

FOR QUEEN & COUNTRY

Human Abstracts

By Matt Nixon

Introduction

A research institute, days away from launching a major defence project, becomes the target of activists. After a break-in the agents are sent to find out how it was done, and more importantly, to discover if there is anything else going on. This is the fourth mission in Season 1 of For Queen and Country

Human Abstracts follows the standard 'For Queen and Country' module format, and is divided into an introduction and 4 scenes.

Synopsis

Dexter-West Life Sciences is a well-established research facility run by Dr Charles Dexter and Dr Albert West. It contracts out services across Europe, and at any time can be engaged in research relating to cosmetics, pharmaceuticals, and more sensitive projects.

One top secret project currently underway is "Apollo's Arrow" - a paralysing nerve agent that can be modified to affect predetermined genetic targets. Originally intended to tag genetic disorders for medical treatment, it has been co-opted by the military to allow targeting of particular genetic markers for more nefarious purposes. DWLS are only hours away from their first full demonstration to the top-brass, and recent events have left them jittery.

DWLS has always had its share of animal rights protestors, but this has greatly increased in the last few days with several serious efforts made to breach the perimeter security. This culminated last night with a breach the perimeter fence and the brutal murder of a security guard. An extremely concerned Home Secretary has drawn the matter to the attention of the NIA with the expectation that matter will be dealt with swiftly.

The agents need to establish how the raiders made it in so far, and to prevent further incursions. In the process they should discover an earlier, much more insidious security breach, and must prevent a further attack.

Dr Dexter's daughter, Charlotte, is a dedicated animal rights campaigner and fell out with her father over his company's use of animals in medical experiments. She continues to be an embarrassment to her father, and has recently become the unwitting dupe of 'Blood & Soil' - a sinister force who are looking to put paid to far more than vivisection.

During a rally, Charlotte met Richard Hess. He is a fascist thug who seduced her when he learned who her father was, and twisted her idealism to his own ends. He convinced her to meet with her father to put a data-tap into his laptop to learn about the experiments being carried out at DWLS – a ploy that netted Hess with more than he could ever have hoped for.

Hess originally used the tap to blind the security systems in order to let his accomplices in, but when that failed, he began to look for other ways in and stumbled upon references to "Apollo's Arrow". He has now decided to execute a much more daring plan to take the Arrow.

Now the protests outside are no more than an act of misdirection designed to draw attention away from the real threat – a single intruder with stolen security passcodes that will allow him to walk straight into DWLS and take "Apollo's Arrow".

This mission takes place between 0600 and 2000, and the GC will need to keep track of the amount of time taken as the location of the agents during the final scene may be the difference between success and failure.

Scene 1

Sit down with holy fears

The agents arrive at DWLS and meet with Dr Charles Dexter and Dr Albert West, and are given a tour of the facility. Immediate suspicion may fall upon West, however it quickly becomes apparent that it is Dexter's laptop that provided a backdoor into DWLS. Dexter swears his innocence, and a fingerprint left on the bug proves to be that of his daughter, Charlotte.

Scene 2

For he hears the lambs' innocent call

The agents may wish to speak to, or infiltrate, the protestors. If they do they could learn about Richard Hess.

Scene 3

Spreads the dismal shade

With their bug removed, Blood & Soil are aware that they have been rumbled and accelerate their plans. Richard Hess orders that Charlotte be silenced while he infiltrates DWLS during a full-scale riot. Charlotte is a student at Cambridge University – the agents should arrive just in time to find four large goons in her room attempting to stage a fake suicide. If the agents prevent this they should obtain the name of Richard Hess, and his base of operations at the Greenfields Animal Rescue Centre.

Scene 4

The fruit of deceit

The agents have two possible paths – go to Greenfields, or return to DWLS and stop Hess before he takes the Arrow.

Mission Briefing

The agents' briefing begins at 6am in London. Read the following to the players.

Even for British summertime the London weather has been dreary; a series of hot balmy days punctuated by heavy overnight rainfall, making the damp city streets of Westminster muggy and oppressive in the grey light of dawn.

Hamilton steps from the car and carefully adjusts his tie with his good hand. He turns to you, "I won't go as far as to say we're in enemy territory here, but... best behaviour, eh?"

He leads you in to the MOD building.

The security guards on reception check your ID, before waving you through with a polite nod – a formality really – the sensors would have confirmed your bio-metric data or you wouldn't have got further than the front desk. You take the lift to the top floor where a receptionist takes your coats before showing you into a briefing room.

A tall slim man wearing a dark suit and a garish tie enters carrying a grey folder. He smiles thinly and without warmth.

"Good morning Director Hamilton, Agents. Allow me to introduce myself – I am Cornelius Gerrard. Your Liaison officer to the MOD. I apologise for the haste in bringing you in this morning, but a matter has arisen and the Home Secretary is keen that it be expedited with some urgency.

"Please, won't you be seated?"

Gerrard sits, opens the folder, and takes out three sheets of paper, placing them very neatly side by side on the table.

"The Dexter-West Life Sciences facility is currently engaged in a number of research projects on behalf of Her Majesty's government, the nature of which are not pertinent to today's conversation. What *is* important is that the facility has recently been the target of a number of attacks.

"Most worryingly, last night a small team of men penetrated the outer perimeter of the facility, and were only prevented from gaining further access by the timely intervention of local security. Unfortunately they managed to kill one of the guards as they fled.

"We need to determine how they were able to breach security, and to stop further such incursions. Your top priority for the next two days is to keep interlopers out."

The following are the main points of the briefing; present them as you wish. Encourage the Agents to ask questions – any information not given in the notes below is either on a need to know basis, or information that Gerrard simply doesn't have.

- The British Government is using the Medical Research Laboratories of Dexter-West Life Sciences in Cambridge as cover for a new top-secret weapon. The research carried out here is highly sensitive, and of a need-to-know nature – the agents do not need to know. This new weapon will be ready for its first field test in the next few days.

- Due to the nature of their research DWLS have always suffered with anti-vivisection campaigners outside their facility. However in the last few days the attacks have escalated resulting in a significant breach of perimeter security. No alarms were tripped, so foul play is suspected – a man on the inside perhaps?
- The head of DWLS is Dr Charles Dexter who is adamant that his own security can deal with the matter. However the Home Secretary is naturally very concerned, so the decision has been made to send in the NIA. Dr Dexter has been informed, but is unlikely to be happy about it – the agents will have to tread carefully.

The break-in

- The break-in happened at 21.45hrs the previous evening and was the latest in a series of attempts that have become almost commonplace. On this occasion four men wearing balaclavas cut through a section of the outer fence - without tripping any alarms, being caught on CCTV, or being spotted by the security patrols. They reached the rear loading bay doors without any problems, where they then bypassed the security pass scanner into the building.
- In the loading bay the intruders encountered a security guard who was killed in a short and brutal altercation - although not however before he was able to raise the alarm. Unfortunately the four intruders escaped the same way they entered - although their egress was at least partially caught on CCTV on this occasion.
- Dexter was still on site working late, and reported the breach to the MOD immediately.
- So far there has been a complete security blackout regarding the incident, with no details released to the Press or other agencies.
- The top brass from the military will be attending a low-key meeting at DWLS at 09.00 tomorrow about the project – it is imperative that the NIA agents confirm if the security at DWLS has been compromised, ascertain who the insider is, and apprehend them and whomever they are reporting to. The agents are advised that ultimate discretion must be used at all times to draw the minimum of attention to the situation. Above all other concerns the project is to be protected as it would cause the government a great deal of embarrassment should it fall into the wrong hands.

DWLS

Agents may take a little time to research DWLS, or ask around. Gather info, Bureaucracy or Computers check DCs are below, or in extremis the players may wish to make a favour check. A favour check will grant all of the following.

- (DC 10): DWLS was set up fifteen years previously by Dr Charles Dexter and his partner Dr Albert West. Both were originally research scientists, but it is public knowledge that in recent years the business is handled by Dexter while West leads the research teams.
- (DC 20): DWLS has had something of a rocky history, as West is something of an idealist, while Dexter is a pragmatist. DWLS only began to thrive when Dexter persuaded West to start working on Government contracts, leading quickly to military applications for their works.
- (DC 25): West supposedly has misgivings about research at DWLS. He has occasionally spoken publicly against the war in Iraq. Relations between West and his business partner could best be described as frosty, but as much as Dexter would like to fire him the company requires West's genius and Dexter knows it.

The animal rights protestors

If the agents wish to know more background to the animal rights activists, a successful Knowledge (Tradecraft) or a Search or Computers Check (DC 15) generates the following information.

- The UK is the global centre of animal rights extremism, and a crackdown has been ordered by the prime minister who has charged the police to do more to tackle animal rights crimes.
- This follows a series of attacks, including one incident where £250,000 of damage was caused to lorries in a firebomb attack on a farming business in Oxfordshire. A group called the Animal Liberty Force (ALF) claimed responsibility.
- Since then the National Extreme Crime Unit has been coordinating police investigations into ALF, and the increasing criminal activity by some of its members, including attacks on several sites around the country and sightings of ALF members in the area near DWLS.

Threat level

The mission is classified Red. The data held at the DWLS is highly sensitive, and poses a real risk if compromised.

Deniable or Official

This mission is Official. This means that Dexter and West are aware of who and what the agents are, although the agents may wish to keep their identities from others. However there is no penalty for flashing their badges in the course of the investigation.

Gearing up

The agents can make a stop back at NIA to pick up the gear they need, following the normal gearing up rules.

Beverly Lloyd is feeding her goldfish as you arrive. Concrete-dust has turned her prematurely grey.

“Just doing a spot of remodelling,” she grins, waving at the plastic sheets cordoning off half the room “Do mind the pit.

“Still, open for business as normal. What can we do for you?”

Curious agents who want to look behind the curtains will find a number of Lloyd’s team digging a pit. It’s already quite deep. If quizzed about it, Lloyd will just smile and change the subject.

Scene 1 – Sit down with holy fears

The journey to Cambridge takes about an hour and a half which the agents can use to do any planning. Assuming the agents don't mess about too much they will arrive at about 09.00.

There are protestors outside the DWLS facility as the agents arrive. Only a dozen or so at the moment, and none directly related to Hess and his plot. However the agents may well wish to speak with them first. If so, go to Scene 2.

Assuming the agents go directly to DWLS to investigate the break-in, read out the following:

DWLS is an unobtrusive three storey grey building set in its own grounds about ten minutes drive outside of Cambridge. The grounds are ringed by a high steel fence, with three guards on duty at the gate. A small crowd of protestors wave placards as you approach, and a few go as far as to jostle your car when it pulls up at the gate. Two of the guards move the protestors away while the other checks your ID and waves you through. You can still hear the distant jeering from the protestors as you are escorted into the main building.

Dr Dexter's assistant, Alison Petersen, meets you at Reception, "The Director is expecting you" she says, "If you will just sign in, and make sure you wear your visitors passes at all times. You can use your passes to get into any of the non-secure areas, but you'll need to be accompanied by a member of staff if you wish to go anywhere else in the building. Let me take you up to his office."

Alison leads you to a lift and takes you up to first floor and along to Dexter's office. She shows you into a plush waiting area where she leaves you. "Dr Dexter will be with you shortly."

There is only one other door here, marked 'Dr Charles Dexter'. You can just make out the sound of raised voices behind it.

If the agents want to they can Listen (DC15) at Dr Dexter's door to overhear the following:

"...I never wanted this Charles – once they have 'Apollo's Arrow' there's no end to the lives that will be lost!"

"You're wrong Albert, there's no telling how many it will save. Imagine, no more indiscriminate attacks; just specifically chosen targets..."

"Chosen! Damn the military, and damn you Charles – I designed the Arrow to *help* people, not to let a bunch of trigger-happy war-mongers pick and choose who should live and who should die!"

At this point footsteps come swiftly towards the door. The door is flung open to reveal a short stocky man with black-rimmed glasses and a mop of dark unruly hair who will glare at the assembled agents before storming off.

Dr Dexter will apologise for the brusqueness of his business partner Dr West; and he will invite the agents into his office and outline what happened the previous night. At this point the agents may ask their questions.

If they ask about the argument with Dr West, Dexter will coldly tell them that it was a private conversation between old friends and he won't discuss it any further.

The break-in

Dexter will provide the following information:

- The break-in happened at 21.45 the previous evening.
- Four men wearing balaclavas cut through the fence and reached the loading bay doors without setting off alarms, being picked up on CCTV or meeting a patrol.
- Seemingly without any difficulty they then bypassed the security pass scanner into the loading bay at the rear of the building.
- Their luck ran out at this point as they seemed unable to gain access beyond the external doors, and were spotted by a security guard.
- They escaped the same way they entered, but sadly not without killing a guard in the scuffle. Dexter appears genuinely upset that one of his employees was killed.
- The men were caught on CCTV as they left, but little beyond general height and body type can be gleaned from the images. Four men, of large, muscular build.
- Dexter himself was still on site, and reported the breach to the MOD immediately.
- Dexter doesn't see why all the fuss is necessary. His security is demonstrably sufficient as the break-in was unsuccessful.

Still the team have a job to do and they will no doubt wish to explore further. Dexter will actually insist on giving them the full tour, to reinforce his claim that security is under control.

If the agents are of a mind to, they can examine the body of the dead guard which has been taken to the police forensics laboratory for a post mortem examination (yet to take place). If they wish to take two hours and make a successful Knowledge: Forensics roll (DC15) they will discover that the guard was killed by a combat knife with a serrated edge.

The building

No map is provided of the DWLS building. However, as the agents get the tour they will find that the building has three floors above ground and two below. The main lab areas are below ground and on the top floor, and most people in those areas will be white-coated and often masked. Most of the labs are clean rooms - requiring security passes to get through air-lock seals. On the office floors, people are wearing usual office attire.

A full tour of the DWLS site will take two hours, meaning that the agents begin their investigation proper at 11.00. The building is largely arranged as follows:

Ground floor – main reception and security reception are located here, as well as the security control room, post room, loading bay, kitchens, and meeting rooms. Security passes are not required to move around the ground floor (except for the door to the loading bay).

First floor – offices and an extensive library.

Second floor – houses the standard laboratories – DWLS day-to-day work (cosmetics, general pharmaceuticals, etc). The communications network room is also here.

First sub level – where the animals (mostly chimpanzees) used in experiments are held. There are also further laboratories.

Second sub level – dedicated to secure projects (GC note: including “Apollo’s Arrow”). There is also a second secure communications room, the data of which cannot be accessed externally. The agents are only allowed into the lobby area outside the lifts on this floor.

Security

Dr Dexter will introduce the Agents to Security Chief Henry Marsh. He expected to be in charge of the investigation and is unhappy that people from outside have been brought in. As such he may make life difficult unless they are careful to stroke his ego.

The immediate impression of the DWLS complex is that it is a veritable fortress – it is virtually impossible to get beyond the ground floor without a coded security pass. Even the two central core elevators require a pass to gain access to the sub-levels. All of the main areas and corridors are monitored by CCTV cameras – these are clearly visible (DC10 to Spot).

There are 20 security guards on site (this is the normal day-time level, though the night shift is usually smaller). There are three at the entrance hut, two in Reception, four in the Control Room, and eight patrolling the grounds in pairs. The remainder do internal patrols and are located at vantage points throughout the building.

The weakest point is via the loading bay, although it is covered by CCTV, and requires a security pass to get into. The interior of the loading bay is covered by a single camera and there are a number of blind spots where someone could stand unseen. A successful Spot (DC15) will pick up that there are some old cigarette ends to be found in these areas - suggesting that some of the guards may use the area to slip off for a quiet smoke.

Speaking to the guards

There's a lot to find out in the first scene, so try not to let the players get too bogged down in the break-in – it is the who and how that it is important.

They can speak to the guards on duty last night, examine the loading bay area and check the physical evidence (damaged fence and the rather amateur attempt to break the security pass scanner). Let them make some Search, Sense Motive, Electronics or Surveillance rolls DC15 to notice that there is something of a discrepancy here. The intruders were not caught on *any* cameras on the way in, which suggests a level of sophistication that is at odds with the rather *unsophisticated* way they approached actually getting in to the building.

Checking the security systems

It should be clear immediately to the team (and if not a DC15 Inspiration check should make it obvious) that the security systems must have been compromised.

The only way the security could have been disabled was if the system had been hacked. This hack can be found and back-tracked with a bit of computer wizardry. It will take several skill checks, each harder than the last. Let the team's computer specialist know that each roll is getting trickier and encourage use of action dice on later rolls. If the team *has* no computer wunderkind you may need to lower these DCs slightly (but don't make it too easy). Note that each check takes time - anything from 15 minutes to an hour, so taking 20 is not feasible. However, any of these rolls may be retried.

- A successful Computers Check (DC 17) will confirm the hack and reveal occasional blips of network traffic that are not part of the normal system activity. (30 minutes).
- These packets of data are encrypted, so a DC20 Cryptography check is required to identify them properly. A success will tell them that each contains a seemingly-random slice of DWLS data being sent elsewhere on the system. There seems no obvious pattern to the file choices, but a casual inspection will show that corporate sensitive information is locked in these packets. (30 minutes).
- A DC25 Computers check will show that these packets get sent roughly every hour, but that at 21.40 last night, a number of data packets were received *into* the system, targeting security. This is presumably how the cameras were directed away from the intruders. (15 minutes).
- To locate the data-tap's physical location, a final Computers check is required – DC30. This should have the agents reaching for their personal lap-tops (raise the DC if they're finding it too easy), and should get at least one action die spinning. Getting permission to attach their laptop, or distracting guards for long enough to do so, may well require some Diplomacy, Bluff or Bureaucracy checks. (15 minutes).

Success will trace the machine where the data packets are coming, and going, from to the laptop in Dr Charles Dexter's office.

Note: the most top secret information about 'Apollo's Arrow' is only held in the lower basement system, which is not connected to the main network. Hess's bug will not have found anything technical about the Arrow, but one of the data packets he received was an e-mail describing the Arrow's function.

Dexter will protest his innocence, but an examination of his laptop (Electronics DC17) will reveal that it has been tampered with. A very sophisticated data-tap has been placed inside. The casing will need to be opened to retrieve and examine the bug.

The bug is a very sophisticated design. Not only does it sample random network areas for data, but it transmits this roughly twice an hour as a burst transmission lasting about one second. The amount of data sampled and sent is tiny, but over time should amalgamate into a lot of information. The transmission has a range of about two miles (putting the outskirts of Cambridge in range). Finding the receiving system is essentially an impossible task.

Another Surveillance, Electronics or Tradecraft roll, DC18 will tell them that this is, in fact, a very sophisticated design and they have not seen its like before. It looks like it deactivated when the agents opened the laptop casing to examine the bug. (This is true, but not before sending one last packet of information warning Hess that the bug has been discovered).

If they contact Forrester or Lloyd at NIA HQ about the bug, they will get a message back requiring the agents to remove it from Dexter's machine and send it back immediately to the NIA. No explanation will be forthcoming unless an agent can make a Favour check (DC20). Even then, all that Lloyd or Forrester will say is "I don't know why either, nobody's talking. If I had to hazard a guess... I think the bug might be one of *ours*."

Ending the scene

The agents can find a partial fingerprint on the bug (Spot DC15 to notice), but it will need to be removed to get the print. Sending it up to be examined will take about half an hour. The partial is sufficiently small that there are several possibilities in the 75% plus range, but one name will leap out of the page. Charlotte Dexter. This is Dr Dexter's teenage daughter – her prints are on record after a minor drugs offence.

If the agents confront Dexter he will admit that his daughter did visit him in his office about a fortnight ago. They had a blazing row, like they always do. He did leave her alone in his office for a short while, but he doesn't believe that she would do such a thing. His daughter doesn't see him much, uses her mother's maiden name and won't even let him have her address. However, she is studying here in Cambridge University, reading Psychology.

If the agents don't immediately confront Dexter with this information, it can be found with suitable Gather Info or Computers checks, or simply by looking at the visitor logs.

The team's next port of call is likely to be Charlotte (go to Scene 3), but if the team still want to talk to the protestors, visit Scene 2 first.

A note on timing

Locating the bug and identifying the print will take a minimum of 2 and a half hours. If the agents were bang on the ball, or declined the full tour, they should be finished at about 13.30. If they have taken a non-optimal path, or had to retry some rolls it may be later.

Hess's thugs reach Charlotte at 15.00, if the agents haven't left for the University by 14.30 it is unlikely they will be able to save her.

Scene 2 – For he hears the lambs' innocent call

This scene is entirely optional and agents may not ever visit it, however if they do wish to speak to, or infiltrate, the protestors at any point before the beginning of Scene 4, use the following as a guide. (Once Scene 4 has begun the protest has become more of a riot, and the agents won't be able to get much information about anything).

There are about 30 anti-vivisection demonstrators campaigning outside DWLS at all times, mostly, although not exclusively, made up of students from Cambridge University student body. They carry placards showing disturbing images of a variety of animals that have been experimented on, harass visitors and staff as they approach DWLS, but most of the protestors are unconnected to and unaware of the break-in.

Who is the top dog among the protestors?

The demos are largely organised by Dr Sonia Greene, a leading member of The Animal Liberty Force (ALF) - as well as a respected Professor of Biology and a member of the Cambridge University faculty.

The Animal Liberty Force (ALF)

A successful Gather Information, Computers or Knowledge (Tradecraft) check (DC12) provides the following information on the ALF:

- The Animal Liberty Force (ALF) is a name used by anti-vivisection animal liberation activists who engage in direct action on behalf of animals in the UK and Europe - this includes removing animals from laboratories and fur farms, and sabotaging facilities involved in animal testing.

Getting in with the protestors

If the agents get into a debate over the ethics or practicalities of vivisection, the protestors can speak earnestly and animatedly on the subject. Use the following to help play the part:

- Vivisection is immoral and should be abolished - it effectively reduces sentient beings to the status of disposable tools, to be used and discarded for the benefit of others. It forgets that each animal has an inherent value that does not rise and fall depending on the interests of others. Those doubting this should ponder the implications of their views for humans -: would they support the breeding of human slaves for the exclusive use of experimenters or invasive research? In making this concession, they reveal the importance they attach to species membership, a biological line that is as morally relevant as that of race or gender - that is - not relevant at all. Its barbaric practices are an insult to those who feel that science should provide humans with the opportunity to rise above the harsher laws of nature.
- Abolition of vivisection is not anti-science or anti-research. Vivisection refers to any use of animals in science or research that exploits and harms them.
- The consequences of abolition are acceptable. Many former vivisectionists and medical historians will readily state that there is ample scientific and historical evidence showing that most vivisection is futile, and often harmful to those it pretends to serve.

If one or more of the agents wishes to try and infiltrate the ALF then they may choose to join the demonstrators outside DWLS. It isn't the ideal time or place to try and question people and they will have to wait until the next shift of protestors arrive at midday (each group stays about six hours) and the first group leave for the local pub, *The Three Feathers*, in order to really make any headway. At this point Professor Greene will return to the University as she has a lecture to prepare for the following day.

The Three Feathers is well known by both DWLS Security and the National Extremist Crime Unit as the local ALF meeting place and the agents may choose to go directly there rather

then join the demonstrators outside DWLS. If they do so then they will be at a disadvantage (add 5 to all DC's) as the activists are a suspicious bunch, and are less likely to talk to people that they haven't seen before.

Either way the agents will need will need to 'seduce' either the Professor or the members of the ALF into thinking that they are sympathetic to their cause to find out any information (Espionage Handbook page 270).

If they agents were at the demo outside DWLS then the activists will be Neutral, otherwise they will be Unfriendly – they will only tell what they know when they are feeling Helpful. An hour of banter and carousing is normally required to raise each level unless outside methods are employed. If the agents successfully get any of the protestors to 'helpful', they should note this on their record sheet (tick Yes for 'Befriended protester').

If the agents successfully get a protestor to Helpful, they can learn the following (depending on the questions they ask):

- A group that the ALF refer to as 'The Boot Boys' sometimes turn up at demos – when they do there is invariably some form of violence leading to trouble with the local police. The name seems to be one assigned to them rather than their chosen designation.
- 'The Boot Boys' are all white, male, and usually British – each has a tattoo, of a soldier in silhouette carrying a chimpanzee, on their forearm.
- While he is not at every demo they attend, the Boot Boys seem to report to a man in his late 20's called Richard Hess.
- Hess has a girlfriend who is in the ALF, a student at the University called Charlotte Ward.

Professor Greene

Professor Greene is more difficult as she is naturally suspicious of new comers who ask a lot of questions – her disposition will start at Unfriendly at best, and may be Hostile if she doesn't know the agents from the demo. She is also busy so it may be hard to get her to talk for long enough to improve her disposition.

Professor Greene knows a little about Hess. If the agents are able to get her to Helpful she can offer the following if asked:

- Richard Hess is in charge of a fringe anti-vivisection group who call themselves 'Blood & Soil'. Professor Greene is aware that these fascist campaigners have been present at animal rights demonstrations in recent months; however she has found herself unsure what to do about the situation without contacting the authorities, something she was not prepared to do.
- The group take their name taken from the doctrine drawn up by Hitler's agriculture minister, Walther Darré. Working to create a vegetarian, chemically untainted agrarian society in which vivisection is outlawed. Their adherence to racist doctrine is, however, only thinly veiled. Part of their ethos is a vilification of what they call 'alien ritual slaughter' a reference to Jewish and Islamic methods of preparing meat. Professor Greene is keen to distance herself or the ALF from the group.
- Blood & Soil publish a pamphlet named Freedom Fighter (of which she has a copy), the banner of which is emblazoned with a masked activist cradling a rescued chimpanzee opposite the flag of St George. The publication extensively details its battle with businesses which import primates for experimentation. Its literature states: 'Our new moral code will not allow scientists, business men and politicians alike playing God in the name of curiosity, monetary gain or notoriety.'

Professor Greene is aware that they has been increased activity in certain circles recently, which is rumored to culminate tonight with a huge demonstration outside of DWLS.

Richard Hess

If the agents do their own research, DC30 (Hess makes a habit of covering his tracks and is good at it) Gather Info or Computers check generates the following on Richard Hess:

- Richard Hess, age 28, is the son of MP Tobias Hess, Leader of the New Empire Party; an extreme right-wing nationalist group based in East London.
- He was expelled from Cambridge University after a vicious attack on an Asian student.
- Shortly after his expulsion he joined the Royal Marines in which he spent four years, until last year when he was dishonorably discharged for nearly killing a man of African descent in a petty bar fight – the general feeling is that strings were pulled in high places to ensure that the matter went no further.
- There is oddly little more, almost as if there is a gap where information should be - including a total lack of pictures or images to draw on.

It will require a favor check (spend an action die) to squeeze the final details by contacting the National Extremist Crime Unit:

- Since being discharged from the Marines, he has formed an animal activist group called Blood & Soil, made up of thugs recruited from members of the New Empire Party.
- He is known to be an ex-member of the National Front, as is his Father, Tobias Hess MP, the Leader of the Right-Wing New Empire Party.
- Fascist campaigners are known by the National Extremist Crime Unit to have been present at animal rights demonstrations in recent months.
- The National Extremist Crime Unit has been trying to get a man on the inside of Blood & Soil for the last three months with no luck – the last potential candidate to infiltrate the group was later found in a car park so badly beaten that he is still in a coma. There were no witnesses, and no evidence linking either Hess or Blood & Soil to the attack.
- The last known location of Blood & Soil was a cottage on a farm in Surrey owned by Hess senior. However, they never remain in one location for very long due to the seeming paranoia of Richard Hess.

Development

If the agents discover the identity of Richard Hess they may wish to do more to track him down. However he has levels of Faceman, the Traceless feat, and a lot of experience at covering his tracks. Following leads will take time but will be dead ends - only increasing the time pressure on the agents later in the mission.

With a Computer Check DC 25 it is possible that one of the agents will get the idea that some kind of computer virus may have been used to erase much of the available information on Richard Hess. If the agents think about it and care to call in yet another favor then it will be possible to get a hard-copy photograph of him from his military file.

If they start to look into Tobias Hess then they will discover that he is out of the county on holiday – his secretary will be pleased to take the agents details and ‘will see that he contacts you on his return’. Agents may wish to go to the Knightsbridge home of the MP but should be discouraged as it will waste 6 hours of valuable time.

Should the Agents wish to go to the Surrey farmhouse (4 hour round trip) then they will find it derelict, although there are signs of it having been recently occupied. A Spot roll (DC20) will find traces of fresh blood on the kitchen floor. If the agents wish to do a through search of the farm (another 4 hours) with two Search rolls (DC 25) then they will find a blood-stained knife matching the wounds received by the DWLS guard in one of the barns. Agents with Flawless Search will find the knife within 1 hour.

However if they are not careful the Agents will spend too much time chasing false leads, and Hess will be away with the prize.

Scene 3 – Spreads the dismal shade

The agents may not realise it yet, but they are working against the clock. Hess *knows* he has been rumbled and only has the briefest of windows to pull off his plan. He aims to go into DWLS tonight at 19.30hrs, using a cloned copy of Dr Dexter's security pass. He has decided to clear his trail and has sent some goons to kill Charlotte.

Charlotte is a student at Cambridge University where she studies Psychology - Dexter knows that she registered under her mother's maiden name Ward, and is in halls, but does not have her address.

The agents can approach the central administration office of the University, assuming that they possess a suitable explanation for their enquiry; they must make a DC15 Bluff check against the administrator. If successful the administrator will give them the dorm room allocated to Charlotte Ward. Or they could hack, DC20 Computers, to find the same information. Neither route should present a challenge.

As the agents approach Charlotte's room the GC can make a Spot check for each player (DC17) to see if they notice that the doorframe is damaged in a way consistent with it having been forced. The GC should ask the agents how they wish to approach the room, and allow them to make Move Silently checks if they wish to do so.

There are four goons in Charlotte's rooms - one in the bathroom with her unconscious body where they are to stage her suicide, and three in the main room searching for anything that that might link Hess to Charlotte.

The GC should make one Alertness check opposed by the lowest agents Move Silently skill check result or base Move Silently bonus if one or more agents failed to approach quietly. With a failure, the agents receive one half-action surprise round when they enter the room.

A fight of sorts is likely to ensue here, however the thugs, while solid hired muscle, are not really in the agents league. In fact they're not even armed. This fight is likely to be short. Use the stats provided.

If they save Charlotte (GC's discretion - at best she will be drugged and unconscious, if the agents get here after 15.00 she will be dead) or capture one or more of the minions they may interrogate them. Use the rules on page 66 of the *Fixer/Pointman Class Guide* if you want, or as an alternative Gather Information alternated with Intimidate checks made by the agents, opposed by Will saves made by the goons). Given that they are fanatically loyal to Hess the goons get a +5 circumstance bonus with all Will saves made to resist intimidation.

If the agents are successful a goon can provide the following information - one item per question or successful skill check per the GC's discretion. (The order depends on what questions the agents ask).

- They are part of a neo-fascist group called Blood & Soil, led by Richard Hess.
- Hess gave the order to have his girlfriend Charlotte Ward killed - they don't know why - only that they were to make it look like a suicide and to clean up any potential evidence linking her to Hess.
- Charlotte isn't a member of Blood & Soil.
- Blood & Soil operate out of the Greenfields Animal Rescue Centre located not far from the University.
- There are around a dozen other active members of Blood & Soil who work for Hess out of the centre.

- The fascist campaigners have infiltrated the Animal Liberty Force and are behind the increase in animal rights demos at DWLS in the last couple of weeks.
- It was Blood & Soil who tried to break in last night, but it wasn't actually these goons who did it.

Should the agents search the room themselves, DC17 Search, then they will find a flyer for the Greenfields Animal Rescue Centre being used as a bookmark in a book of poetry by William Blake. An inscription in the front cover reads "To my girl clothed in sun, love Richard, your Great Red Dragon." Each of the agents can make an Education Check (DC17) to know that this is a misquote based on the watercolour painting by William Blake "*The Great Red Dragon and the Woman Clothed in Sun*".

Additionally, should the agents check Charlotte's laptop, a successful Computers check (DC22) will show that Charlotte's hard drive has incriminating files and security protocols from DWLS, suggesting that she was the one to hack their systems via the bug she placed. However there is no receiver attached to the system, making it seem that she might be a convenient scapegoat. A further successful Computer check (DC22) will recover erased files showing the creation of a high-level security pass, mirroring that Dr Charles Dexter's, less than 24 hours ago. It also contains the schematics of the DWLS building and its sub levels.

There is a partial report outlining Project 'Apollo's Arrow' (produced by Dr Albert West). The Arrow is a biological agent that can be programmed to only affect a pre-determined genetic template. It seems West saw it as a way a treating conditions such as sickle-cell anemia; but Dexter immediately saw the potential for military applications and sold the research to the MOD. Of course as a biological weapon 'Apollo's Arrow' would be considered a WMD, and banned under any number of Conventions.

All of these files (including the deleted ones) were put there by Hess to incriminate Charlotte. In fact the cloning of Dexter's card could not have been done on Charlotte's laptop as it lacks the requisite hardware. It was a Blood & Soil computer that was receiving the transmission from the data-tap.

Finally the agents may attempt to conduct a background check on Hess or Blood & Soil. Refer to Scene 2, page 13 for information on Hess. A DC15 Gather Info or Computers check will uncover the following information about Blood & Soil.

- The group take their name taken from the doctrine drawn up by Hitler's agriculture minister, Walther Darré. Working to create a vegetarian, chemically untainted agrarian society in which vivisection is outlawed. Their adherence to racist doctrine is, however, only thinly veiled. Part of their ethos is a vilification of what they call 'alien ritual slaughter' a reference to Jewish and Islamic methods of preparing meat. Professor Greene is keen to distance herself or the ALF from the group.
- Blood & Soil publish a pamphlet named Freedom Fighter (of which she has a copy), the banner of which is emblazoned with a masked activist cradling a rescued chimpanzee opposite the flag of St George. The publication extensively details its battle with businesses which import primates for experimentation. Its literature states: 'Our new moral code will not allow scientists, business men and politicians alike playing God in the name of curiosity, monetary gain or notoriety.'
- The Greenfields Animal Rescue Centre in Cambridgeshire was among the addresses targeted by the Police. It has been taking in unwanted animals from across the region for more than 25 years.
- Fascist campaigners are known by the National Extreme Crime Unit to have been present at animal rights demonstrations in recent months.
- There has been a great deal of activity on the ALF bulletin boards, and the Police are expecting a big demonstration somewhere in the next day or so.

Threats

The goons sent by Hess are fanatical; however they are not suicidal and will attempt to flee if things turn nasty, either through the main door, or out of a window, and down the fire escape beyond. The one thing they will do given the opportunity will be to kill Charlotte, even if it can no longer be made to look as if it happened by her own hand.

If any of the goons makes it out of the dorm room and the agents give chase then the GC should use the chase rules (Espionage Handbook), modified to depict a foot chase rather than a vehicular chase. This foot chase occurs through tight terrain, and may involve innocent bystanders.

Development

If the agents contact HQ to update them, Angela North will thank them and ask them to return to DWLS immediately and secure the premises. She will arrange a strike team with local police to pick up the people at Greenfields. However, Gerrard's mission brief was clear, securing the lab has top priority. Proceed to Scene 4b.

If the agents don't report back, they may face a choice. If the agents found the deleted files regarding Dexter's pass they may realise that DWLS is under threat again, so they may return to the lab. This will also lead them to Scene 4b.

However, the agents may (not unreasonably) decide to secure the Blood & Soil activists at the Greenfields Animal Rescue Centre. It is possible they may not realise it, but this may result in Hess getting away scot free. Proceed to Scene 4a.

Scene 4 – The fruit of deceit

There are two possible options available to the players, follow the path below to suit the agents' next move.

Note on timing: in this scene agents are faced with a choice about what to follow-up after saving (or not) Charlotte. It is intended that this should be an 'either or' choice (although if the agents are *very* quick about investigating Blood and Soil, they might just make it back to DWLS in time.

The times presented below are guides, and should be adjusted to match the agents' activity to keep the ending tense and exciting.

If the agents go to DWLS straight from Charlotte's they will arrive just *after* Hess makes it in to the DWLS building. If the agents go to Greenfields first and are *very* quick, they may be able to reach DWLS just *before* Hess leaves.

Scene 4a – Blood & Soil

The Greenfields Animal Rescue Centre is a squat two-storey building, surrounded by a chain-link fence, with a narrow gravel drive leading up to the front door. There are several cars parked outside, and for an animal rescue centre there doesn't seem to be many in the way of rescued animals here.

This is the base of operations for Blood & Soil - there are six goons here, two upstairs and four downstairs. The rooms are sparsely furnished with the bare essentials. In one upstairs rooms there is a small printing press and half a dozen boxes of Freedom Fighter pamphlets, while the main room downstairs is adorned with a banner picturing the masked activist cradling a rescued chimpanzee opposite the flag of St George.

Breaking the external door down requires a successful Strength check (DC10). Breaking a window requires one half-action and no Skill check. If the agents wish to try and access the building from the roof they will require a successful Climb roll (DC15) where they will find a skylight into an empty room.

The GC should ask the agents how they wish to approach the building, and allow them to make Move Silently checks if they wish to do so. The GC should make one Alertness check opposed by the lowest agents Move Silently skill check result or the base Move Silently bonus if one or more of the agents failed to approach quietly. With a failure, the agents receive one half-action surprise round when they enter, if they immediately engage in combat.

As they approach they can make a Spot/Search checks (DC15) to notice that the doors and windows are connected to some kind of alarm system – this can be bypassed with a successful Electronics check (DC15); however if they fail to notice this or fail their roll to disable, a silent alarm will be triggered and the goons will have the surprise round.

After the fight, any captured terrorists will keep quiet, so it may not be immediately obvious that Hess is not among them (the agents might have managed to track down a photo but more likely they're operating on a second-hand witness description). If the agents take the goons but leave the clean up to the police and *immediately* head to DWLS, they still have just enough time to catch Hess before he leaves, so they can head to Scene 4b.

If the agents spend any time interrogating their prisoners or searching they will not be able to get to Hess in time to stop him leaving with the Arrow. Head to the Aftermath instead.

If the Agents capture one or more of the minions they may interrogate them (using the rules on page 66 of the *Fixer/Pointman Class Guide*, or as an alternative Gather Info alternated with Intimidate Checks made by the agents, opposed by Will saves made by the goons). Given that they are fanatically loyal to Hess the goons get a +5 circumstance bonus with all Will saves made to resist Intimidation.

If the agents are successful a goon can provide the following information: Hess and six other goons left for DWLS about two hours ago – sadly this is too little too late as by the time the agents contact security there is a full-scale riot outside the building, and Hess will be long gone with ‘Apollo’s Arrow’.

Threats

The Blood & Soil goons are fanatical, however they are not suicidal and will attempt to flee if things turn nasty, either out the main door, or out of a window, to the open fields beyond. If the agents have used a Favour check to bring in armed officers from the National Extremist Crime Unit then everyone concerned will be captured without major incident.

Scene 4b – Following Hess

The agents may call ahead to warn security. They will report that the protestors are causing a bit of a ruckus outside, but they’re being kept out easily enough. Noisier than usual, but nothing to worry about.

If the agents ask about visitors who have signed in, there is only one, a Dr Bill Blake, visiting Dr West. He signed in about ten minutes ago and was escorted to one of the public meeting rooms. The security guard noticed Dr Blake heading towards the gents five minutes ago.

If the agents came straight here from Charlotte’s, security will inform them that Dr Dexter is still at work, his security pass was last used to get to sub-level two a moment ago. If the agents went to Greenfields first, then security will report that Dexter has just entered sub-level one. They are getting this information from Dexter’s security pass. In fact Dexter is currently in his office and has been for the last two hours or so. If the agents ask security to check the CCTV they can confirm that Dexter is actually still at his desk.

Outside the gates of the DWLS, the protesters ranks have more than doubled – there must be fifty or more of them now. They are shouting slogans, throwing rocks, and are splashing the gates with red paint. The beleaguered gate guards have retreated behind the gates and locked them tight. You can see one of the guards on the phone.

The guards aren’t opening the gates for anyone at this point, so if the agents wish to enter the grounds they’ll need to climb the fence, preferably out of sight of the protestors so as not to give them any bright ideas. It’s a DC15 Climb to avoid the razor wire at the top, a fail will result in d6 razor wire damage.

Richard Hess is an experienced Faceman and is infiltrating DWLS alone. Over the last couple of weeks he has used his connections within ALF to gather a large group of protestors outside DWLS, and has placed six of his fascist goons among the crowd to stir up trouble. He has also set up a dummy appointment in the name of Dr Bill Blake to get past security on the main gate - who are distracted by the riot when he arrives wearing a smart suit driving a BMW and do not look too closely at his credentials.

Hess is wearing a disguise, so even if the agents have a photo by now, it requires a successful Spot check of DC20 to recognise him.

Once passed security and inside, Hess has a white lab coat in his briefcase - intending to pose as a scientist so that he can slip down to the sub-levels using the fake security pass, and download the research on 'Apollo's Arrow' from the secure mainframe on sub-level two.

Threats

Time is everything, and there is everything to win or lose here - if the agents arrive straight from Charlotte's they have almost half an hour to find Hess and lock him down. If they have come from Greenfields, they barely have two minutes.

If the agents have contacted security and know that he is on site then they can go straight to tracking him. If not then they will waste fifteen minutes completing the required Diplomacy checks with security.

The best way to locate Hess is to track the security pass he is using with a successful Computer check (DC15) – the pass he is using is a mirror copy of Charles Dexter's, and as long as the real Dexter stays put (something he will do happily if agents ask) it will be easy to track. If they do not realise this then they can try to spot Hess on CCTV versus his disguise.

If the agents disable Dexter's pass, Hess will sleight of hand it to swap to one of the scientists in the labs. This might buy him a few more minutes of confusion which might be all he needs.

Hess has a fatal flaw – once he has downloaded the data he will seek to release the dozen or so chimpanzees that DWLS has in cages - delaying him by a further 10 vital minutes.

If the agents arrive from Greenfields, this is exactly what he is doing at that point. It may be that brash agents head straight to sub-level one to find the animals loose, however Hess in his disguise may keep his nerve and walk straight past them. The agents may wish to order a full lockdown of the facility, but with the near-riot out front and their prey with a security pass that opens every door in the building, it is likely that Hess will simply slip away amid the chaos.

If caught Hess will not put up much of a fight - he would much rather take his chances going to prison than risk being killed. He will not initiate a fight and will try to surrender. Trigger-happy agents may shoot him anyway; if so use the same stats as for the thugs earlier.

Assuming he surrenders:

Hess turns to you, shrugs and smiles. He then raises his hands to indicate his surrender. As you take him into custody, he proudly begins to recite:

**"I will not cease from mental fight, Nor shall my sword sleep in my hand,
till we have built Jerusalem, in England's green and pleasant land.**

This is the final verse of "*Jerusalem*" by William Blake.

Aftermath

If the agents prevented Hess's theft of the Arrow:

Hamilton calls you to his office as soon as you return to NIA. "Well, I've had a rather dry little thank you note from Gerrard. More than I expected if I'm honest.

"You did good work today, and by doing so, I think you have confounded more than one enemy. Well done."

He looks down at his scarred hand, and thinks for a moment before adding "There's something I think you're entitled to know. There are some loose ends from this case that disturb me. That bug for one..."

"I've been in this business long enough to know when a change is coming..."

If Hess managed to get away with the Arrow:

Your second visit with Mr Gerrard does not go well. He gives Hamilton a humiliating public dressing down before turning his attention to you.

"So you bungled it, hm? It seems that they were right about you London NIA people. I suppose I shouldn't be surprised that you messed it up. Now data vital to Her Majesty's government is in the hands of terrorists. There will be repercussions. Mark my words. Mark them, hm!"

Hamilton is quiet on the ride back to headquarters. Once back on home turf he turns to you, his eyes dark.

"We get better. There are people working against us on all sides, and this has handed them a major victory. We get better, and we don't hand them another one of these.

"I know you made the choices you felt you had to, and I won't say you were wrong. But we just made our job harder. Let's get back to work."

Rewards

Experience points and penalties are awarded based on the success and failure of each objective during the mission. If the team do not succeed at an objective then they won't receive any experience for it. Base experience is the same for all members of the team.

Locate the data-tap in Dexter's laptop	200
Save Charlotte Dexter (Ward)	100
Identify Richard Hess and Blood & Soil	200
Personally capturing Blood & Soil goons (encounter 4a)	300
Or (if agents do both, award the higher XP)	
Prevent the theft of 'Apollo's Arrow' (encounter 4b)	500
Total available XP	1,000

Individual experience (in addition to the mission experience) is given for each action dice a character receives during the course of the mission (25XP per action dice they are awarded). You may also give an additional 50XP for exceptional roleplaying to the best player. However, this is for exceptional roleplaying only and should not be awarded as a matter of course.

Statistics

[Tier 2]

Blood and Soil Thugs

VITALITY	6
WOUNDS	11

DEFENSE	12
INITIATIVE	+1

GRAPPLE	+1
GRAPPLE	

UNARMED	+1
MELEE	+1
RANGED	+2

FORT	+2
REF	+1
WILL	+1

ATHLETICS	+1
ALERTNESS	+2
INTERACTION	+1

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
Improvised club	+1	D6				
ARMOUR	DB	DR	MDB	ACP	SPD	
						-
VEHICLE	SIZE	HND	SPEED	MPH	DEF	WP / HRD

GEAR

[Tier 4]

Blood and Soil Thugs

VITALITY	13
WOUNDS	11

DEFENSE	14
INITIATIVE	+3

GRAPPLE	+2
GRAPPLE	

UNARMED	+2
MELEE	+2
RANGED	+4

FORT	+3
REF	+3
WILL	+0

ATHLETICS	+2
ALERTNESS	+3
INTERACTION	+2

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
Improvised club	+2	D6				
ARMOUR	DB	DR	MDB	ACP	SPD	
VEHICLE	SIZE	HND	SPEED	MPH	DEF	WP / HRD

GEAR

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