politician, Eberton gets threatened all the time. Characters trying to use Strength to intimidate Eberton cause him to receive a +4 morale bonus against it. Characters using Charisma to intimidate him receive no such penalties.

Eberton just recently discovered the Internet and discovered he could download a variety of software for free. His downloads run into the thousands of dollars. Were he ever to be caught, his job as a senator would be in dire jeopardy. Eberton won't even admit to being online, much less witnessing the murders. Although he can ask for police protection, he refrains from doing so for fear of drawing attention to himself.

## Lucy Wachowski (Special NPC)

**Lucy Wachowsky (Special NPC – 75 XP):** Init VII; Atk V; Def V; Resilience VII; v/wp VII; Competence VII; Skills: Bluff VIII, Networking VIII, Sense Motive VII; Weapons: None; Gear: Common items; Vehicle: None; Qualities: *Class ability* (Faceman – *quick change*), *feat* (Charmer, Gorgeous, The Look), *superior attribute* (Cha 16).

**Attitude:** Unfriendly. Lucy is jaded and cynical. She figures the film like what she witnessed happen all the time and she just happened to watch the wrong website. She is not interested in talking to anyone in law enforcement.

**Bluff:** Lucy is not easily bluffed. Unless someone acts as new talent (another Faceman, for example), in which case she suffers a –4 circumstance penalty.

**Impress/Persuasion:** Logical attempts to explain the situation fall on deaf ears: Lucy lives in a world where it's fashionable to not believe in anything. All Impress attempts bestow a +4 morale bonus to Lucy.

**Intimidate:** Lucy is a tough cookie but worries about her reputation. Intimidation checks that use Strength bestow a +2 morale bonus to her opposed roll, but Intimidation checks that use Charisma bestow a –4 morale penalty to her oppose roll.

Wachowski downloads video software illegally to run her business, a talent scout agency with Russian clients. She also has a rich boyfriend who would be horrified to discover she's so cheap as to not purchase the software legally. Fortunately for Lucy, she is the last to be targeted by the ex-KGB agents, as she is the furthest away. But they intend to keep her silent until they can catch up with her through Internet threats.

# THE WATCHERS

## Sergei (Special NPC)

**Sergei (Special NPC – 103 XP):** Init VII; Atk VI; Def VI; Resilience VII; v/wp II; Competence VIII; Skills: Computers VIII, Electronics VIII, Science (Mathematics) VIII, Search VIII, Security IV; Weapons: 1 x Caliber I, 1 x Caliber II; Gear: 1 x Caliber II; Vehicle: None; Qualities: *class ability* (Snoop - *astute*), *feat* (Follow-Up Shot, Hail of Fire, Marksmanship Basics, Marksmanship Mastery, Sharpshooter Basics), *superior attribute* (Dex 16, Int 19).

**Recommended Gear:** Makarov PM (dmg 2d4, error 1-2, threat 20, ammo 8M7, recoil 10, range 20 ft., SZ/Hand D/1h, qualities none), RSA Bizon-2 (dmg 1d12 error 1-3, threat 20, ammo 66M3, recoil 7 range 35 ft., SZ/Hand T/2h, qualities CLS QKY), knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), low-profile armor (trendy), standard ammunition load for each firearm.

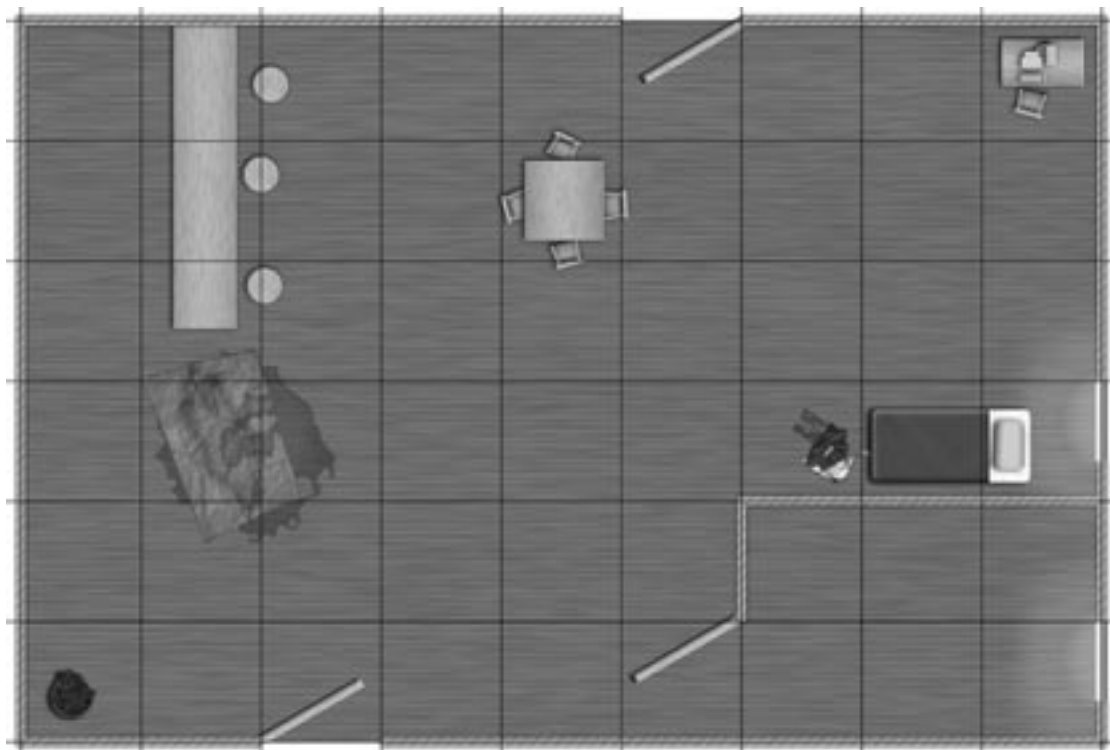
Sergei is a man driven almost wholly by perpetual rage. He has brief moments of lucidity when he realizes that the path he is going down is a destructive one, but those eventually pass. Sergei only trusts Alexi, loathes America, and blames much of the capitalist system for Ivan's betrayal. He sees in every death a form of payback for the tortures he suffered in the Russian gulag.

## Alexi (Special NPC)

**Alexi (Special NPC – 73 XP):** Init IV; Atk VII; Def II; Resilience VII; v/wp VII; Competence VII; Skills: Intimidate VII; Weapons: 2 x Caliber I; 1 x Caliber II; Gear: 1 x Caliber II; Vehicle: None; Qualities: *class ability* (Soldier - *accurate*), *feat* (Boxing Basics, Follow-Up Shot, Great Fortitude, Marksmanship Basics, Marksmanship Mastery) *superior attribute* (Str 17, Con 17),

**Recommended Gear:** Makarov PM (dmg 2d4, error 1-2, threat 20, ammo 8M7, recoil 10, range 20 ft., SZ/Hand D/1h, qualities none), RSA Bizon-2 (dmg 1d12 error 1-3, threat 20, ammo 66M3, recoil 7 range 35 ft., SZ/Hand T/2h, qualities CLS QKY), knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), low-profile armor (trendy), standard ammunition load for each firearm.

Alexi was Sergei's partner in the KGB and he continued in that role in prison, protecting the smaller man from harm. Sergei has assured Alexi he would take care of them both, but that they had to finish a tiny matter. Although Alexi was saddened to discover it was petty revenge that drove his friend, he has no one else to rely on. Sergei is all he has and Alexi follows the most heinous orders without question.





# LAST RIGHTS

## LAST RIGHTS

### Location

Lansing, Michigan

### Briefing

Characters must thwart a plot to assassinate the senator by the Patriots of Freedom (POF), a right-wing militant extremist group. Senator Buckland sponsored legislation that would effectively characterize militias as terrorist groups that must be immediately disarmed. The polls indicated his position was not popular and he dropped the political view in favor for a more moderate approach. However, the militia never forgot and concerns that Buckland might run for president have prompted death threats.

### Mission Objectives

- Protect Senator Buckland from harm.
- Apprehend all members of the Patriots of Freedom militia.

### Mission Caliber

This is a Caliber III mission. The characters are mobilized immediately in response to death threats to the senator.

### Mastermind Hook

Terry Lords sees Senator Buckland as the embodiment of everything wrong with the government. With the possibility of Buckland becoming president, Lords sees it as his mission to eliminate a foe who will ultimately come after him later. So he's going to treat Buckland like a rattlesnake and cut off his head before he can strike. What Lords really wants is to precipitate a full-fledged strike against militias by the U.S. military so that the militias will be united in a bloody civil war.

### Mastermind Quirks

Terry is a mean bastard, born and raised to distrust the government, officials, the media, and most of the outside world. Ironically, he was a tank gunner trained by the U.S. Army. Many members of his regiment are enrolled in Lords' militia. Terry dyes his hair blonde and speaks with a hint of a southern accent.

## Recommended Classes

- **Required:** Soldier.
- **Suggested:** Intruder.

## Mission Status

Senator Buckland, to his credit, refuses to back down. He is going ahead with his declaration to run for president in his home capital of Lansing, MI. He has asked the government for extra protection. Of more concern than even Buckland is that Lords' plan may very well precipitate an attack on militias that the country can't afford during a politically sensitive time.

## Scene One

The militia has been busy. Familiar with the location of training camps and military installations, they hijack a tank.

You are seated along with the Senator inside his black sedan. Four cops on motorcycles flank it in pairs of two in the front and back as you cross over a bridge on the way to the capitol.

The Senator turns to you, "Well, at this point I'm better protected than Fort-"

Before he can finish his sentence, an explosion rocks the car so hard that the world spins!

The police are actually moles activated by the militia. They have set charges along the side of the car, blowing it sideways. Everyone in the car takes 4d6 points of damage from the explosion, halved on a successful Reflex save (10+). Then the car flips over, inflicting 2d6 points of damage to everyone inside. Each occupant of the vehicle can make an Athletics check (DC 8+) to halve the damage.

## Scene Two

Simultaneously, a tank commandeered by the militia rumbles over the other side of the bridge.



As you stumble out of the wreckage, the bridge begins to vibrate with the horrible grating of treads. The four police officers pull out sub-machineguns that are not standard issue and begin walking confidently towards you even as a tank rumbles down the bridge. The scene is so surreal that you almost don't notice the chopper buzzing overhead.

The attack is as much a display of firepower as it is an assassination attempt.

## M1A2 Abrams Tank

**Vehicle:** Main Battle Tank. **Size:** H (3x6), **Occ:** 4, **A/T:** 1/3, **MPH:** 30/45, **Def/Save:** 8/+35, **Comp:** 30/+2, **Cargo:** 300 lbs., **Rng:** 8/diesel, **Qualities:** CMF, FMP (2), FSS, HAR (2), PVI (-8), RAR, SEN (thermal 5), TRK, UNF, WPN (120mm cannon, GPMG)

There is also a sniper in the helicopter above.

## Helicopter

**Vehicle:** Service helicopter. **Size:** H (2x9, rotor 8), **Occ:** 2+8, **A/T:** 2/5, **MPH:** 140/190, **Def/Save:** 8/+10, **Comp:** 30/+2, **Cargo:** 200 lbs., **Rng/Fuel:** 3/av gas, **Qualities:** DUC, SEN (radar 1), UNF, VTL

The bridge is blocked from both sides. The faux cops fire from behind their overturned motorcycles while the tank blasts away at the car. The characters will be rapidly forced into an area without cover if they can't take the tank out quickly. In the mean time, the helicopter flies overhead, picking off stragglers.

## Scene Three

After 2d4 rounds, four police cruisers arrive. The tank will fire on any police vehicles, intentionally ignoring the characters. In fact, nobody seems to be concentrating on the characters and the senator other than to keep them trapped on the bridge.

2d4 rounds after the police arrive, the media arrives. As soon as a media helicopter clears the horizon, the militia attacks the senator and the characters in earnest. They want their heroics to be captured on television.

2d4 rounds after the media arrives, the army shows up with two gunships. If the gunships arrive, the militia has achieved their goal—the government responds with all of its military might to “crush the rebellion.” They hope that this will ignite the outrage of red-blooded Americans everywhere who will rise up in arms and overthrow the government. At least, that's the plan.

## Epilogue

It is discovered that all the militia soldiers came from the same mid-western town. It was originally the central operating hub of Transformatives, Inc., but MegaCosmos eliminated the company and along with it, thousands of jobs. A filmmaker makes a scathing documentary about the town and the impact of Transformatives, Inc, indirectly blaming the creation of the militia on MegaCosmos.

The militia groups vehemently deny any association with the POF. The stigma of “home-grown terrorists” causes membership in militias to decline. Secretly, the U.S. government steps up efforts to trace and eliminate potential militia threats on U.S. soil.

## Statistics

### Terry Lords (Special NPC)

**Terry Lords (Special NPC – 91 XP):** Init VII; Atk VIII; Def VII; Resilience VIII; v/wp VII; Competence VI; Skills: None; Weapons: 1 x Caliber I, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Superior attribute* (Str 16, Dex 16, Con 16, Int 15, Cha 16), *class ability* (Soldier - *accurate*), *feat* (Bullseye, Marksmanship Basics, Marksmanship Mastery, Sharpshooter Basics, Sharpshooter Mastery).

## Terry Lords (Special NPC)

**Recommended Gear:** Beretta M92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Remington M24 (dmg 4d4+2, error 1, threat 19-20, ammo 5S50, recoil 12, range 200 ft., SZ/Hand S/2h, qualities ACC, UPG (10x telescopic sight), MAC (-2)), standard ammunition load for each firearm.

Terry is a grizzled veteran who was disenchanted by the treatment he received while in the military. A crack sniper, he was eventually drummed out due to disorderly behavior (he nearly killed a higher ranking officer in a brawl). Terry returned to his hometown after Vietnam only to watch MegaCosmos move jobs to third-world countries. Terry knew that meant factory jobs went to poorer people in other countries who could be paid even less than Americans. It was then that Terry founded the POF. The rest was easy.

## Militia Member/Soldier (Standard NPC)

**Militia Member/Soldier (Standard NPC – 69 XP):** Init VIII; Atk VIII; Def VI; Resilience VII; Damage Save V; Competence VI; Skills: Intimidate V, Drive IV; Weapons 1 x Caliber I, 1 x Caliber II; Gear: None; Vehicle: None; Qualities: *Superior attribute* (Str 15, Dex 15, Con 17)

**Recommended Gear:** Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Colt M16A2 (dmg 4d4, error 1-3, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities NSM (S/B)), standard ammunition load for each firearm.

The various militia members see themselves as revolutionaries on par with George Washington. They believe that they are throwing down the equivalent of King George and hope that, by their act of defiance, others will join them.

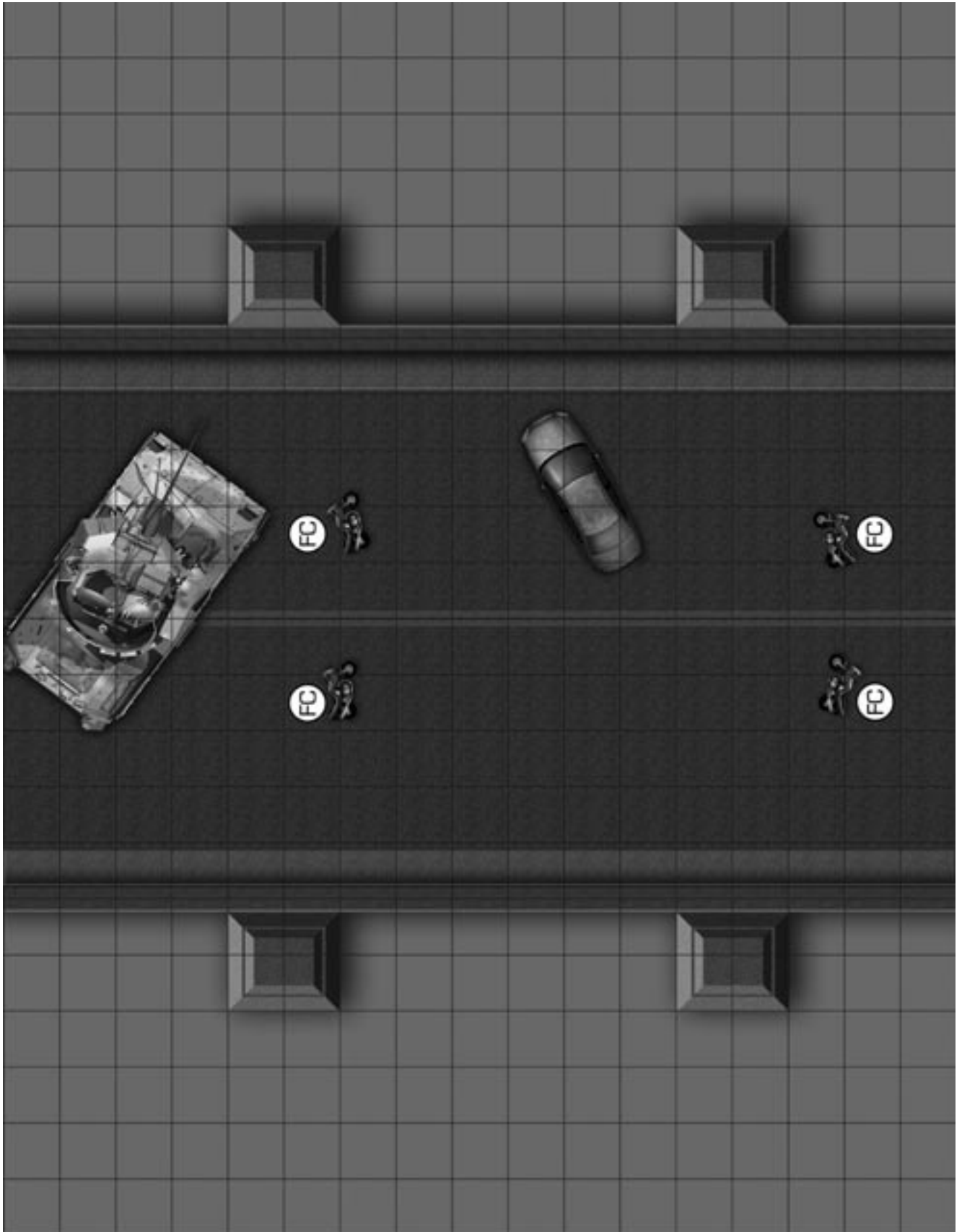


## Senator Buckland (Special NPC)

**Senator Buckland (Special NPC – 91 XP):** Init VII; Atk VI; Def VI; Resilience VI; v/wp II; Competence VII; Skills: Bluff VIII, Investigation VIII, Networking VIII, Sense Motive VIII; Weapons: None; Gear: None; Vehicle: None; Qualities: *feat* (Charmer, Political Favors, Political Clout, Silver Tongue), *superior attribute* (Int 15, Wis 15, Cha 16),

Senator Buckland is a survivor. He knows his best chance lies with the characters and that, should he survive the assassination attempt, he may actually have a shot at the presidency. Secretly, the attack hardens him against militia activity and he privately vows to remove the threat when he enters office.

# ***LAST RIGHTS***



# THE FORTRESS

## THE FORTRESS

### Location

Miami

### Briefing

Machete “Tang” Chasa is a small time dealer about to take over the Miami drug scene. A new drug, “Blink” has reached the streets from Colombia. “Blink” is a highly addictive drug that is administered via eye drops. “Blink” can only be obtained from Tang’s dealers and he has made so much money so fast that he was able to purchase a Miami hotel, La Fortaleza. His entire operation is run from La Fortaleza, including the production, distribution, and intake of “Blink”.

### Mission Objectives

- Infiltrate La Fortaleza’s gang.
- Gain access to La Fortaleza’s computer network.
- Upload all La Fortaleza files.

### Mission Caliber

This mission is a Caliber II mission. It will require the characters to infiltrate La Fortaleza over time.

### Mastermind Hook

Tang is a dark-skinned half-Asian who grew up in the darker side of Miami. An enterprising businessman, Tang knows a golden opportunity and seized upon it when he realized the goldmine that “Blink” can become. Only Tang is daring enough to build his own drug fortress. Tang is part of the “Eyes Up Nation.” White Crane from *Most Wanted* (p. 61) might lead it.

### Mastermind Quirks

Tang’s convinced that he’s onto something big. For once, he’s right. But his ascent to the top has left behind a pile of corpses. Rival drug dealers and the police are both only too happy to eliminate him. Tang’s bravado will likely be the death of him.

### Recommended Classes

- **Required:** Faceman, snoop.
- **Suggested:** Soldier.

### Mission Status

La Fortaleza is an overnight success. The instant addiction of “Blink” and the well-organized guards that Tang employs keep things running smoothly. Tang has already eliminated several competitors and is poised to expand his operations beyond Miami. The characters must infiltrate La Fortaleza and gain access to the computer network.

### Scene One

La Fortaleza is highly guarded. Customers are screened, rivals are eliminated, and drug dealers are carefully recruited after a thorough background check. The characters have been given cover stories as a drug dealer and his “crew.” It’s up to them to get hired.

Outside of the pastel blues and greens of the hotel known as La Fortaleza, a long line of people in varying states of dress wait on line. At the end of the line is a table full of freshly cooked food, looking more delicious than TV commercials.

A man in a hooded sweatshirt lords over the food, dishing it out in generous platefuls to the homeless.

“Courtesy of Tang,” he says with each scoop.

When you reach the table, he looks you up and down. “Don’t look like someone who needs this,” he gestures at a tray of steaming turkey with his fork. “So you must be here for something else, huh?”

Tang likes to cultivate his image in the community by feeding the poor. It is also a cover for recruiting dealers. The characters will have to sell themselves to the recruiter.

#### Getting Hired (DC)

**Bluff (opposed Sense Motive):** The characters can just flat-out lie and act as tough as possible in an attempt to get hired.

**Impress/Influence (opposed Impress):** Thanks to their obvious experience, the characters make a strong case to be hired.

**Sense Motive (8+):** Make enough gang signs that the flunky believes the characters are the real thing.



# THE FORTRESS

## Scene Two

Entry into La Fortaleza is via two large gates. Inside, there are four lookouts, one at each corner of the building. . In the main courtyard, customers walk around in a daze, warm their hands on flaming garbage cans, and are patted down for weapons by guards. It is as much an insane asylum as it is a careful screening tactic to weed out undercover cops. La Fortaleza is considered a central headquarters for the Eyes Up Nation (see the personnel and security modifiers under the Terrorists, Criminals, and Gangs chapter).

Beyond the entryway, things turn very professional. Drug dealers and customers are issued membership cards that they must flash to enter the building. On the second floor, they are buzzed in with a code. Drug dealers scan their card and, via pneumatic tube, "Blink" is delivered in a plastic bag.

Drug users who want to immediately get high are led to "Blissland," a room specifically put aside for drug use. The drugs are manufactured in a separate room where all the workers are required to work in nothing but a towel—Tang doesn't even trust his own people.

Hired characters are given a variety of tasks. If they all know each other, they are kept together so long as they can prove they possess similar competencies. Roll once per week on the event table, below. If the characters face a rival gang, one of the henchmen accompanies them. Otherwise, a henchman carefully monitors their activities.

Events	
1d6	Event
1-2	<b>Guard Duty:</b> The character must make a successful Security or Notice check (DC 10+) to catch a blinker trying to sneak into the main facility.
3	<b>Rival Gang:</b> The characters face off against 13-14 gang members on the street who refuse to join Tang. The characters are expected to kill the competition, but driving them out of town works, too.
4	<b>Deal Drugs:</b> The characters are in charge of dealing drugs. They are expected to collect money and deal to clients. This act is likely to put the characters in a moral quandary but it is by far the most closely monitored activity. If the character cannot convincingly pull off a drug deal he will be thrown out of La Fortaleza.
5	<b>Manufacture "Blink":</b> The characters must wear nothing but a towel to work in the drug factory. It requires a Science (Chemistry) check of DC 5+. It's very easy to create "Blink", thanks to Tang's imported, cheap chemicals from Colombia.
6	<b>Administration:</b> The character shuffles papers and performs administrative tasks. Bureaucracy check (DC 8+) to ensure everything runs smoothly.

It takes 1d4+2 weeks to gain the drug dealers' trust and requires a Impress/Influence check to change the disposition of Tang's men from Neutral to Friendly, modified down or up by 1 for each successful or failed event.

Gang Slang	
<b>ACE KOOL:</b> best friend <b>BOMBING:</b> tagging (putting gang graffiti on) buses and walls <b>BOOK OR BREAK:</b> run, get away, leave <b>DEMONSTRATION:</b> gang fight <b>DIS OR DISSIN:</b> showing disrespect <b>G'S:</b> fellow gang members <b>GAT:</b> gun <b>HOLDING IT DOWN:</b> protecting turf or area <b>HOOD:</b> neighborhood <b>JACKING:</b> robbing <b>JONESIN:</b> exchange of insults	<b>LIT:</b> history of the gang <b>MISSIONS:</b> crimes to do <b>OG:</b> original gang member <b>PLACA:</b> gang sign <b>REPRESENTING:</b> identifying yourself as a gang member <b>SERVE:</b> to sell drugs <b>SET:</b> gang neighborhood <b>STACKING:</b> telling stories with hand gestures <b>STRAPS:</b> guns <b>TAG:</b> gang nickname or act of putting graffiti on an object

## Scene Three

Once the characters gain the trust of Tang's men they are given access to the computer center. In the central nervous system of La Fortaleza, they are assigned the task of coordinating the payroll, exits, and entrances of dealers, administrators, guards and producers. La Fortaleza's computer network center is run like a corporate office, except that it's funded by drugs. Characters are patted down each time before entering, which requires an opposed check of Search vs. Sneak.

You are ushered into a bustling hive of monitors and keyboards. An armed guard patrols up and down the aisles while typists, hunched over their consoles, tap away intently.

"You made it to the big time," says your chap-erone. "This is easy money and no risk. Keep your nose clean and you'll go far. Training starts today, so don't screw it up."

As you each sit down at your consoles, it be-comes readily apparent that Tang doesn't trust his computer operators either. None of the com-puters have disk drives or even CD-ROMs.

Hacking into the network is a Complex Task of Computers, with 5 Challenges (DC 13+). Avoid-ing the guard's attention requires two Sleight of Hand checks (DC 10+).

A few minutes into the hack attempt, an alarm goes off.

A klaxon suddenly starts blaring! The guard looks up, gripping his machinegun tightly in confusion. For a second, nobody knows what to do.

The GC should let the characters sweat for a moment.

A slick-looking Asian man dripping with gold jew-elry bursts into the room. "Cops!" he shouts, "it's a raid!"

"That's Tang!" whispers one of the computer op-erators.

The guard in your room looks panicked. "What do we do?"

Tang reaches behind the door and pulls out red gas cans. "Torch the place and get out!"

Blink													
Duration	Effects of Long-Term Abuse												
<b>Immediate</b>	The blinker's heartbeat races and his blood pressure, metabolism, and pulse soar along with feelings of intense pleasure. <b>Type:</b> Ingested (eyes) DC 18, <b>Initial Damage:</b> -1d8 Wis/+1 Dex, <b>Secondary Damage:</b> -1d8 Wis/+1 Dex.												
<b>High</b>	The "Blink" addict feels superior on an intellectual level and will become argumentative. <b>Effect:</b> -1d6 Wis/+1 Int for 4d4 hours.												
<b>Binge</b>	The blinker attempts to maintain the high for as long as possible and becomes subsequently mentally and physically hyperactive. <b>Effect:</b> -1d4 Wis/+1 Dex for 3d4 days.												
<b>Blinking</b>	<p>This stage is very dangerous. Blinkers probably haven't slept for the duration of their binge (that's 3 to 15 days), and are twitchy and prone to violence. Despite the name, blinkers have constantly tearing eyes and they blink much less than average. <b>Effect:</b> Roll on the following table to see what the blinker does each round.</p> <table> <tr> <th>d%</th><th>Behavior</th></tr> <tr> <td>01-10</td><td>Close to nearest person.</td></tr> <tr> <td>11-20</td><td>Act normally.</td></tr> <tr> <td>21-50</td><td>Do nothing but babble incoherently.</td></tr> <tr> <td>51-70</td><td>Flee away from nearest person at top possible speed.</td></tr> <tr> <td>71-100</td><td>Attack nearest person.</td></tr> </table>	d%	Behavior	01-10	Close to nearest person.	11-20	Act normally.	21-50	Do nothing but babble incoherently.	51-70	Flee away from nearest person at top possible speed.	71-100	Attack nearest person.
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<b>Crash</b>	The blinker becomes lethargic. <b>Effect:</b> <i>Exhausted</i> for 1d3 days.												
<b>Normal</b>	The blinker returns to his pre-addicted state. <b>Effect:</b> None.												
<b>Withdrawal</b>	The blinker becomes depressed and lethargic. <b>Effect:</b> <i>Fatigued</i> until next hit.												

# THE FORTRESS

Tang takes off while the guard starts splashing gasoline everywhere without any concern for the programmers in the room. If the characters remain seated, they are considered *flat-footed*. The guard makes three attacks with the equivalent of a Molotov cocktail against them, except that it inflicts no damage on a successful hit. Characters who are struck by the gasoline automatically suffer damage from fire.

## Hazards

**Fire:** A character at risk of catching on fire must make a reflex save (DC 8+) or catch fire, suffering 1d6 damage. Each round thereafter, the character makes another Reflex save (DC 8+), with failure meaning the fire continues to burn, inflicting another 1d6 damage. Once the character succeeds at a save, the fire is out and he takes no further damage. Characters doused with gasoline automatically fail their Reflex saves every round. Rolling on the ground or smothering the fire with blankets gives the character another save with a +4 bonus. It takes the fire 1d10+5 rounds for the fire to reach the computer systems and the characters sitting at them. Characters who want to hack it have to move fast.

**Smoke Inhalation:** Where there's fire, there's smoke. Within 1d4 rounds, the room begins to fill with black smoke. A character breathing heavy smoke must make a Fortitude save each round (DC 10 +1 for each previous check) or spend that round coughing and choking. A character that coughs for two consecutive rounds suffers 1d6 damage. Heavy smoke also gives one-half concealment to those obscured by it.

**Hacking:** It takes an additional 1d10+5 rounds to hack into the system. The character can open a pinhole in the security system and send critical files that implicate Tang (he signs off on everything because he's so paranoid) to anywhere, including the police.

**Resolve:** If characters with the Computers skill wish to keep hacking, they can with a successful Resolve check (DC 5) each round. It takes another 1d10+5 rounds to hack into the system. Every check for smoke inhalation or fire requires an additional Concentration check. Failure adds an additional round to the hacker's attempt.

All hell breaks loose through La Fortaleza. Police fire at anyone not in a uniform and wielding a weapon. As the characters evacuate, they encounter someone each round.

## Random Encounters

1d8	Encounter												
1-2	<b>Drug Dealers:</b> 1d6 drug dealers armed to the teeth and ready for a fight. They are unlikely to fire on the characters unless they see something suspicious.												
3	<b>Police Officers:</b> 2d6 police officers will attempt to arrest anyone they encounter, including the characters. They will fire on anyone displaying a firearm.												
4	<b>Henchman:</b> The characters encounter a henchman with six drug dealers. They will fire on the characters on a successful Sense Motive check (opposed).												
5-7	<p><b>Blinkers:</b> 2d6 drug addicts running about in confusion. Roll on the following table to see what the blinkers do (en masse) each round.</p> <table> <tr> <th>d%</th><th>Behavior</th></tr> <tr> <td>01-10</td><td>Close to nearest non-blinker.</td></tr> <tr> <td>11-20</td><td>Act normally.</td></tr> <tr> <td>21-50</td><td>Do nothing but babble incoherently.</td></tr> <tr> <td>51-70</td><td>Flee away from nearest non-blinker at top possible speed.</td></tr> <tr> <td>71-100</td><td>Attack nearest non-blinker</td></tr> </table>	d%	Behavior	01-10	Close to nearest non-blinker.	11-20	Act normally.	21-50	Do nothing but babble incoherently.	51-70	Flee away from nearest non-blinker at top possible speed.	71-100	Attack nearest non-blinker
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21-50	Do nothing but babble incoherently.												
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71-100	Attack nearest non-blinker												
8	<b>Fire:</b> A fire has been set, intentionally or accidentally, blocking the way. Characters can run through it using the fire rules, above.												



## Epilogue

With the assault on what amounts to a drug fortress, the connection between terrorism and drug use is reinforced. "Blink" shipments are effectively stopped from entering the U.S. and further sanctions are leveled against the Colombian government. All of the criminals are put in prison, but Tang (if alive) negotiates for a smaller sentence by selling out his other gang members.

## Statistics

### Tang "Machete" Chasa (Special NPC)

**Tang "Machete" Chasa (Special NPC – 92 XP):** Init VI; Atk VII; Def VI; Resilience VII; v/wp VI; Competence VI; Skills: Bluff III, Investigation III, Notice III; Weapons: 2 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Pointman - *generous*), *feat* (Cleave Basics, Cleave Mastery, Cleave Supremacy, Quick Draw), *superior attribute* (Str 14, Dex 14, Con 14, Int 15, Wis 15, Cha 15),

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), gold-plated machete (dmg 1d8, error 1, threat 19-20, SZ/Hand T/1h, qualities KEN (+5), Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD), RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition loads for each firearm.

Tang got his nickname after hacking a rival drug dealer to death with a machete. Since that time, he has played up his fearsome reputation by always keeping a gold-plated machete at his side. He is also trained in kung fu and does know how to use the heavy blade as a weapon. Tang is a man aware of the risks and opportunities that "Blink" has given him and embraces both with the hope that he can come out on top. But it is not meant to be—Tang is too greedy, too self-absorbed, and too smart for his own good.

### Janky Crank (Special NPC)

**Janky Crank (Special NPC – 86 XP):** Init X; Atk VIII; Def VII; Resilience VII; v/wp VI; Competence VI; Skills: Acrobatics V, Drive V, Intimidate V; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Pointman - *generous*), *feat* (Bullseye, CQB Basics, CQB Mastery, Follow-Up Shot, Surge of Speed) *superior attribute* (Str 14, Dex 16).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD), RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition loads for each firearm.

Janky is Tang's officer of security. She is a bloodthirsty woman who has racked up more murders than even she can keep track of. Janky is particularly fond of killing people by shooting them in the forehead—she enjoys the visceral thrill of killing up close and personal. She is suspicious of everyone and prone to killing people on a whim.

### Sluggo 2-Dogs (Special NPC)

**Sluggo 2-Dogs (Special NPC – 69 XP):** Init IV; Atk VII; Def II; Resilience V; v/wp VI; Competence VI; Skills: Intimidate VI, Notice IV; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Soldier - *accurate*), *feat* (Boxing Basics, Brawling Basics, Follow-Up Shot, Night Training, Quick Healer), *superior attribute* (Str 17, Con 15).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD), RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition loads for each firearm.



Sluggo is a big, fat man who assures everyone that he's all muscle. Whether or not it's true, he is a massive man that dresses in tasteful (if large) suits. He rarely speaks. Sluggo is Tang's personal bodyguard.

## Twitch-Weasel (Special NPC)

**Twitch-Weasel (Special NPC – 75 XP):** Init VII; Atk VII; Def VIII; Resilience VII; v/wp IV; Competence VII; Skills: Analysis VI, Athletics VI, Drive V, Science (Chemistry) VI; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Intruder - *dexterous*), *feat* (CQB Basics, CQB Mastery, Dash), *superior attribute* (Dex 15).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD), RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition loads for each firearm.

Twitch-weasel (sometimes called Twitch, sometimes Weasel) is usually strung out on something. He oversees the drug factory and has a reputation for brutalizing workers at his whim, especially the women. He is arrogant and more than a little crazy, but he does the job no one else wants.

## Keys (Special NPC)

**Keys (Special NPC – 75 XP):** Init IV; Atk III; Def VI; Resilience IV; v/wp II; Competence VIII; Skills: Computers VIII, Electronics VIII, Mechanics VIII, Science (Mathematics) VIII; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Snoop - *astute*), *feat* (Dash), *superior attribute* (Int 17).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD), RSA AK-47 (dmg 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition loads for each firearm.

Keys is the head programmer at La Fortaleza and set up many of the security systems. He types at 120+ words per minute and likes to brag about the days when he worked for InfiniCredit. Keys took up with Tang's gang because it paid better than any job he could find on the market.

## Blinker (Standard NPC)

**Blinker (Standard NPC – 12 XP):** Init I, Atk I; Def I; Resilience I; Damage Save I; Competence VI; Skills: None; Weapons: None; Gear: None; Qualities: None.

**Recommended Gear:** Civilian clothes.

Blinkers are drugged out and already twitchy. When fire and cops besiege La Fortaleza, they go completely nuts. Blinkers act as per the blink effects each round. They have no weapons but will attack people with their fists and teeth if need be.

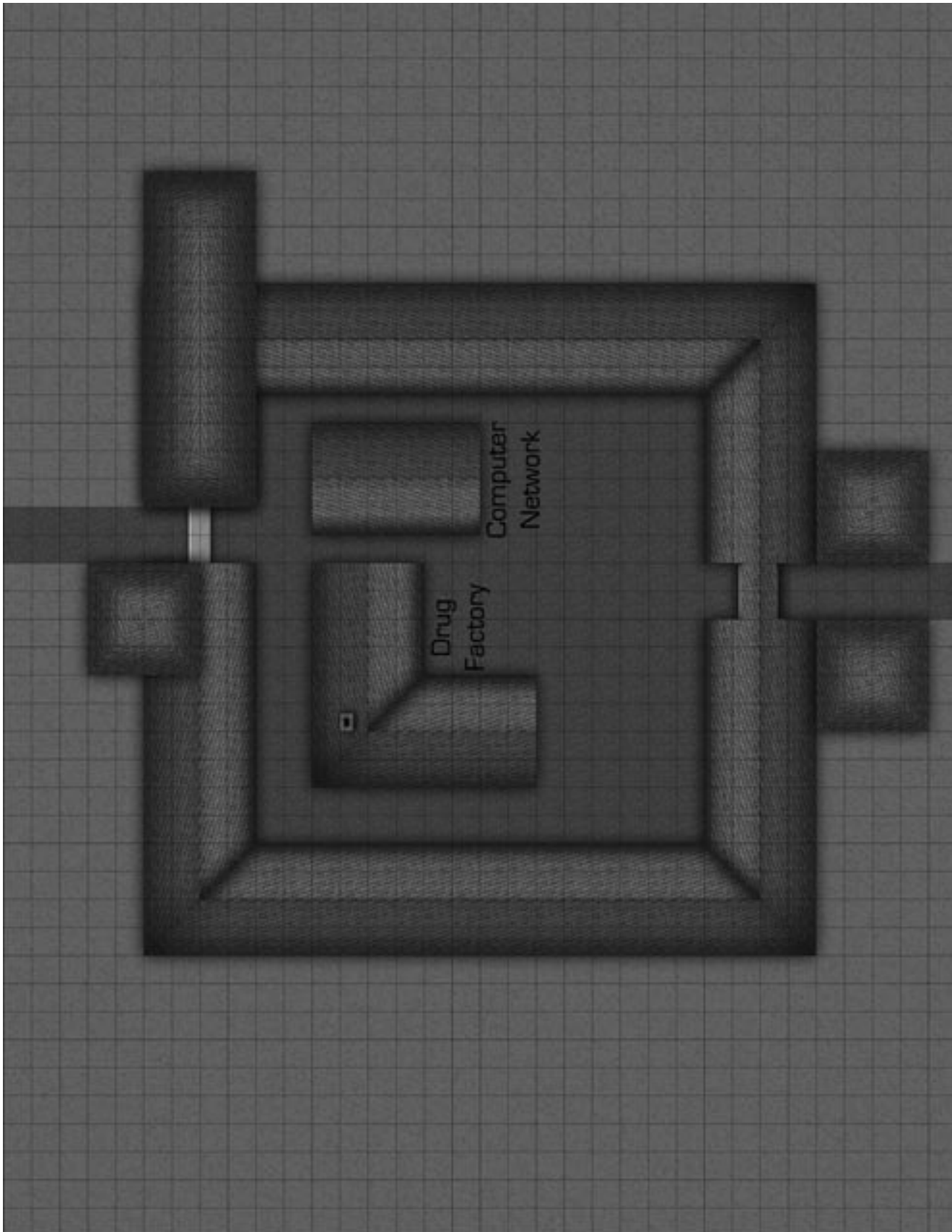
## Drug Dealer/Guard (Standard NPC)

**Drug Dealer/Guard (Standard NPC – 46 XP):** Init VII; Atk VIII; Def VI; Resilience VII; Damage Save V; Competence IV; Skills: None; Weapons: 1 x Caliber I, 1 x Caliber II; Gear: None; Vehicle: None; Qualities: *Superior attribute* (Dex 13).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), Colt M1911A1 (dmg 1d12, error 1, threat 19-20, ammo 7M7, recoil 11, range 25 ft., SZ/Hand D/1h, qualities DEP, TKD), standard ammunition load.

The drug dealers and guards are all armed to the teeth. When La Fortaleza is under attack, they run for their lives, killing anyone who gets in their way.

# ***THE FORTRESS***



## HOT AIR

### Location

Paris

### Briefing

Indianational 270 departed London carrying 400 passengers on its way to Bangalore, India when it was taken over in mid-flight by Al-Hazzan who is uncharacteristically making demands. The terrorists are somehow in the possession of supersarin, a deadly nerve toxin. The characters must board the plane in mid-air and stop the terrorists. If the plan is not stopped in time, the Royal Air Force will shoot the plane down before it leaves British airspace.

### Mission Objectives

- Safely land Indianational 270.
- Eliminate terrorists.
- Avoid harming hostages.

### Mission Caliber

This is a Caliber IV threat. Failure means the loss of thousands of lives.

### Mastermind Hook

Khalil Massad took over the plane when he discovered that the Irish National Republic had placed a supersarin bomb on it. Khalil intends to fly the plane out of British airspace to an interested country that would pay a steep price for access to the drug.

### Mastermind Quirks

Massad is a high-ranked lieutenant of Al-Hazzan who sees the hijacking as a spectacular feat of planning—he is actually saving the plane's passengers from certain doom by taking over the plane. He is also patient, uncharacteristic among terrorists, and is content to bide his time until his plan unfolds. Saladin from *Most Wanted* (p. 52) can replace Massad.

### Recommended Classes

- **Required:** Snoop, intruder.
- **Suggested:** Soldier.

### Mission Status

The characters must board the Indianational flight in mid-air using a modified B-1B Lancer, codenamed the Resolution. It was built to specifically address hijacked civilian planes. The Resolution has a pneumatic tube that allows it to latch onto other planes in mid-flight. The characters will have to board, take out the terrorists, and safely land the plane. If they don't do so within a half hour of boarding, the jet will be shot down before it can leave British airspace.

### Scene One

You can't help but marvel at the stealth of the Resolution, even from inside the aircraft. Like some kind of lamprey attaching itself to a whale, the Resolution's pneumatic arm pressurizes itself against the hull of the Indianational plane. The plane barely pitches as it connects and stabilizes its air speed.

The pilot gives you a thumbs up. Once you unseal the hatch above you, the pervasive silence inside the Resolution is disrupted by the roar of two planes thousands of feet in the air. Above you is a rope ladder and ten feet of space between the Resolution and the Indianational. You begin making the rapid crawl up to the aircraft's bottom entry hatch.

Suddenly, red lights begin flashing around the edges of the tube near the hatch of both planes and a low, urgent beeping barely pierces the screaming wind outside.

The pilot shouts from below, "We're hitting turbulence – losing the seal! GET UP THERE NOW!"

The characters must board the Indianational plane as quickly as possible before the seal is ruptured. Climbing the short distance is a challenge because the jet goes through some turbulence as characters scramble up the ladder.

## Climbing the Pneumatic Arm (DC)

**Athletics (8+):** Characters must make two checks to move at double speed in order to clear the space before the seal rips. Failing means the character falls back into the Resolution, suffering 2d6 points of damage.

Just as you clear the space the entire rim on both sides of the pneumatic arm light up with tiny red flashes and the beeping becomes a panicked whirr. Then in a flash it disappears and the screaming blast of cold air threatens to tear you out into space!

Clearing the distance between the two jets is half the battle. Once the characters get in, they must close the seal (from whichever plane they're in at the time) or be sucked out of the plane to their deaths.

## Avoid Getting Sucked Out (DC)

**Acrobatics (5+):** Characters must make a successful check or be sucked out into space. A successful Balance check means the character can grab on to another character that fails.

**Reflex Save (DC the amount the character failed his Acrobatics check by):** The character in the plane can make a Reflex save to grab onto his compatriot before he's sucked out of the plane.

**Strength Check (DC the amount the character succeeds his Reflex save check by):** The character stabilizes a fallen character for that round. Each round thereafter requires another Strength check.

**Strength Check (DC 8+):** The character can seal the door, requiring no further checks.

## Jumbo Jet

**Vehicle:** Heavy airliner. **Size:** G (8x46, wing 42); **Occ:** 3 + 416; **A/T:** 3/1; **MPH:** 550/675; **Def/Save:** 2/+12; **Comp:** 35/+2; **Cargo:** 20 tons; **Rng/Fuel:** 15/jet fuel; **Qualities:** DUC, SEN (radar 2)

## Scene Two

Once inside the Indianational 270, characters must first disarm the bomb in the cargo bay. But finding it requires sorting through piles of luggage.

## The Bomb (DC)

**Search (10+):** The character finds the bomb and several canisters of what look like gas containers.

**Security/Disable (13+):** The character must make two successful Disable checks. The first removes the bomb, the second removes the failsafe.

**Electronics (10+):** The bomb is set to go off if the plane descends below a certain elevation. The character must disarm the altitude sensor built into the device. It takes 2d4 rounds.

**Science (Chemistry) (8+):** There are several gallons of supersarin spread throughout the luggage.

Characters should be aware that there are no snakes on this plane.

After rifling through an endless pile of luggage filled with cameras, underwear, and cosmetics, you suddenly come upon something that stops you cold.

A large green container sits ominously in one corner. It is most conspicuous because of its lack of markings or identification. You've found the bomb.

## Supersarin

**Type:** Inhaled. **Primary Phase:** *Onset Time* 1d4 rounds, *Fort Save* DC 28, *Damage Effect* 2d6 Dex. **Secondary Phase:** *Onset Time* 1d4 rounds, *Fort Save* DC 30, *Damage Effect* 2d6 Con.

Supersarin is a terrifyingly toxic substance that attacks the nervous system, causing spasms and organ collapse. It can be distributed in gas form that is absorbed through the skin. One drop can kill a man in a few minutes.



## Scene Three

The characters can determine the location of the terrorists on the plane only by careful surveillance.

### Finding the Terrorists (DC)

**Security (5+):** Spot a terrorist with a surveillance device (microphone, camera, etc.) and his general location on the plane. There are four such spots spread throughout the plane.

**Acrobatics (5+):** Characters must hang from wires to propel themselves along the crawl space above the passenger compartment to detect terrorists.

**Sneak (opposed Notice check):** Characters must move in complete silence. Whenever they make an Acrobatics check they must also make a Sneak check. Failure on an Acrobatics check prompts an additional Sneak check at +5 bonus for the terrorist's Notice check.

Your surveillance indicates that there are up to nine terrorists on the plane, but you don't know which is Khalil because there's no file on the man. No agent has ever seen him and lived.

There are at least three dead passengers. It looks like they didn't give up the plane without a fight. From what you can tell, the terrorists are also flying the plane. Since you don't see any pilots in the passenger section, you assume they're dead.

Each terrorist is armed with assault rifles and is grouped in clusters at the front, middle, and back of the plane. The only way the terrorists could have gotten weapons of that size on board is through a confederate involved in the plane's security—an inside job.

Due to Indianational's looming bankruptcy, they made cutbacks in security and human resources. Background checks became rushed in an attempt to hire cheap labor and it was a simple matter for an INR agent (or Black Dove from *Most Wanted* (p. 16)) to sneak his own special baggage onto the plane. When Khalil found out, he took over the plane and plans to pilot it to safety, where he can sell it to the highest bidder.

## Scene Four

The roar of supersonic jet engines rattles the interior of the jumbo jet. Your comm. is filled with chatter in different languages.

"Jets!" shouts someone in the passenger section. "They're going to shoot us out of the sky!"

Your Control's voice crackles through your comm. "Gentlemen," he says calmly, "we've got no less than fighters from four different nations tailing you, including England, Germany, Poland and France. They're threatening to blow each other up if the other takes down Indianational 270. If you don't resolve this situation in the next few minutes the rest of Europe is going to do it for you!"

The characters will have to strike first, strike fast, and strike hard before the terrorists have an opportunity to react. In the closed confines of the jumbo jet, there isn't much room for mistakes or gunfire. The terrorists have no such compunctions and are perfectly happy to fire away with automated weapons.

### Fighting on the Plane

**Surprise:** If the characters haven't yet revealed their presence, they have the element of surprise. Terrorists are considered *flat-footed* and gain no bonus from Dexterity or dodge bonuses to Defense.

**Walls:** The walls of the jumbo jet have a +18 damage save. Any shot that misses its target hits the wall. If the wall takes enough damage to break, that section of the plane tears apart as the pressure rips outward, sucking out anyone who isn't bolted down. See "Avoid Getting Sucked Out" for more information.

**Drive (10+):** Two terrorists are in the cockpit. 1d4 rounds after combat starts outside, they will attempt to crash the plane by sending it into a nosedive. After dealing with the terrorists, characters must make a successful Drive/Service Aircraft check to pull it out of the dive. The characters can make two attempts before the plane crashes.

## Epilogue

The successful in-air boarding of a jetliner puts a crimp in two different terrorist plans: Al-Hazzan is embarrassed by the failure and its blatant exposure as a mercenary organization. The INR gambled a huge amount of its finances on the purchase of supersarin and is set back by at least a year due to the failure of the attack.

Indianational is blasted by the international community for failing to maintain rigorous security standards. It is shut down by the Indian government and declares bankruptcy soon thereafter. Nicholas Bode, the playboy CEO, is vilified in the press as an incompetent idiot.

The U.N. rallies along with the U.S. after their brush with a near-tragedy over European airspace. Anti-terrorism efforts are increased all over the globe.

## Statistics

### Khalil Massad (Special NPC)

**Khalil Massad (Special NPC – 91 XP):** Init VI; Atk VII; Def VI; Resilience VII; v/wp V; Competence VII; Skills: Bluff VIII, Intimidate VI, Networking VIII; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Pointman - generous), *feat* (Battle Hardened, Charmer, CQB Basics, Hard Core), *superior attribute* (Dex 15, Int 16, Cha 15),

**Weapons:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), FN Browning High-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K HK33A2 (dmg 4d4, error 1-2, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities RGD), standard ammunition loads for each firearm.

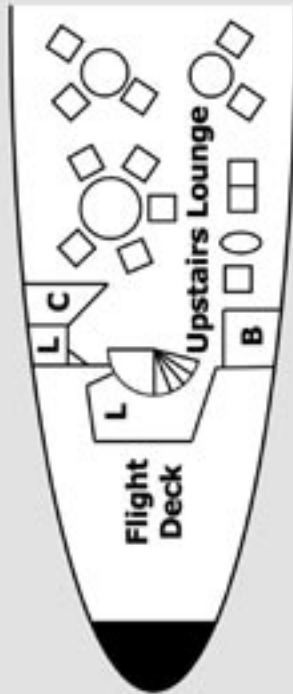
Khalil has been attentively monitoring the media's reaction to the latest terrorism threat and knows what people expect. A mercenary at heart, Khalil likes to pretend he seriously believes the dogma of his terrorist group. He has far-reaching plans to enhance Al-Hazzan's financial power by selling supersarin to the highest bidder – it's simply "too hot" to keep. Additionally, Khalil likes the idea of one-upping the INR in an insane game of terrorist one-upmanship.

### Terrorist (Standard NPC)

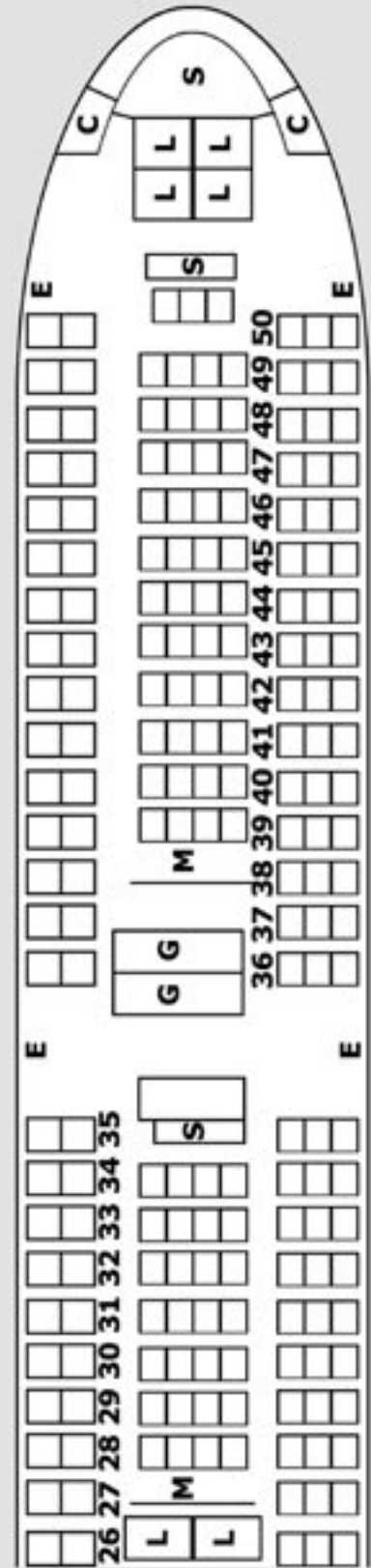
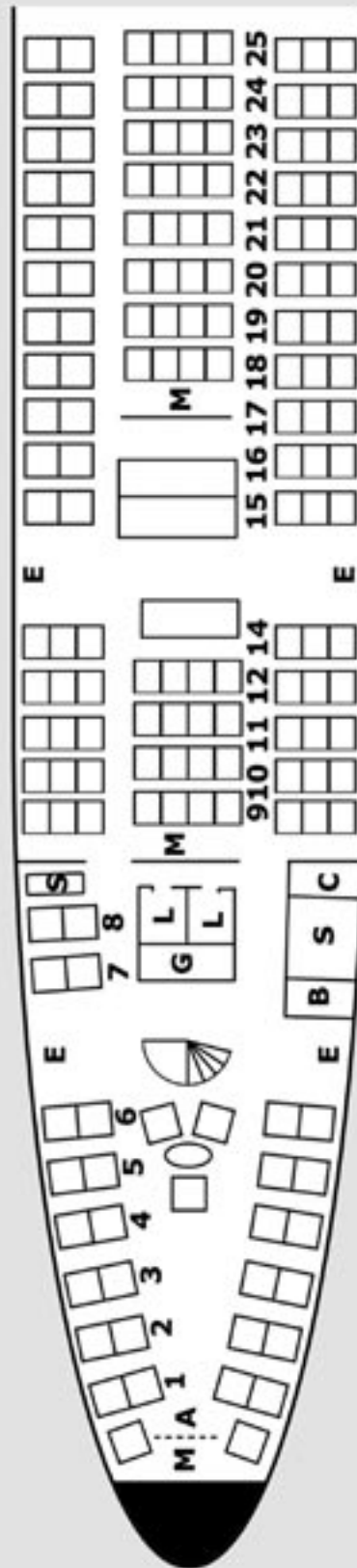
**Terrorist (Standard NPC – 41 XP):** Init VII; Atk VII; Def VI; Resilience VI; Damage Save V; Competence IV; Skills: None; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: None.

**Weapons:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), FN Browning High-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K HK33A2 (dmg 4d4, error 1-2, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities RGD), standard ammunition loads for each firearm.

These terrorists are part of the cult of worship around Khalil. Khalil's reputation has spiraled to new heights, rising to legendary status. They consider it an honor to die with him, but even they don't know all of his plans.



B - Auxillary Service Bar  
 C - Closet  
 E - Emergency Exit  
 G - Galley  
 L - Lavatory



# LAST ONE OUT

## LAST ONE OUT

### Location

Cali, Colombia

### Briefing

Sparkle, Inc. owned a diamond mine industry southeast of Cali, Colombia. To defend it from paramilitary groups, MegaCosmos hired mercenaries, then later created its own security force: Executive Results. When the U.S. economy dipped into a recession, MegaCosmos dismissed its security force, choosing instead to rely exclusively on military and police forces within Colombia. Most executives who were looped in knew when to leave—Simon Wells didn't. As a chemical engineer transferred from his old job at Transformatives, he was attempting to refine the process of creating diamonds by application of certain acids. Wells has great utility to El Liberación Nacional (PNC). He can create, under duress, a new and easy to manufacture form of hydriodic acid—a critical component in methamphetamine.

### Mission Objectives

- Negotiate the release of Simon Wells.
- Infiltrate kidnapper's hideout and retrieve Simon Wells.

### Mission Caliber

This is a Caliber II mission. It will take the characters some time to negotiate for the hostage's release.

### Mastermind Hook

Miguel Montoya is an enterprising paramilitary general with an eye for opportunity. His men watched the withdrawal of Sparkle, Inc. with great interest and struck at precisely the right time. Miguel might be working for Phoenix from *Most Wanted* (p. 46) or be replaced by him.

### Mastermind Quirks

Miguel is wily. He enjoys the cat-and-mouse game of hostage negotiations and gets a thrill out of tweaking large corporations like MegaCosmos. But this is no simple kidnapping: Miguel intends to force Simon into creating a new drug that will shake the world.

## Recommended Classes

- **Required:** Faceman.
- **Suggested:** Soldier, intruder.

## Mission Status

Simon's wife, Barbara, is in hysterics. She is all alone in her expansive villa. A private Colombian security agency, the best money can buy, guards her night and day and is conducting the negotiations. The kidnappers have asked for five million U.S. dollars, but are willing to take 500,000 pesos up front as a "good faith payment."

## Scene One

As you enter the Wells' house, you see several large men counting out thousands of pesos. A petite brunette woman with dark circles under her eyes greets you at the door of her palatial home.

"Oh thank goodness, you're here."

A huge man with a pistol strapped under his arm comes stalking over. "Who are you?"

"It's okay, Julio."

The man pushes her aside with one meaty paw. "No, I do not think it is okay. We're handling things here. You're not welcome. Leave now or there will be trouble."

Behind him, several of the men counting the money look up from their task in the living room.

The security officers are preparing a preliminary "good faith" payment of five hundred thousand pesos, but they have no intention of delivering it to the kidnappers. They actually receive money every day they delay the negotiations from the kidnappers. The first order of business for the characters is to get rid of the faux negotiators.

## Scene Two

The characters have to take over the negotiations with the kidnappers. Then they need to get proof that Simon is alive.



# LAST ONE OUT

After you introduce yourself on the radio to the kidnappers, a gruff, heavily accented voice responds.

"I don't know you. But I hope your conscience is cleared, because you are responsible for Simon Wells' death! I am going to walk over to where he's kneeling and execute him RIGHT NOW!"

Then the kidnapper stops speaking and all you hear is static. Behind you, Barbara begins to weep softly.

The characters must negotiate with the kidnappers to get Simons safely home. It is not easy, however. If the characters ask for proof that Simon is alive, they are directed to a local chapel. Taped beneath a predetermined pew is an envelope with a picture of Simon.

In the picture, Simon has a beard of several weeks' growth. He looks beaten and bloody. He holds up a newspaper in both hands. It is a recent newspaper, proving he is indeed alive.

After the characters negotiate a bit, they arrange for a drop off point for the money, the same local chapel. But the kidnappers never show.

## Scene Three

While the characters are negotiating, Miguel has been hard at work discovering just who his hostage is. He knows that anyone working for MegaCosmos must be worth something, but he happens to catch a news broadcast that indicates he's a chemical engineer. Once Miguel realized what a goldmine he has, he puts Simon to work.

As the negotiations come to a close, one of the other hostages escapes. Miguel immediately stops all negotiations, far too preoccupied with milking Simon for all he's worth and attempting to track down the escapee. But the characters get to him first...

## Negotiating Simon's Release

The negotiations require a Complex Task of Impress, with 1d4+2 conversations (tests). Characters can use their Impress skill to influence the negotiations. The initial disposition of the kidnappers is Hostile (-1 to Bluff and Impress checks, -2 to Investigation checks). Successful Impress checks that impact the disposition of the kidnapper reduces the amount of money necessary to save Simon's life from a starting total of 5 million dollars.

Ally	-75%
Helpful	-60%
Friendly	-50%
Neutral	-25%
Unfriendly	-10%
Hostile	0
Adversary	Ends negotiation

Even with a success, the kidnappers fill the line with nothing but threats. They will start out acting hostile and, as the negotiations progress, talk about how Simon is "about to be killed," how "he's not good for anything," how the men "kick him and beat him" but the kidnapper is struggling to keep him alive, and essentially push for a fast, immediate payment.

While you wait in utter frustration for the kidnappers to return your phone call, Barbara becomes more and more of a wreck. She is convinced her husband is dead.

And then a wild man, covered in bruises, comes limping into town. His entire lower leg is gangrenous and covered in sores. He demands to speak to you and only you.

"You," he says, licking chapped lips, "you... have to get...him."

# LAST ONE OUT

He staggers. "Miguel. Drugs. I have a," he fumbles and pulls something wrapped around a rag at his waist. Wordlessly, he shoves it towards you.

You unfold it. It's a map.

"That's where they are," he gasps. "Traps. Poisoned me. But Simon's still alive," he slumps to the ground. "Still alive," he whispers, "but they're forcing him to work." A fit of coughing cuts him off and he falls into unconsciousness.

When the characters inform their Control, plans change. Now the characters know why they were brought there and why his safety was paramount. It's not so much that Simon is a U.S. citizen, but that his knowledge is very valuable to Miguel. The characters are assigned one helicopter to storm the camp and rescue the hostages.

The camp consists of several huts, a barn for animals, and a larger hut to produce the drugs. It has more in common with a farm than a terrorist camp. There are 10 armed men in total, not including the 15 women and children who live in the camp. The camp is considered a central headquarters for the PNC (see the personnel and security modifiers under the Terrorists, Criminals, and Gangs chapter).

## Wooden Walls

Damage Save: +7

## Epilogue

Examination of the camp and interviews with Simon indicate that he did manage to create a new drug called "Blink" that has already been distributed in two locations, California and Florida, as a test. The drug is administered through the eyes (thus the name).

The national attention brought to the incident causes the U.S. government to restrict funding to Colombia and demand it step up its anti-paramilitary activities. Drug kingpins go deeper underground as a result.

## Statistics

### Julio (Special NPC)

**Julio (Special NPC – 86 XP):** Init VIII; Atk VIII; Def VI; Resilience VII; v/wp VII; Competence VII; Skills: Athletics V, Intimidate VI; Weapons: 1 x Caliber I, 1 x Caliber II; Gear: None; Vehicle: None; Qualities: *Class ability* (Soldier - *accurate*), *feat* (CQB Basics, Follow-Up Shot, Hail of Fire, Marksmanship Basics, Marksmanship Mastery), *superior attribute* (Str 17, Dex 16, Con 16)..

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), FN Browning High-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), standard ammunition load.

Julio is worse than the typical Colombian kidnapper because he's lazy. He prefers to take the money by having the hostages' relatives give it to him as part of a negotiation. Julio works under the guise of a local security company. Its real objective is to funnel money away from rival kidnapping groups into its own paramilitary organization. Regardless, the money is never used to negotiate for the hostage's release. When Julio sees the characters, his plan is in danger of coming apart and he loses his temper.

### Security Guard (Standard NPC)

**Security Guard (Standard NPC – 64 XP):** Init VII; Atk VII; Def VI; Resilience VII; Damage Save IV; Competence V; Skills: Drive V, Intimidate V, Sneak V; Weapons: 1 x Caliber I, 1 x Caliber II; Gear: None; Vehicle: None; Qualities: *Superior attribute* (Str 14, Dex 16).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), FN Browning High-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), standard ammunition load.

# LAST ONE OUT

The security force that works for Julio is not particularly brave, but they will attack the characters if they think they have a chance of overpowering them and running off with the money.

## Kidnapper (Standard NPC)

**Kidnapper (Standard NPC – 47 XP):** Init VII; Atk VII; Def VII; Resilience VII; Damage Save VI; Competence V; Skills: None; Weapons: 2 x Caliber I, 1 x Caliber II; Gear: None; Vehicle: None; Qualities: *Feat* (Ghost Basics, Tracking Basics).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), CZ Skorpion (dmg 2d4, error 1-3, threat 20, ammo 20M6, recoil 8, range 25 ft., SZ/Hand D/1h, qualities CLS), FN Browning High-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), standard ammunition load for each firearm.

The kidnapers are proficient in a variety of roles as soldiers, scouts, and if need be, assassins. They know the hills and jungles surrounding their encampments and fiercely defend it. In the interim, they try to lead simple lives.

## Miguel Montoya (Special NPC)

**Miguel Montoya (Special NPC – 99 XP):** Init VIII; Atk VII; Def VIII; Resilience VIII; v/wp VII; Competence VI; Skills: Intimidate IV; Weapons: 2 x Caliber I, 1 x Caliber II; Gear: None; Vehicles: None; Qualities: *Class ability* (Pointman - accurate), *feats* (Career Agent, Follow-Up Shot, Great Fortitude, Marksmanship Basics, Marksmanship Mastery), *superior attribute* (Str 16, Dex 17, Con 16, Int 16, Wis 17, Cha 14).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), CZ Skorpion (dmg 2d4, error 1-3, threat 20, ammo 20M6, recoil 8, range 25 ft., SZ/Hand D/1h, qualities CLS), FN Browning High-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), standard ammunition load for each firearm.

Miguel enjoys the power and money the kidnapping and drug trade has brought him. Still, he loathes Americans who despoil his land for their own profit, even though his own activities are even more reprehensible. Miguel especially enjoys outwitting American agents and beating them at their own game. He finds the cat-and-mouse play of hostage negotiations to be a rush.

## Barbara Wells (Special NPC)

**Barbara Wells (Special NPC – 51 XP):** Init IV; Atk III; Def IV; Resilience IV; v/wp IV; Competence VII; Skills: Medicine VII, Networking VIII; Weapons: None; Gear: None; Vehicle: None; Qualities: *Class ability* (Snoop – astute), *foil* (+2), *superior attribute* (Int 17).

Barbara is a petite brunette woman who gave up a career as a doctor in the States to be with her husband. She has only recently settled into the role of a corporate wife, which she finds distasteful. She despises corporate America and places much of the blame on MegaCosmos. Although she does not always agree with her husbands business, she is terrified of what will happen to him if the negotiations are not successful.

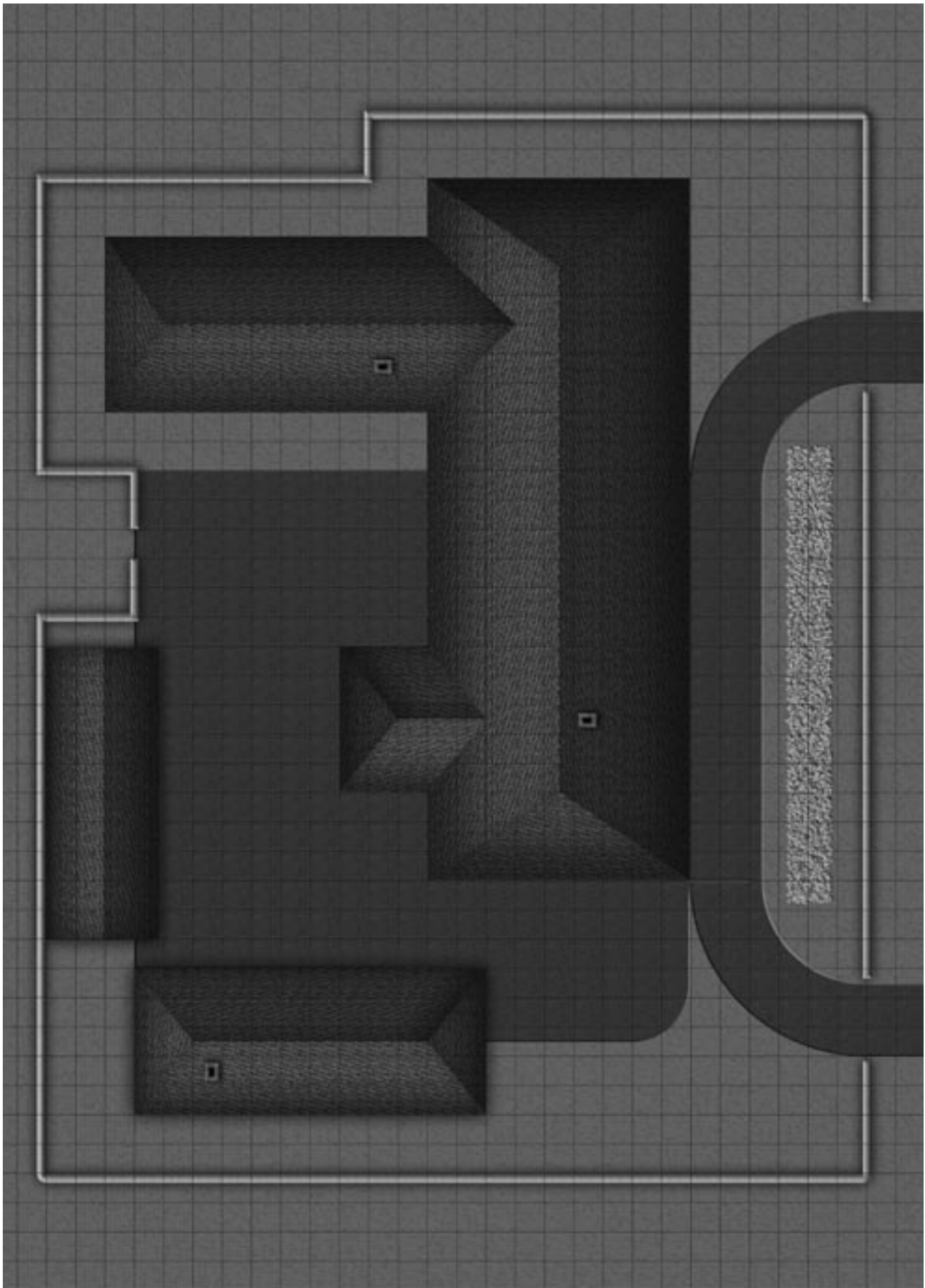
## Simon Wells (Special NPC)

**Simon Wells (Special NPC – 65 XP):** Init VII; Atk VI; Def VI; Resilience V; v/wp III; Competence VIII; Skills: Computers VIII, Drive VI, Mechanics VIII, Science (Chemistry) X; Weapons: None; Gear: None; Vehicles: None; Qualities: *Class ability* (Scientist – Ph.D), *superior attribute* (Int 17).

Simon is a brilliant man whose approach to chemicals verges on the alchemical. His theories are cutting edge and his personality a little too extreme for the corporate environment. Thus it was a mutually agreed-upon arrangement to let Simon work in Colombia. While Simon's strength is his brilliant mind, his greatest weakness is that he is horribly absent-minded and fails to pick up on the signs of danger around him. Once he adjusts to his situation as a captive, he begins to plot a way out. Simon just wants to go home.

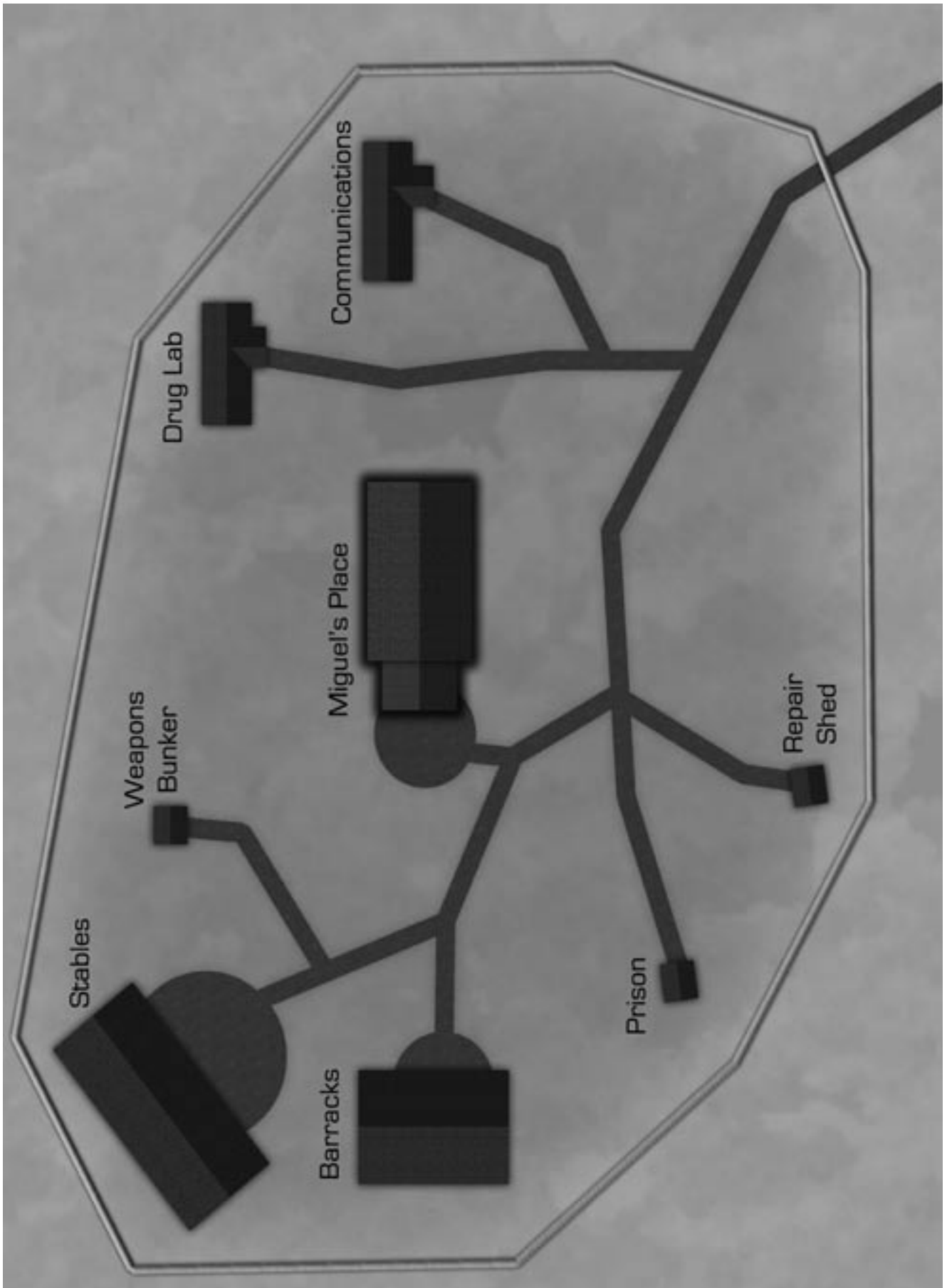


# ***LAST ONE OUT***





# ***LAST ONE OUT***



# THE BIRDCAGE

## THE BIRDCAGE

### Location

Pound, VA

### Briefing

While most prisoners are evacuated through more traditional forms of transportation, the possibility of a supersarin attack against Red Onion super maximum-security prison requires special attention. The criminals are collectively more dangerous than the threat itself. The worst murderers and serial killers are collected onto a Justice Prisoner Transportation System (JPTS) and sent to another super maximum-security prison.

### Mission Objectives

- Safely escort prisoners to new super maximum-security prison.
- Track down and retrieve any escaped prisoners.
- Eliminate terrorists.

### Mission Caliber

This is a Caliber II mission. It becomes a Caliber III mission once the plane crashes.

### Mastermind Hook

Crazy Freddy is a psychotic loon who has bought into his own legend. A petty drug dealer whose reputation has grown much larger than the actual dark deeds of his past, Crazy Freddy lives to give orders — indeed, that's how he was imprisoned in the first place. When things go wrong on the plane, Crazy Freddy takes advantage. This combat mission lends itself well to introducing a variety of *Most Wanted* villains, particularly psychopaths (such as Virtuoso, page 58) or villains with a prison record (such as Godfather, page 28, who is even more dangerous in prison).

### Mastermind Quirks

Crazy Freddy is...well, he's crazy.

### Preferred Classes

**Required:** Soldier.

**Suggested:** Intruder.

### Mission Status

The threat of a supersarin attack on the county of Pound, VA seems misplaced, but the authorities will not take chances. It may have something to do with a popular terrorist leader held there (any villain from the *Most Wanted* book). Unbeknownst to the characters, the terrorist leader is evacuated in a duplicate plane as a decoy. Nevertheless, the characters must escort the other (still dangerous) criminals to safety.

### Scene One

The criminals trudge along in single file onto the converted 727 known as FPT50. Inside, the 727 has been rearranged from its previous commercial seating to allow guards a better view of the entire plane. All of them wear handcuffs, leg irons and a belly chain secured with a padlock.

Four of the prisoners have handcuffs reinforced with a black box that covers the keyhole. Black-box prisoners always get window seats, ensuring a climb over two others in order to get up. They're seated in the back, as far from the pilots as possible.

The passenger manifest is a veritable rogue's gallery of the worst the penal system has to offer.

The first to enter is Crazy Freddy. His wild eyes and hair are unmistakable, the anarchy symbol on his forehead defying anyone who looks at him.

Next is George "Incinerator" Jones, the famous arsonist who burned down a building filled with hundreds of senior citizens. He wiggles his bright red eyebrows at you as he passes.

The next man to enter stands nearly seven feet tall and the guards have to force his head down and push him sideways through the door. It is none other than Johnny "Smasher" Morowitz, a former football star, weight lifter, and professional wrestler. On the outside, Johnny murdered several men with his bare hands for the Mafia.

# THE BIRDCAGE

Last but not least is Billy “Taste-Test” Bean, the killer who is known for his peculiar food preference—he ate parts of 25 victims before he was caught. Because he is prone to spitting at guards, he shuffles in with panty hose pulled over his head. When he is seated, the guards bind Billy to his seat with a cargo strap.

You each take your posts, at the rear, center, and front of the cabin.

“Make sure your seat belt is fastened and keep it fastened,” says the pilot over the intercom. “Do not stand up for any reason unless instructed to do so. If you’re seated in an aisle, keep your arms, legs and other body parts out of the aisle. In the unlikely event of an emergency, follow all directions of the flight crew.”

At the front and back of the plane are storage cabinets for weapons: four shotguns, four service pistols, and four stun-guns in each section.

## Scene Two

The flight is fairly uneventful despite the tension on the plane. By now the prisoners know that disobedience is not tolerated in such cramped quarters. It looks like it’s going to be a routine flight.

“Uh, hey,” shouts a prisoner who you don’t recognize sitting in the middle of the plane. “I think there’s a problem with my box here.”

One of the other prisoners leans over and places his ear to the box.

“Uh...guys? Guys, this box is beeping.” He smiles nervously, a maw full of dirty yellow teeth. “I know this crap is high-tech and stuff but are these things supposed to beep?”

Crazy Freddy shouts from the back, “Oh man, I got gypped! Mine ain’t beeping!”

The prisoners (barring the one who blew up) are safe from being sucked out of the plane because of their manacles. The characters are not so lucky.

### Avoid Getting Sucked Out (DC)

**Acrobatics (5+):** Characters must make a successful check or be sucked out into space. A successful Balance check means the character can grab on to another character that fails.

**Reflex Save (DC the amount the character failed his Acrobatics check by):** An character can make a Reflex save to grab onto his compatriot before he’s sucked out of the plane.

**Strength Check (DC the amount the character succeeds his Reflex save check by):** The character stabilizes a fallen character for that round. Each round thereafter requires another Strength check.

After five rounds, the pilot brings the plane to a lower altitude. However, there’s another problem.

“Fire!” shouts one of the prisoners, gesturing with his manacles towards the hole.

Through the gaping wound in the plane you can make out one of the wings. Flames flicker and dance where the engine once was.

“Prepare for an emergency landing!” shouts the pilot over the intercom.

“Emergency landing?” shouts another prisoner, “Where? We’re in the middle of freaking nowhere!”

## Scene Three

The pilot attempts to land the plane on a nearby dirt road.

The plane shakes and rattles as the pilot struggles to keep it aloft. Outside the hole, you can see the ground rushing up fast. And then suddenly grass and trees whistle past the opening as the plane hits the ground hard.

# THE BIRDCAGE

Everyone on the plane takes (Threat Level)d6 points of damage as the plane hits the ground. Each character must make an Acrobatics check (DC 8+) to hold on, reducing the damage by half. All the prisoners, because they are secured, automatically take half damage.

## Jumbo Jet

**Vehicle:** Heavy airliner. **Size:** G (8x46, wing 42); **Occ:** 3 + 416; **A/T:** 3/1; **MPH:** 550/675; **Def/Save:** 2/+12; **Comp:** 35/+2; **Cargo:** 20 tons; **Rng/Fuel:** 15/jet fuel; **Qualities:** DUC, SEN (radar 2)

Freed from the freezing cold air of a higher altitude, the flames begin to lick their way along the wing of the plane. The shrieking of the wind mingles with the crackling of fire as the heat starts to reach the main cabin.

There are four fire extinguishers on the plane.

## Fire!

**Fire:** A character at risk of catching on fire must make a Reflex save (DC 8+) or catch fire, suffering 1d6 damage. Each round thereafter, the character makes another Reflex save (DC 8+), with failure meaning the fire continues to burn, inflicting another 1d6 damage. Once the character succeeds at a save, the fire is out and he takes no further damage. Rolling on the ground or smothering the fire with blankets gives the character another save with a +4 bonus. It takes the fire 1d4+1 rounds to reach the prisoners, wherein it ignites the room and automatically causes everyone to fail their Reflex save every round.

**Fire Extinguishers:** Using a fire extinguisher delays the fire from reaching the plane for 1 round or automatically puts the fire out on a prisoner.

The characters may assume that the plane will eventually grind to a stop. But it's not over yet.

The plane suddenly pitches violently and the world spins, rolling end over end over end. You are tossed about like a rag doll, bouncing off cages, prisoners, and seats.

Everyone on the plane takes another (Threat Level)d6 points of damage as the plane falls off the edge of a cliff and slides into the river. Each character must make an Acrobatics check (DC 8+) to hold on, reducing the damage by half. All the prisoners, because they are secured, automatically take half damage.

The gut-wrenching fall finally stops, punctuated by bubbling and gurgling. You struggle to orient yourself as you realize the plane is upside-down. Water is pouring through the hole!

Prisoners begin screaming and yelling, suspended from their chairs by their chains.

The characters have to not only get out of the plane before it sinks, but release all 18 prisoners as well. Free weapons not held by the characters are floating around the cabin.

## Water, Water Everywhere...

**Drowning:** A character or prisoner can hold his breath for a number of rounds equal to twice his Constitution. After that, he must make a Constitution check every round (DC 10 + 1 for every previous consecutive check) in order to keep holding his breath. Failure indicates that the victim begins to drown. In the first round, his vitality points drop to 0. In the second round, his wound points drop to 0. Thereafter, he suffers 1 point of damage every round until reaching -10, at which point he is dead. A prisoner or character can be stabilized if pulled out of the water before reaching -10 wound points.

**Cold Water:** Characters and prisoners alike take 1d6 points of damage per minute from hypothermia when swimming because of the icy cold river.

**Athletics (10+):** The character or prisoner must make an Athletics/Swim check to make it out. Failure means he gets tangled up and must make another check.



The keys are lost somewhere in the confusion, so it will take some quick thinking to release them.

## Black Boxes

**Damage Save:** +26, **Security:** DC 20+, **Athletics:** DC 18+. Black boxes are an extra safeguard for high-risk inmates. They make it impossible to pick the lock on the handcuffs without first opening the padlock and removing the belly chain. Anyone wearing a black box must first be picked with a Security/Disable check before an Athletics/Escape check can be made.

After 2d8+4 rounds, the plane sinks to the bottom and rolls over the hole, making it impossible to swim out quickly. Leaving any other way requires punching through one of the emergency doors (which are jammed shut from the water pressure).

## Scene Four

As the prisoners stumble to shore, a truck pulls to the side of the road. Ten men get out and, just as you think they're about to lend a hand, pull sub-machineguns from their vehicle and fire them into the air.

"Where is he?" they shout.

Characters who don't want to get shot will have to do some fast negotiating. The terrorists are present to pick up their leader, who was on a decoy plane. The terrorists are convinced their leader is on the plane somewhere and begin to suspect that he's dead. They will want to examine all the prisoners. The prisoners have other ideas.

If they are not satisfied with the answers as to the whereabouts of their leader, the terrorists fire on anyone in a uniform (including the characters). This gives the prisoners time to grab the stray weapons from the plane and make their way to land.

## Fighting on the Slope

**Attacker on Higher Ground:** The terrorists receive a +1 melee bonus and +0 ranged bonus.

**Defender Climbing:** Ascending the slope requires the characters to climb, which bestows a +2 bonus on the attackers in melee and a +2 bonus to ranged attacks.

**Concealment:** The water gives a Defense bonus of anywhere from +1 to +6, depending on how far out of the water the characters stand.

During the firefight, the prisoners run for the swamps. After the firefight, police arrive in 1d10 rounds.

## Scene Five

As you line up the prisoners to confirm who made it out alive, you notice a distinct lack of certain personalities. Crazy Freddy, Incinerator, Taste-Test, and Smasher are all missing.

The prisoners have fled on foot into the swamp. In a few hours, they will reach civilization and all hell will break loose.

## Tracking the Prisoners

**Surface:** Very Soft, **DC:** 15 (-1 for 3 people, +6 overcast, +5 quarry hiding trail). Characters without the Survival/Tracking skill can use the Search skill but can only follow tracks with a DC 10 or less.

**Movement Penalty:** The prisoners move at approximately a quarter-mile per hour (hustle at 6 miles/hour x  $\frac{3}{4}$  moderate undergrowth, x  $\frac{1}{2}$  mud, x  $\frac{1}{2}$  darkness, x  $\frac{1}{2}$  swamp wilderness x  $\frac{1}{2}$  hiding). The nearest town is three miles away. The characters have twelve hours to catch up with their quarry before they disappear into the morass of humanity.

**Terrain:** The terrain is considered tight for purposes of chases.

**Spotting Distance:** 2d4 x 10 ft. (50 ft. average).

**Spotting Difficulty:** 15 + lowest Sneak skill (+10 starlight). The prisoners suffer a -2 penalty to Notice checks to spot the characters.

# THE BIRDCAGE

## Epilogue

Catching the prisoners ensures they have even longer prison sentences, but this is meaningless as many were never going to be released in the first place. A bill is proposed to house known terrorists in separate, secret facilities. The terrorist leader is moved to an undisclosed location.

## Statistics

### Terrorist (Standard NPC)

**Terrorist (Standard NPC – 43 XP):** Init VII; Atk VII, Def IX; Resilience VI; Damage Save V; Competence IV; Skills: None; Weapons: 1 x Caliber I, 1 x Caliber II, 1 x Caliber III; Gear: None; Vehicles: None; Qualities: None.

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), FN Browning High-Power (dmg 1d10+1, error 1, threat 20, ammo 13M4, recoil 12, range 25 ft, SZ/Hand D/1h, qualities DEP), H&K HK33A2 (dmg 4d4, error 1-2, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities RGD), standard ammunition loads for each firearm.

The terrorists are very confused. They expected their leader to show up according to the plan and don't understand how they ended up with a plane-full of prisoners. In fact, everyone is on the plane except the person they wanted—a tribute to the U.S. Marshals bait-and-switch. When the terrorists get confused, they start shooting people.

### Prisoner (Standard NPC)

**Prisoner (Standard NPC – 42 XP):** Init VI; Atk VI; Def VI; Resilience VI; Damage Save V; Competence IV; Skills: None; Weapons: None; Gear: None; Vehicles: None; Qualities: None.

Although all these prisoners are from a super maximum security prison, most of them know that they will be severely punished should they be caught. They also realize that the chances of being caught are high. On the

other hand, the plane trip is the most exciting thing they've experienced in awhile. For most of the prisoners, they are content to watch the events unfold and—most importantly—stay alive. They aren't out to kill anybody but they're not going to help the characters either.

### Crazy Freddy (Special NPC)

**Crazy Freddy (Special NPC – 68 XP):** Init III; Atk V; Def II; Resilience VI; v/wp IV; Competence VI; Skills: Acrobatics VI, Bluff VIII, Falsify IV; Weapons: 1 x Caliber I, 1 x Caliber III; Gear: None; Vehicles: None; Qualities: *Class ability* (Pointman - *generous*), *feat* (Combat Mobility, Escape & Evasion Training, Silver Tongue), *superior attribute* (Int 16, Cha 17).

**Recommended Gear:** Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Remington 870P (dmg 5d4, error 1, threat 20, ammo 7S40, recoil 25, range 30 ft., SZ/Hand S/2h, qualities DEP, DST, IMP, TKD), standard ammunition loads for each firearm.

Well into his 50s, Crazy Freddy has a cult following that he believes will hide him should he reach civilization. Since he was a survivalist before he was arrested, Freddy knows a thing or two about how to disappear into a swamp. Freddy naturally puts himself in the role of leader of the other criminals, which they grudgingly accept in the short term. Crazy Freddy really is crazy, but he's also quite devious. He will gleefully shoot and kill any authority figure that crosses his path.

### George "Incinerator" Jones (Special NPC)

**George "Incinerator" Jones (Special NPC – 80 XP):** Init VI; Atk VII; Def VII; Resilience VII; v/wp V; Competence VIII; Skills: Security VIII, Sleight of Hand VIII, Sneak VIII; Weapons: 1 x Caliber I, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Feat* (Combat Instincts, Ghost Basics, Night Training), *superior attribute* (Dex 16),

## George "Incinerator" Jones (Special NPC)

**Recommended Gear:** Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Remington 870P (dmg 5d4, error 1, threat 20, ammo 7S40, recoil 25, range 30 ft., SZ/Hand S/2h, qualities DEP, DST, IMP, TKD), standard ammunition loads for each firearm.

The Incinerator is a man obsessed with setting fires. His pyromania knows no limits—he would clap when the plane catches on fire if his hands were free. George wants no other weapon but the flare gun, which he intends to fire at the first character he sees. It's only a matter of time before George loses it and starts trying to set fire to something, anything. Crazy Freddy recognizes George's technical skills and intends to put them to good use to escape, so the group tolerates his erratic behavior for the moment.

## Johnny "The Smasher" Morowitz (Special NPC)

**Johnny "The Smasher" Morowitz (Special NPC – 81 XP):** Init VII; Atk VIII; Def VI; Resilience VII; v/wp VII; Competence VIII; Skills: Intimidate VI; Weapons: 1 x Caliber I, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Pointman - *accurate*), *feat* (Brawling Basics, Combat Instincts, Great Fortitude, Guts, Wrestling Basics). *superior attribute* (Str 17, Dex 14, Con 16).

**Recommended Gear:** Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Remington 870P (dmg 5d4, error 1, threat 20, ammo 7S40, recoil 25, range 30 ft., SZ/Hand S/2h, qualities DEP, DST, IMP, TKD), standard ammunition loads for each firearm.

Johnny is a desperate man. He knows that his Mafia career is over and sees his escape as the makings of a great book. Massive in size and prone to bursts of violence, the Smasher is still probably the sanest of the group. That also means he is the man most guilty for his murders. He enjoys crushing peoples' skulls with a two-handed slap that pulps bone, flesh, and brains, but he knows how to fire a gun, if need be. Johnny realizes (indeed, respects) Crazy Freddy's media manipulation and hopes to ride his coattails to fame.

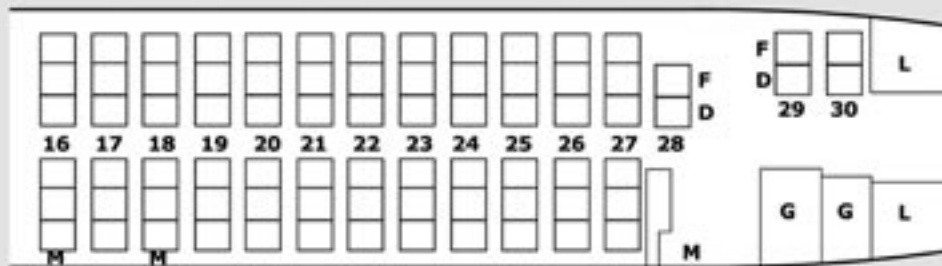
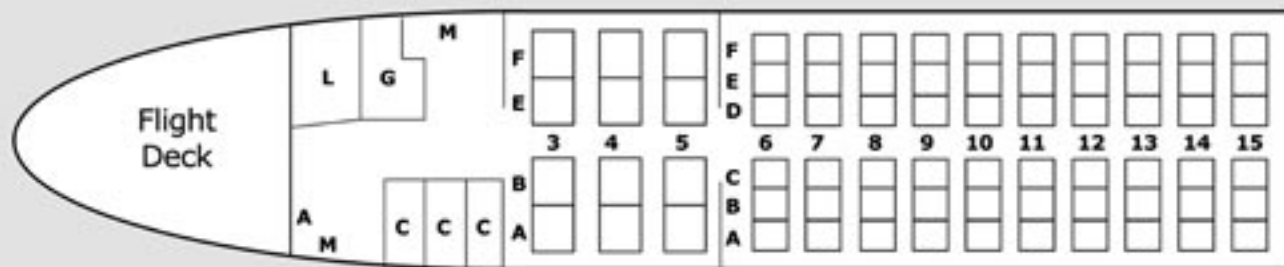
## Billy "Taste-Test" Bean (Special NPC)

**Billy "Taste-Test" Bean (Special NPC – 75 XP):** Init VIII; Atk VIII; Def VII; Resilience VI; v/wp III; Competence VII; Skills: Falsify VI, Sneak VIII; Weapons: 1 x Caliber I, 1 x Caliber III; Gear: None; Vehicles: None; Qualities: *Feat* (Ghost Basics, Guts, Surge of Speed), *superior attribute* (Dex 17, Int 17).

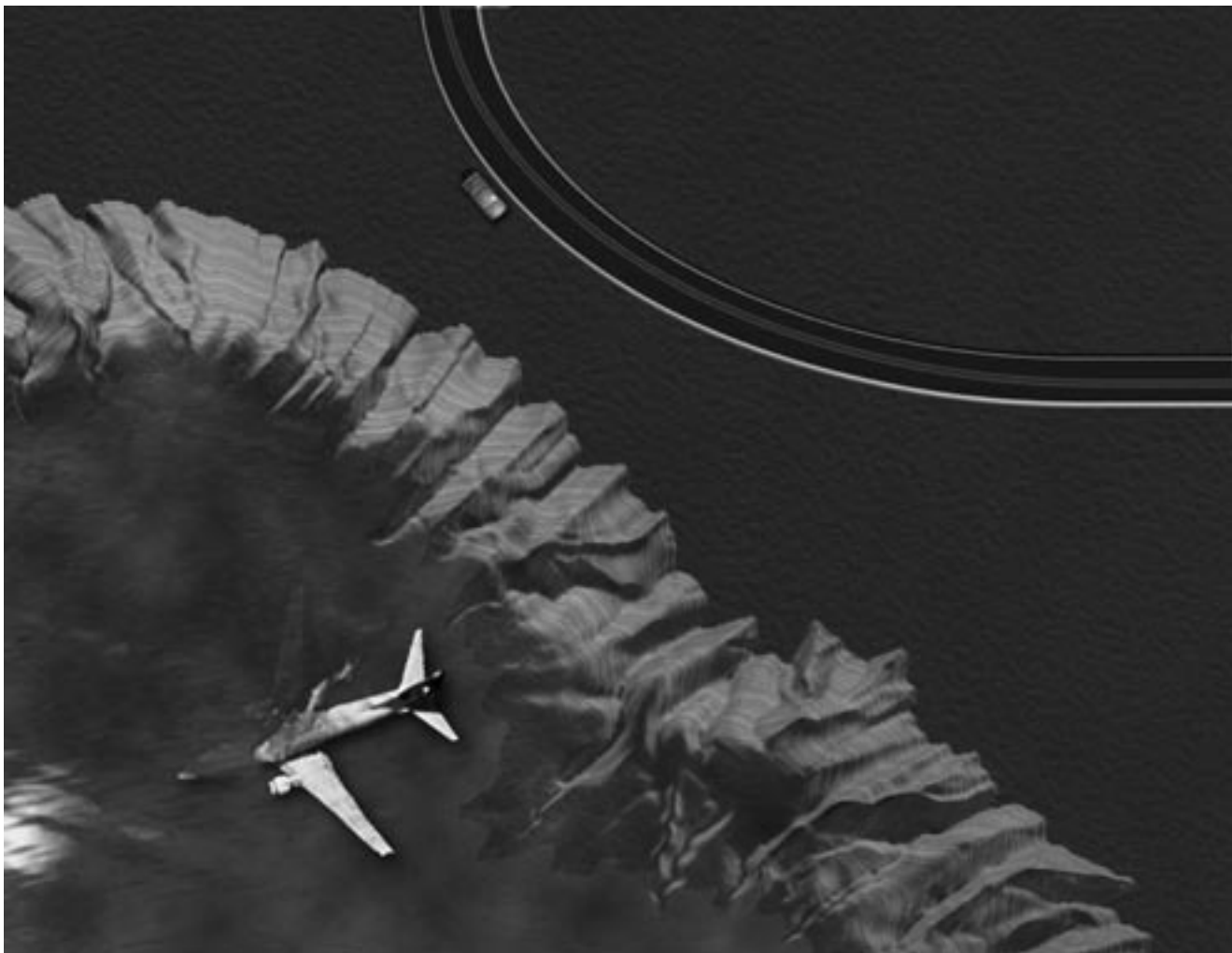
**Recommended Gear:** Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none), Remington 870P (dmg 5d4, error 1, threat 20, ammo 7S40, recoil 25, range 30 ft., SZ/Hand S/2h, qualities DEP, DST, IMP, TKD), standard ammunition loads for each firearm.

While the other prisoners are sadistic, crazy, and violent, Billy's a real sicko. Thin, with bulging blue eyes and a shark's grin, Billy creeps everybody out. When left alone with anyone that reminds him of his parents, Billy turns into a true human predator. He unnerves everyone except Crazy Freddy, who thinks Billy is faking his condition for the attention. Billy knows better.

# ***THE BIRDCAGE***



A - Airphone  
C - Closet  
L - Lavatory  
G - Galley  
M - Emergency Exit





## ZEUS' QUIVER

### Location

Turkmenistan

### Briefing

Nuclear warheads were stolen off a secret train commissioned to remove and dismantle nuclear weapons from the former U.S.S.R. It was intercepted and one of the warheads was detonated, but not before terrorists stole the remaining five. Their whereabouts are unknown.

### Mission Objectives

- Stop nuclear warheads from reaching Iraq.
- Eliminate terrorists.
- Prevent detonation of warheads.

### Mission Caliber

This is a Caliber V mission. The release of the nuclear warheads will spark an international crisis.

### Mastermind Hook

Nestov Bukarehk is a high-ranking scientist of the former Soviet army and a member of the clean up crew that helps retrieve missing nuclear weapons. First Solutions was MegaCosmos' privatized arm, but then the U.S.S.R. collapsed. MegaCosmos withdrew its funding abruptly, leaving several men with dangerous knowledge out of work. Nestov, nearly destitute, struck upon a plan. If the U.S. doesn't want the warheads, he knows a few countries that do. Ronin from *Most Wanted* (p. 49) can replace Nestov.

### Mastermind Quirks

Nestov has great pride in his Russian heritage and longs for the good old days. He also is very bitter. To Nestov, the world owes him big: first the U.S.S.R., then MegaCosmos for abandoning him despite his loyal service.

### Recommended Classes

- **Required:** Snoop.
- **Suggested:** Soldier.

### Mission Status

Nestov and his men are somewhere in Turkmenistan with a truckload of nuclear warheads. They must first discover where Nestov is with the little evidence they have (not much in the wake of a nuclear blast). By the time anyone can even approach the ruins, Nestov's stolen cache will be on the open market for sale to every dictator with a grudge. The characters have just 48 hours to track him down.

### Scene One

Word of a nuclear blast paralyzes the world in fear for one breathtaking moment. Then all hell breaks loose.

At first, Russian diplomats claim that they have been attacked. They are too polite to blame the U.S. Besides, only one thought is on everyone's mind: terrorists.

But no group steps forward. Or rather, no group makes a credible claim. After all, why detonate a nuclear bomb in the middle of the Russian countryside? No demands were made, no religious dogma spouted. It didn't add up.

In the meantime, accusations fly as nuclear powers threaten and grandstand. And through it all everyone fears the worst: could it have been an accident?

The early satellite photographs show two trains barreling towards each other—one modern, the other an ancient coal-driven machine.

Characters will be set on the job of analyzing the minimal data available. There are two photographs from a satellite overhead showing the trains minutes before the crash. It's up to the characters to determine what went wrong.

## The Evidence (DC)

**Computers (25):** Hack into “Vagonetka Trucking” company to retrieve trucking times and license plates that would have shipped to the train carrying the nuclear payload.

**Investigation/Research (20):** Retrieve the name of the company who shipped the cargo to the train, known as “Vagonetka Trucking.”

**Investigation (20):** “Vagonetka” is a trucking front for the Russian mafia.

**Security (25):** A satellite scan detects all vehicles exiting Russian borders and searches their license plates.

**Security (20):** Judging from the photographs, the engineer on the older train jumps off of the locomotive before the crash. On the other train, there is no reaction—everyone’s already dead which could indicate that the train was hijacked.

**Computers (15):** Pull the shipping manifest and passenger list.

**Investigation (25):** Cross-reference the passenger list with anyone involved with nuclear weapons reveals Nestov Bukarekh.

**Investigation (20):** Pull up Nestov’s background information.

The identity of the truck is crucial. A steady stream of refugees flees the main area of detonation, slowing the escape of the terrorists. The truck is disguised as a Red Cross vehicle. But there’s a bigger problem.

## Scene Two

You are immediately flown to a nearby secret base in Pakistan, ready to deploy at a moment’s notice. As you gear up and get ready to board a gunship, the Control shakes his head.

“They will not let you go,” he says solemnly.

He hands you a radio headset. Once you put it on, you can hear the repeated requests for the agency’s intervention.

“The Soviet military is handling it. Repeat, you are not clear, you are NOT clear.”

It’s up to the characters. Do they wait? Or do they risk disobeying orders and flying after the terrorists anyway?

## Scene Three

If the characters leap into action, two gunships are primed and ready to go.

### Gunship (2)

**Vehicle:** Gunship helicopter. **Size:** H (3 x 11, rotor 12) **OCC:** 2 + 8 **A/T:** 3/4 **MPH:** 175/200 **Def/Save:** 8/+20 **Comp:** 30/+2 **Cargo:** 500 lbs. **Rng/Fuel:** 2/av gas **Qualities:** CHF, CMF, DUC, HDP (6), SEN (radar 1, thermal 4), UNF, WPN (2 x HMG) **Heavy Machine Guns (2):** **Damage:** 3d8+1, **E/T:** 1-3/18-20, **Ammo:** 100B1, **Rng:** 300 ft., **SZ/Hand:** L/-, **Qualities:** IMP

The gunships can accommodate up to eight people total, including a pilot and copilot. They streak across the Pakistani skies with just an hour to spare. But is it enough time?

As the dusty tan stretch of hills and rock blurs below you, an urgent beeping sound starts shrieking from the cockpit. The copilot suddenly shouts over his shoulder.

“We’ve got a problem!”

“Unidentified aircraft, you are not clear for operations in this area,” threatens a Russian accent over the radio. “Turn back immediately or we will fire.”

“There they are!” shouts the copilot, pointing at a Red Cross truck driving erratically along a winding road.

If the characters press forward, the Russian gun batteries open up. Two anti-aircraft batteries fire on the gunships with anti-aircraft rockets. The chase takes place on close terrain (winding dirt roads). Both sides should roll initiative—the highest result is considered to have started the chase.

The nuclear weapons cannot be fired upon without setting them off, so the characters will either have to try to incapacitate the vehicle or actually land on it (no easy task!).

## Box Truck

**Vehicle:** 5-ton cargo truck. **Size:** H (2x5), **OCC:** 1+2, **A/T:** 1/2, **MPH:** 60/100, **Def/Save:** 8/+16, **Comp:** 20/+1, **Cargo:** 5 tons, **Rng/Fuel:** 5/diesel.

There are eight terrorists inside the truck armed with a missile launcher and sub-machineguns. As soon as they see the gunships, Nestov starts arming one of the nuclear warheads as a last resort. Nestov knows that there's only one way out of this.

The characters have to contend with two different problems – they are being fired at every round by missile batteries and they have to stop the truck before it enters Afghanistan. The batteries have unlimited ammunition. The characters have 15 rounds before the truck enters Afghanistan. Once the terrorists reach Afghanistan, the characters are attacked by a barrage of eight antiaircraft batteries (that's eight missile attacks per round).

The missile batteries will fire on both gunships, but the Game Control should direct all attacks that actually hit at the NPC gunship until it is destroyed.

Climbing down lines to the truck while the gunship is moving requires an Athletics check (DC 25). The characters must climb down 50 feet of rope. Characters can move at full speed (30 feet), but the Athletics check DC rises to 30. If the characters want to rappel down the line at high speed (double their movement rate) they can do so with two separate Athletics checks at a DC of 35. If the characters do not make it down the rope in one round, the terrorists fire on them with a +2 bonus to attack.

Should a character be shot as he climbs down, he must make another Athletics check at a penalty of 5. If a character fails an Athletics

check, he falls the remaining distance (anywhere from 10 to 50 feet) for the appropriate damage. Since the gunship matches the truck's speed, additional damage is inflicted at 1d6 points of damage for every 10 MPH of the truck's speed. The truck cruises at 100 MPH, which means a character will suffer an additional 10d6 points of damage, not including any changes in speed due to the chase. If an character falls off the rope, he has a good chance of dying.

The truck's carriage is simply a frame with a tarp over it. Characters can rip right through it. However, once inside there's not a lot of room to maneuver.

Two of the terrorists are up front: the driver and the terrorist wielding the missile launcher. He leans out the window and aims at the gunships. Once the characters are close to melee, the terrorists aren't so foolish as to resort to sub-machineguns in such close quarters. They will pull out their combat knives and attempt to kick the characters off the truck.

## Scene Four

The person the characters have to worry about most is Nestov. He will fight until subdued or the other terrorists are incapacitated. But he has an ace up his sleeve.

Nestov begins chuckling despite his dire situation.

It is then you realize he is wearing a backpack. His gaze darts to one of the open crates. Sure enough, one of them is open.

"How many innocents are out there?" He gestures to the dusty hillsides where long winding trails of refugees watch the fracas. "A couple hundred. A couple thousand?" He turns back to you. "I set the first one off as a diversion. I'm not afraid to do it again. I suggest you back off or I'll blow us all to oblivion!"

If Nestov is killed before he can make his speech, the characters must make a Listen check (DC 10) to notice the beeping coming

# ZEUS' QUIVER

from his backpack. Nestov hopes the characters will jump off the truck and let him go. A Sense Motive (DC 20 + Nestov's Cha modifier) determines just how sincere Nestov is about blowing himself to bits.

Disarming the bomb while the truck is moving or while on a gunship requires a Resolve check (DC 10) and then an opposed Security/Disable check against Nestov. If the characters call his Bluff, Nestov blinks at the last minute and attempts to disarm it himself.

## Epilogue

The mission is blacked out. The Turkmenistan government is allowed to take the credit for "resolving the problem." It claims to have shot down a terrorist cell that was attempting to cross its border in two helicopters. The characters are instructed to "forget" the details of the mission.

## Statistics

### Nestov Bukahrek (Special NPC)

**Nestov Bukahrek (Special NPC – 92 XP):** Init VI; Atk VI; Def VI; Resilience VII; v/wp III; Competence VII; Skills: Bureaucracy V, Computers VIII, Electronics VIII, Security VIII; Weapons: 1 x Caliber I, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: *Class ability* (Snoop - *astute*), *feat* (Advanced Skill Mastery – Techie, Combat Mobility, Fortunate, Techie), *superior attribute* (Dex 15, Int 17, Wis 14).

**Recommended Gear:** Knife (dmg 1d6+1, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (1), BLD), Makarov PM (dmg 2d4, error 1-2, threat 20, ammo 8M7, recoil 10, range 20 ft., SZ/Hand D/1h, qualities none), RSA AK-74 (dmg 3d6+1, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition loads for each firearm.

Nestov is a recently divorced bitter and angry man. He watched CEOs at MegaCosmos make millions while the thankless task of disposing of nuclear weapons was pawned off as "social goodwill" for First Solutions illegal nuclear research in third world countries in the late 80s. Nestov's work in the Soviet Union brought him prestige and money. Since the

U.S.S.R. crumbled, life has not been the same. When they laid Nestov off without a thank you or a golden parachute, he decided it was high time to make some real money. In a lot of ways, Nestov sees First Solutions as the worst of what America has to offer and feels giving out nuclear warheads "evens the odds." But he still values his own life most and is not crazy enough to detonate one when he's in range.

### Soviet Soldier (Standard NPC)

**Soviet Soldier (Standard NPC – 48 XP):** Init VII; Atk VIII; Def VI; Resilience VII; Damage Save V; Competence VI; Skills: Intimidate VI; Weapons: 1 x Caliber I, 1 x Caliber III; Gear: None; Vehicle: None; Qualities: None.

**Recommended Gear:** Makarov PM (dmg 2d4, error 1-2, threat 20, ammo 8M7, recoil 10, range 20 ft., SZ/Hand D/1h, qualities none), RSAAK-74 (dmg 3d6+1, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition load for each firearm.

One of the Soviet Soldiers has a rocket launcher.

### Soviet Soldier (Standard NPC)

**Soviet Soldier (Standard NPC – 52 XP):** Init VII; Atk VIII; Def VI; Resilience VII; Damage Save V; Competence VI; Skills: Intimidate VI; Weapons: 1 x Caliber I, 1 x Caliber III, 1 x Caliber IV; Gear: None; Vehicle: None; Qualities: None.

**Recommended Gear:** Makarov PM (dmg 2d4, error 1-2, threat 20, ammo 8M7, recoil 10, range 20 ft., SZ/Hand D/1h, qualities none), RSAAK-74 (dmg 3d6+1, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/Hand S/2h, qualities DEP, RGD), standard ammunition load for each firearm, RSA RPG-7 (dmg 4d12 explosive 5 ft. blast, error 1-4, threat 20, ammo 1S5, recoil none, range 50 ft., SZ/Hand S/2h qualities INA (-18), SLD (3)) with two standard loads RPG-7 HE ammunition (10 rounds total).

These former Soviet soldiers have fallen on hard times. They have all been promised fabulous riches beyond their wildest dreams. They are desperate men, just like their leader.



## BLEEDING EDGE

### Location

New York

### Mission

- Infiltrate the *Bleeding Edge* publishing company.
- Catch Jeffrey Bode in the act of attempted murder.

### Briefing

Someone is killing high-powered executives of corporate America. All signs point to one man: Jeffrey Bode. And yet, there is not a shred of physical evidence. Witnesses can't remember who he is. Bodies disappear overnight. Crime scenes are scrubbed within hours. The only way to prove he's the murderer is to catch him in the act.

### Mission Caliber

This is a Caliber II mission. It will take time to trap Jeffrey in the act.

### Mastermind Hook

Jeffrey Bode is the executive director of *Bleeding Edge*, a men's magazine dedicated to the high life. *Bleeding Edge* also happens to be funded by MegaCosmos. Its readership consists of the upper echelon of society, a very small but elite group of macho rich types who revel in their success. Bode a psychopath on a leash and MegaCosmos lets Bode "play" in his down time, killing homeless people. When MegaCosmos needs him to eliminate the competition, Bode's psychological triggers are activated. The victim is set up to meet with Bode, and he does the rest. Why does MegaCosmos tolerate such behavior? Because he's the CEO's son. Virtuoso from *Most Wanted* (p. 58) can replace Jeffrey Bode.

### Mastermind Quirks

Jeffrey Bode is a soulless automaton. He is in Olympic-level shape and possesses an incredibly sharp mind. He is regularly featured in *Bleeding Edge* and his bachelor status is a water cooler topic for women across America. He has no empathy for his victims and is

incapable of carrying on even the most basic normal conversation. His personality appears to be an act, especially his false smile and handshake. However, most people are too preoccupied by his money, good looks, and social status to notice.

### Recommended Classes

- **Required:** Faceman.
- **Suggested:** Intruder.

### Mission Status

Jeffrey has been subjected to every test imaginable. He has passed multiple lie detector tests and even one truth serum interrogation. His alibis are always perfect; several witnesses can always corroborate his story. All the victims leave messages that they will be out of town—"traveling in Europe." Sometimes, the victims are even spotted somewhere in Europe by acquaintances.

The agency has decided that the only way to apprehend Jeffrey is to catch him in the act. In essence, to capture Jeffrey by walking into his trap.

One character has been selected as the bait. His cover is an up-and-coming financial officer with a penchant for being brutally honest. This cover draws a lot of attention, typically undesirable as a background story. In this case, it has exactly the effect desired.

### Scene One

After working for a few months, the character receives a necktie as a welcome gift from his boss. Anyone who wears a red tie is considered a "high pot:" short for high potential. Employees who wear them to work are instantly accorded both respect and jealousy. They get the best promotions, the best rewards, and make the most money.

This tie is from Bertrendi, a foreign manufacturer. Bertrendi ties are new, made of a no-stain fabric that cannot be affected, even by bleach. No one else at *Bleeding Edge* has that tie. Not even Jeffrey. The next day, the character is expected to wear it at work. If he

doesn't, his boss is offended and asks where it is. Everyone somehow knows that the character received the tie even if he doesn't wear it. It's not long after receiving the gift that the character is invited to Sweet's.

Part of the reason Jeffrey is so difficult to identify in public is that he is widely imitated. He lives the lifestyle promoted in *Bleeding Edge*, and wears the latest men's suits. The irony is that there's very little variation in the clothing that Jeffrey wears. His trademark round glasses and double-breasted suit and tie are worn by millions of other New York businessmen.

You enter the elite social club, Sweet's, to a morass of suit-and-tied humanity. You experience a terrifying moment of disorientation because everyone is dressed exactly the same: dark blue suits with bright red ties and light blue shirts. Every man wears round-rimmed glasses and is clean-shaven with his hair cropped short. It's like you've entered a room full of clones.

A rather striking man strides over to you, pumping your hand a little too hard. He looks just like everyone else only his skin has a healthy glow and his features are more attractive.

"Why hello," he says, looking past you as he speaks. "Nice to meet you, glad you're here. I heard you were the new hotshot in town. Glad to have you, glad to have you." He pauses shaking your hand, stepping in a little too close to your personal space.

"Let me buy you a drink. We've got a table we sit at. You'll like it." His eyes dart around, looking everywhere but at your face. "Sweet's is top notch, you know, top notch. You can't book a reservation easily here, it takes a certain someone. Have you been listening to that new band? The one with the 50's swing to it? They're rather impressive, don't you—"

He pauses in mid-breath.

"Say, that's a nice tie you're wearing, where did you get it?"

Jeffrey's conversation is stilted and forced. He is a terrible conversationalist and will rehearse entire newspaper articles as if they were thrilling conversation. The other people around him are blithely unaware of his shortcomings, but will occasionally join in the discussion to add absolutely nothing of value. Everyone in the club avoids eye contact and talks around each other.

Jeffrey has a lot to say. After a few minutes, he launches into his speech about *Bleeding Edge*.

*Bleeding Edge* has a column dedicated to a "Tie of the Month" that Jeffrey writes. He talks about the color, the manufacturer, and the texture of the tie—all of it is critical in distinguishing oneself from the herd. For Jeffrey, having the best tie in the room is critical to being a success. Not having the absolute most expensive, stylish tie sends Jeffrey into a tailspin, unnerving him. Once he sees a rival with a better tie, he must have it. He will lure the victim to a party or to his apartment, murder him, and take his tie for his collection. Then Jeffrey writes about the latest "Must Have" tie in his next column.

## Tracking Jeffrey (DC)

**Analysis (8+):** Determine the maker and texture of Jeffrey's clothing. Everyone else wears the same designer.

**Bluff (10+):** Trick Jeffrey into thinking a character is a competitor for the *Bleeding Edge* editorial position.

**Sense Motive (8+):** Talking to Jeffrey about the rash of murders is like talking to a shark with a slab of meat hung from your neck. He stammers, he sweats; everything about him screams guilty.

## Tracking Jeffrey (DC)

**Investigation (10+):** No one can remember Jeffrey—or rather, everyone remembers him in a different place. This is because hundreds if not thousands of men in NYC dress and act like Jeffrey.

Jeffrey won't leave the restaurant without getting a promise from the character to meet him for a "couple of girls and some drinks" to discuss a possible new position within the company. Jeffrey realizes greed does most of the work for him and he is only too happy to use it as a lure. If the character disagrees, Jeffrey becomes visibly frustrated for a few seconds, and then recovers. He will keep trying; offering whatever he thinks the character wants most (money, women, drugs, etc.).

## Scene Two

Jeffrey's apartment complex is a huge affair in the middle of Manhattan, thirty stories high. Nobody is ever in the hallways except for maintenance people and the security guard at the front desk. Characters can set up surveillance in adjacent rooms if they like—they're intentionally unoccupied.

The inside of Jeffrey's apartment is stark white decorated with old movie posters. It is post 50's chic, with sharp lines and unnecessary technological accoutrements.

Jeffrey waves you in past his open door with a half-grin. He's dressed to a "T" as always in his trademark double-breasted suit and tie.

Jeffrey hands you a glass of wine and reclines on a black, harsh-looking couch. "Have a seat, have a drink," he says, picking up his own wine glass and sipping from it. "Then let's talk business."

If the character drinks the wine, it is laced with knockout drops. If the character doesn't drink the wine, Jeffrey pressures him. If he still doesn't drink the wine, Jeffrey will get flustered and then start talking about work. Then he

will fake a cell phone call (he has it preset to ring) and usher the character out with some excuse about an emergency cropping up but a promise to follow up at another time.

Jeffrey's goal is to get his intended victim to take the drops, however he can. That might mean having them over for dinner, having a beer, even a glass of water. The character will have to make a Fortitude save or rely on his fellow characters for help. If the victim won't take the drops, Jeffrey won't make his next move.

## Knockout Drops

**Complexity:** 145/+11; **Primary Phase - Onset Time:** 1d4 rounds; **Fort Save DC:** 10+; **Damage /Effect:** *Stunned* for 1d6 hours. **Secondary Phase - Onset Time:** 1d4 rounds; **Fort Save DC:** 11+; **Damage/Effect:** *Unconscious* for 1d6 hours.

Regardless of whether or not the drops knock the character unconscious, Jeffrey will suddenly stand up and insert a CD into his stereo—nouveau 50's swing music. Then he will launch into a diatribe about how the band is under appreciated while surreptitiously edging towards one of his weapons of choice.

If the character is in the kitchen at the time, he grabs the biggest knife (1d4 damage, 20 crit). If the character is near the doors to the balcony, he reaches for an axe leaning behind the door (1d8 damage, 19-20 crit). If the character is reclining on the couch, he snatches the chainsaw from behind it (2d8 damage, 18-20 crit). If the character is anywhere else (the bathroom, the bedroom) he reaches into a closet to pull out a nail gun (1d4 damage, 20 crit, 30' range).

Jeffrey is literally a combat monster. He is in peak physical condition and is fueled by an insane bloodlust. He will also rely on surprise to strike and engage in melee as much as possible. Characters who attempt to fire at Jeffrey from across the street will find that the

windows are bulletproof (Jeffrey doesn't even know that).

## Bulletproof Glass

**Damage Save:** +20, **Thickness:** 1 inch.

Once Jeffrey starts killing, he will track his quarry anywhere. There are no witnesses (beyond the security guard downstairs, who will be transferred after the incident) because the entire apartment complex has been bought out.

## Epilogue

Revealing that the son of the CEO was not only a psychopathic killer but that the company knew about it is the final nail in MegaCosmos' coffin. Its stock dips so low that the company files for bankruptcy. The CEO, if a villain from the *Most Wanted* book, may flee the country as criminal charges are leveled against him as well.

## Statistics

### Jeffrey Bode (Special NPC)

**Jeffrey Bode (Special NPC – 88 XP):** Init VIII; Atk VII; Def VI; Resilience VIII; v/wp VII; Competence VII; Skills: None; Weapons: 4 x Caliber I; Gear: 1 x Caliber I; Vehicle: None; Qualities: *Class ability* (Soldier - *accurate*), *feat* (Charmer, Combat Instincts, Lightning Reflexes, Night Training), *superior attribute* (Str 16, Dex 16, Con 16, Int 14, Cha 17).

**Recommended Gear:** Chainsaw (dmg 2d8, error 1-3, threat 20, SZ/Hand M/2h, qualities BLD), nail gun (dmg 1d4, error 1-2, threat 20, ammo 25B1, range 6 ft. (max 30 ft.), SZ/Hand S/1h, qualities none), large axe (dmg 1d8, error 1-2, threat 20, SZ/Hand S/2h, qualities AP (3), MAS, RGD), knife (dmg 1d6, error 1, threat 19-20, SZ/Hand D/1h, qualities AP (2), BLD), expensive suit and tie.

Jeffrey is an organized killer. He kills because he feels no connection to humanity. Indeed, his murders stem from a profound sense of inadequacy despite his very obvious presence and potency. He kills homeless people because he feels they are worthless and should be destroyed, and therefore he treats them like diseased animals. He kills other competitive businessmen because he cannot stand to be upstaged.

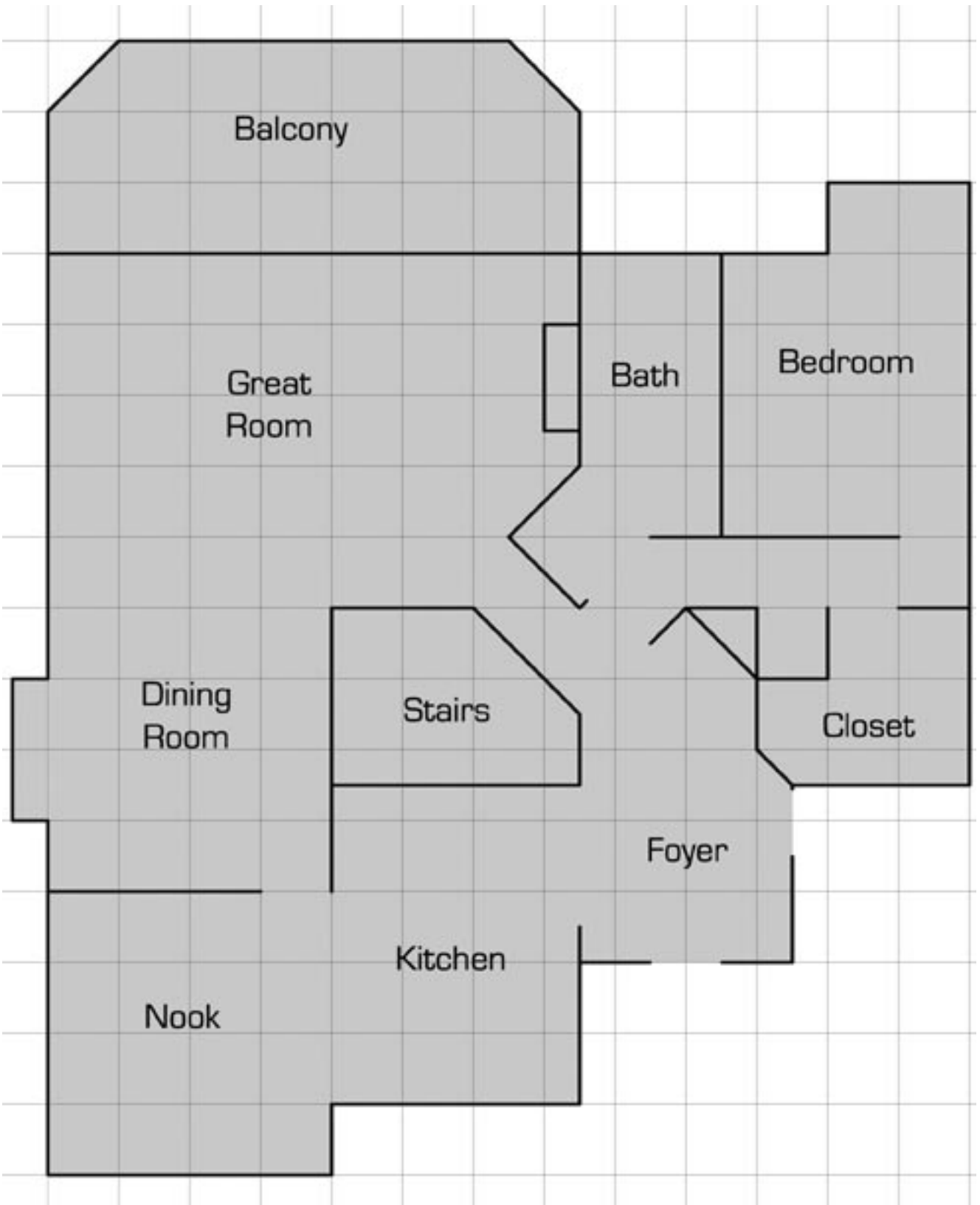
Someone of Jeffrey's stature should have been caught already. But Jeffrey, always the actor, sees the police as beneath him and revels in his ability to deceive. He even leaves secret messages in his editorials. Nobody notices.

What Jeffrey doesn't know is that MegaCosmos cleans up after him. Without getting directly involved in the murders, an entire team is dedicated to cleaning up corpses, blood, and other evidence. These teams move fast, liquidating the evidence and even repainting Jeffrey's apartments (he has several). This has made Jeffrey begin to believe he is invincible, on a divine mission to "thin the herd."

Jeffrey does not unleash his murderous rages on acquaintances or even people he knows. He has been engaged for a few years and has managed to resist killing his bride-to-be (although he publicly jokes about wanting to do just that). Jeffrey particularly enjoys talking frankly about murder—polite society has made it possible to use the language of violence to describe the most casual acts. Everyone thinks Jeffrey's joking or that they heard him wrong.



# ***BLEEDING EDGE***



# ***THE END OF MEGACOSMOS***

## **THE END OF MEGACOSMOS**

"Tonight on NewsLine..."

With the most recent spate of revelations about corrupt business practices and terrorist attacks, perhaps it's no surprise that the world's largest corporation, MegaCosmos, has links to problems around the globe. It's enough to keep conspiracy theorists busy for years. But how did it all happen? Join us as we trace the roots of..."

"CORRUPTION, INC.!"

"To get to the bottom of the corruption at MegaCosmos, or MC, we have to start at the top. Mister Bode, chairman and CEO of MC, must have known about the questionable activities at the businesses he presided over. The board of directors claims ignorance. But, predictably, Mr. Bode is missing, believed to have fled the country, leaving his two sons out to dry."

"Nicholas Bode, a playboy and international heartthrob, was most recently the CEO of Indianational. Some say the Senior Bode was trying to reform his son's licentious ways. Others whisper that by putting Nicholas in charge of an offshore business, he kept his son out of the limelight. Whatever his father's reasons, Nicholas botched his chance at business success. First, Nicholas injured himself in a risky daredevil stunt to promote Indianational, prompting a search and rescue mission by United States troops. Then, Al-Hazzan terrorists hijacked an Indianational plane in transit to London. And then there's the rumor that Nicholas was once the CEO of the now defunct First Solutions."

"First Solutions was at its height during the Cold War, conducting research into nuclear weapons. When the Cold War ended, business dried up and First Solutions was disbanded. But what happened to the nukes? It's an important question that our war correspondent, Marla Wade, may be able to shed more light

on. Marla?"

"Thanks Bob. When a company goes bankrupt, any business leader can expect low morale, early defections, and a hostile work environment. But when a company is in charge of nuclear weapons, it's a different story. Or is it?"

"Experts say First Solutions didn't fail to dispose of the nuclear weapons in its possession — it lost them while Nicholas was CEO. It is even rumored that the nuclear blast reported in Turkmenistan was actually one of the lost nukes. Who knows how many are loose in the hands of terrorists and dictators thanks to the incompetence of Nicholas Bode. Back to you Bob."

"Thanks Marla. Nuclear weapons aren't the only menace that one of MC's businesses helped create. Its chemical business, Transformatives, Inc., has been linked to everything from the biological weapon known as "Supersarin" to the new designer drug, "Blink." "Blink" has been sweeping America's streets, causing gang wars and an epidemic of addicted young men and women. But that's not all. Roger has more with this special report."

"Thanks Bob. Many U.S.-based businesses work internationally, more than many Americans realize. But should they be working in countries that harbor known terrorists? That's the question facing us today. You see, MC had another business. A business you wouldn't find on a balance sheet that existed to solely protect its own business interests in developing countries. That business was Executive Results, a peacekeeping security force."

"Experts say, however, it was more than that—it was MC's own private army, recruited to protect U.S. business interests in countries that didn't want them there. When Executive Results was disbanded, many trained and armed men were released back into the black market. The famous InfiniCredit bank robbery and the hostage crisis in Detroit were

# THE END OF MEGACOSMOS

both linked to former members of Executive Results. Back to you Bob."

"Thanks Roger. InfiniCredit, a finance and lending business, is yet another division of MC to recently come under scrutiny. Questions about its security were raised when the notorious hacker Kevin Medroff released thousands of credit card numbers onto the Internet. It was an InfiniCredit bank that was robbed in Hollywood. And it was a former InfiniCredit employee that was working for the infamous "Blink" gang in Miami, FL. MC, a once mighty giant and widely admired company, has really reached rock bottom."

"But there was one more event that would bring MC even lower. One final shocking truth that, once revealed, was enough to force even the most tenacious stockholder sell his stock. Just two words: Jeffrey Bode."

"The handsome eldest son of the Bode legacy was also editor-in-chief of Bleeding Edge, the men's magazine devoted to fashion and technology. Bode's liaisons were tabloid fodder until recently, when a different kind of story hit the stands."

"Our sources have recently revealed that an undercover sting operation by U.S. agents discovered that Jeffrey Bode was none other than the "Manhattan Mauler" and that MegaCosmos covered up the murders he committed. Jeffrey was responsible for over 40 deaths, including homeless people and businessmen."



"While Manhattan can rest easier after Jeffrey Bode's capture, MC's troubles have just begun. Already under investigation by the SEC, MC's stock fell to ten cents a share from a high of 60 dollars. Many of its chief executives have been arrested or have warrants for their arrest. Stockholders, employees, and the SEC want answers, but they're only coming up with more questions as the investigation uncovers more plots and subterfuge."

"We've just about run out of time, but we'll end with a question. Where is Mr. Bode and what was his involvement with MegaCosmos? Tune in next time as we attempt to track the whereabouts of the elusive CEO on the lam."

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ISBN 1-931374-19-8

\$19.99

PCI 2002



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