

FOR QUEEN & COUNTRY

Out of the Box

By Rob Edwards

Introduction

Out of the Box follows the standard FQC module format, and is divided into an opening sequence, an interlude, and 3 scenes.

It is the second hard point for the first season of 'For Queen and Country'. It contains spoilers for the first four missions and it is *strongly* recommended to be played after those missions.

Once you have **played** *Out of the Box*, you may not go back and play the first FQC mission, *Footprints in Ash*.

Once you have **run** *Out of the Box* you may not play any of the earlier missions in the campaign (ie. *Footprints in Ash*, *Shell Game*, *Owning the Sun* or *Human Abstracts*).

Synopsis

Operation Harmonica is the conclusion to a year-long investigation by the NIA, a concerted effort to remove a significant terror threat - root and branch. The op has suffered victories and disasters in the past, but it has all been building to today; a simultaneous raid targeting terror cells in seven cities across the country.

Opening sequence

The mission opens at the end of a year-long investigation that has claimed much of the resources of the NIA - from even before the players' agents were recruited. Despite some early set-backs (partly detailed in the first FQC mission *Footprints in Ash*) the investigation has all but completed. At the start of *Out of the Box*, the agents are involved in Operation Harmonica, a simultaneous nationwide snatch and grab of terror cells.

Interlude

Recent events have caused the Home Office to doubt the effectiveness and loyalties of the NIA, and the London branch in particular. The latest difficulty is enough to shut the team down, and Hamilton regretfully suspends operations at NIA London.

Mission briefing

As luck would have it, this coincides with Hamilton getting information from a reliable source about a minister in the Home Office. As Hamilton's loyalty is suspect, he has no choice but to rely on his team to bring in the evidence that could save face for the NIA and bring down a corrupt government official.

Scene 1

Off the leash

The agents must plan surveillance of the junior minister without access to any but the most basic resources (plus their no-doubt generous personal gear). They must do so without raising the alarm or leaving any fingerprints.

Scene 2

Court in the act

The team's investigation is further complicated by being witnesses in the Home Office's investigation. At sporadic intervals, agents will be called in to answer questions about their actions. This makes them unavailable to help with the team's investigation.

Scene 3

Caught in the act

The agents are successful in spotting the minister in acts unbecoming. They must record the meeting in as much detail as possible.

Before you begin

This mission refers back to events from earlier missions. Ask to see the players' experience record sheets, and make a note of the players' actions on GM Reference 1 Evidence Book. You will need this for quick reference at several points during the mission.

Tiering information

This mission is intended to be played by characters of levels 1-4. Some DCs and some opponents are tougher to make them more of a challenge for experienced agents. Find the average party level of the agents at your table. Use the lower DC for APL 2, the higher for APL 4.

Opening sequence

Read the following to the players.

You were originally recruited into the NIA to help with the leg work of Operation Harmonica, and while that operation suffered some major, and explosive, set-backs it has all been leading up to this morning - seven simultaneous raids on known terrorist locations across the country.

Your strike team is in place in vans parked at the end of Bowfell Street in West London, and you are awaiting the 5am “Go” sign. Your part of Harmonica is being run by Angela North in NIA London Central, with technical and surveillance data from Kevin Forester, your departmental ICT lead.

“The following takes place between 5am and 6am.”

“Kevin, stay off the Comms unless you have something useful to add.” You can hear the tension in Angela North’s voice. “Agents, we expect the ‘Go’ signal in about a quarter of an hour, so if you want to get your people into position, do so now. Remember, keep out of sight until the ‘Go’ is given, we don’t want to spook anyone. No pun intended.

“Remember, we need to detain all persons at number 27. Get as many of them alive as possible, and with minimal disruption and disturbance to their innocent neighbours. So: no van through the front window this time!”

Give the player’s handout 1, the map of the area around Bowfell Road. Also, point out that they have a strike team of six firearms officers with them.

Start your timer. Once the players have had fifteen minutes of prep time, or when they indicate to you that they are ready, the signal will come down and the raid proper can start.

Try and ensure that everyone has something to do in the raid. Here are a few ideas the players may think of for placing their resources:

- Soldiers/Wheelmen will probably lead main assault
- Fixers/Face may make good lookouts
- Snoops can monitor the house and the action of the raid (see below)
- Pointmen make good officers (particularly if they have the Lead class ability)

The exact running of this encounter will depend almost entirely on the team’s set-up and approach. The terror leader may get away easily if the team have been careless, or he may have a real job of work on his hands.

If the team wish to position themselves in preparation for the raid, they may, although they will need Hide rolls to avoid being spotted. The terrorists do have look-outs, front and back, but they are not expecting trouble, so their Alertness is only +1/+3. However, the firearms officers provided to help the agents only have an Athletics of +1, so they may be spotted before the off.

If the agents alert the terrorists before the “Go” has been given, be sure to make a note of this on GM reference 1.

Running the raid

Gaining entry

On the “Go” signal, the agents need to get into the house, contain the terrorists and arrest all souls within. There are several ways they may try to gain entry:

- The team may simply go in with the battering ram – the door has a break DC of 20, the ram gives +2, and allows up to four agents to co-operate. This will alert the terrorists.
- They may try more unconventional ways in. Each window is alarmed and a Mechanics DC15 check is required to bypass it (the alarms are more Home Alone than Tomorrow Never Dies, with tins of nail propped against windows, etc).
- The team may try to Bluff their way in, ie. “We’ve reports of a gas leak we need to check out”. The terrorists are hostile to anyone trying to get in, giving -1 to all Bluff, and Diplomacy checks, and the terrorist resists at +10 (because if he lets people in and is wrong it could get him shot by his bosses). This will rise to +20 if the agents have not concealed their weaponry.

Eye in the sky

If the agents have anyone running surveillance from the van (eg. using IR or other imaging enhancements), they can make a Surveillance check (DC15) to give the rest of the team a +1 circumstance bonus to all rolls to Move Silently or Hide in, or around, the house. They can also make a Surveillance check of DC20 to assist the Harmonica team, and give them on +2 on Spot checks to find hiding terrorists.

An agent in this role is also the only person able to make a Spot check (DC20) to notice the leader heading into the roof space. Other agents will need to make Search rolls, taking more time and increasing the leader's lead.

Terrorist response

Terrorists go on alert if:

- A look-out spots one of the Harmonica team
- The Harmonica team sets off alarms on any door/window
- Any shots are fired or people begin shouting
- Any Move Silently roll is failed within the house
- The agents get to the first floor without any of the above conditions being met

The interior of number 27 is completely unremarkable, and no map is provided. On the ground floor there is a kitchen, living room and hall, on the upper floor there is a bathroom, two bedrooms and a box room. Run the raid to keep it interesting, but don't get too hung up on details. Try and keep the action bold and loud in broad strokes.

There are a total of 12 people jammed into number 27, including their leader Alvarez Cadiz.

On the ground floor there are four armed terrorists and four non-combatants (including two children). The non-combatants will surrender immediately if challenged, wailing and crying as they do so. The terrorists on the ground floor will surrender if they take Wound damage or if the agents make a DC18 Intimidate check (this DC already assumes the agents are brandishing weapons, so don't lower it further for that, but the DC will lower by 2 for each other terrorist who surrenders or is killed). Use the stats provided for the generic terrorists.

On the first floor are three more terrorists and their leader. These terrorists will not surrender, although they may be subdued if the agents are trying to keep suspects alive. The three terrorists will fight to cover their leader's retreat.

Alvarez Cadiz

As soon as the terrorists are alerted to the raid, Cadiz will immediately go through the loft-access and close it behind him. This is impossible to spot from within the house, but any agent running surveillance with IR (or similar) gets a DC20 Spot check to notice him rabbit.

The roof spaces of Bowfell Street are all connected, and the terrorist has an escape route planned. As soon as any shooting happens, he will Move Silently through the roof space. He has an Athletics skill of +5 and gets a +5 circumstance bonus from the ongoing/recent gunfire, but it's not impossible for the agents to hear him.

It will take him eight rounds to reach the terrace and, once he does, he will drop into the first floor of this house, and close the loft behind him. If he believes he is undetected, he will hide in the house until the coast is clear. Otherwise he will try to force his way out, grab a car and flee, possibly with a hostage. Improvise as needed, but don't let it turn into a full-blown chase.

Use the stats provided. If cornered, a DC25 Intimidate will get Cadiz to surrender (DC15 if he has taken Wound damage).

If nobody spots the leader heading to the roof, it will take a little more cleverness to realise he's gone. If anyone has the Track feat, they will automatically notice that there is a bed upstairs that was recently slept in but no apparent occupant among their prisoners. With that, a DC10 Spot check is required to notice the loft access in that room.

Otherwise, if agents particularly ask about loft access they can find it easily enough and find that the lofts are connected. This should be enough for them to go door to door looking for anyone who got out that way, and they can corner Cadiz in the end terrace.

Wrap-up

If the agents make a proper search of the building when they've mopped up the resistance, have them make Search checks. A DC15 check will let them collect sufficient evidence to put these terrorists in prison for a long time - including bomb-making equipment. All agents can assist on this roll, so they will probably have to *want* to fail this roll.

The mop-up complete, your fire team is put to securing the hostages and keeping the curious neighbours out of the way. The Press begin to arrive, and it's time to put up the tarps to keep the curious at bay.

The prisoner transport van pulls up, and the terrorists and their families are loaded into it, heads covered with towels to protect the innocent few. Shortly afterwards SOCO arrive and start the laborious task of sweeping the building.

Have a look at your Evidence Book, if any agents have ticked "Broke Cover" in *Footprints in Ash*, add the following:

While the Press gather at the perimeter and snap pictures of anything that moves, one reporter in particular is paying close attention to your team. It takes a moment to place her, but then you recall your very first day with the NIA. Floria Cheng - an up-and-coming reporter for the BBC. She waves at you "Hey, you! Any comment on today's events?" She has her dictaphone in hand.

Cheng is persistent and intelligent, and recognises the NIA agents (either because they broke cover to her, or because she spoke to the police officer who the agent(s) broke cover to). While she is not so gauche as to shout out that she knows them, she will continue to harangue the agent until they leave. Only very foolish agents will approach and talk to her, but if they do, note it on your Evidence Book.

If Cadiz escaped:

North comes through on the comms “Good work team. Harmonica has been successful at all seven locations; we’ve made a big win today. The only mission objective not met is the capture of Alvarez Cadiz, one of this group’s leaders, but in all other concerns this is a triumph. We’ve been ordered to leave clean up to SOCO, so finish there and report back to headquarters.”

If Cadiz was killed:

North comes through on the comms “Excellent work team. Harmonica has been successful at all seven locations; we’ve made a big win today. It’s a shame that we weren’t able to capture the leader alive. From the helmet cameras, I think he was Alvarez Cadiz, one of the people we’d dearly like to have collared. But this puts him out of the picture so we’re taking that as a win. We’ve been ordered to leave clean up to SOCO, so finish there and report back to headquarters.”

If Cadiz was captured alive:

North comes through on the comms “Excellent work team. We’ve captured something of a prize there. From the helmet cams, looks like the charmer you captured was Alvarez Cadiz, one of the Most Wanted we were hoping this Op would sweep up. See him safely into custody then get back to headquarters for debrief. You can leave SOCO to tidy up.”

Cadiz spits in your direction as he’s loaded into the truck. “This wasn’t the deal, pigs, this wasn’t how this was supposed to play out!” He struggles vainly at his restraints and hisses at you, as the door is slammed behind him.

In all cases the agents may be sufficiently paranoid to follow the paddy wagon and see it’s not raided, but there’s no cause for alarm here. The prisoners are safely and securely transported to Paddington Green high security police station to be interrogated.

Interlude

Read the following to the players.

Since you joined the NIA, London Central HQ has become familiar terrain. Its outward dilapidated appearance hides a mostly equally dilapidated interior. While the security and technology is top of the range (within the confines of a strict budget) the fixtures and fittings could only be called shabby.

Mike at security in front of house greets you with a smile, but he still gives your passes a thorough examination before sending you through the scanner to the lifts.

In the briefing room, Kevin is playing his favourite moments from the head cam feeds on the big screen while Angela drums her fingers on the table, clearly annoyed.

She smiles as you enter. "Morning! And again, well done. I'll send you down to Dr Baker to look at any injuries in a moment, but first we need to go over a few details."

She waves you to seats at the briefing table.

"As you know this investigation began even before you were recruited to the NIA. In fact we're hoping that once we've talked to today's prisoners we'll finally find out exactly what evidence the NIA were holding that Gordon Patrick was hired to destroy. It's a question that's bothered me for months."

If you have neither played nor run *Footprints in Ash* you may want some context here: The agents were hired when the original London NIA team were blown up in their own headquarters by mercenary Gordon Patrick. Quite what evidence Patrick was there to destroy and quite how easily he got into the building remains something of a mystery, and is an important part of this mission.

The conference room phone rings and Kevin scoops it up. "y'ello. Oh sorry John, yeah, they're here. Right."

He puts the phone down, and closes his video play back. "Hamilton's on his way down. He does *not* sound happy. He says we need to stop the debrief – now - and wait for him."

Give the agents a moment or two to react, and any Snoops a Spot roll for fun. DC18 and they'll spot that Kevin has begun backing up a set of files. He'll palm a memory stick with the back-up before leaving this scene. While Forester shouldn't have a memory stick on the premises, the files he's downloading are mostly innocent, some code for a couple of private projects that he's been working on (again technically he shouldn't) and don't constitute secret or classified information. If the team question him on it later, he'll be defensive but honest with them.

Hamilton arrives in short order. He's a stocky man in his mid-fifties and carries an injury to his hand from his days in the field.

"Sorry to interrupt Angela but I have bad news. The Home Office are shutting us down indefinitely for investigation."

"What? But John, we've just had a major victory, why now?"

“I know. But the timing is their own. All agents must leave the building promptly, immediately returning all departmental property to lock-up. Take nothing with you but your personal possessions. Hand your security passes to Mike as you leave.

“There will be a hearing in a couple of days and you will all be called to give evidence. While nobody here is under arrest, you are requested and required not to speak about the investigation or your testimony until the hearing has reached a ... verdict.

“Any current operations will be handled by Five in the interim, with over-sight from NIA Bristol.”

Hamilton looks grim. “I require each of you to give this hearing your full co-operation and in the mean-time, take some time off. Your security clearances have been suspended, departmental weapon permits revoked, and nobody is getting back into this building until it’s all over.”

He gives a half laugh. “As it happens, I had hoped to bring you a different invitation completely. It is my ... birthday next week, and I had hoped you would all join me for a drink. It seems a little strange given this development, but perhaps you would join me this evening anyway?”

He looks at each of you in turn, nods, then leaves without further comment.

Hamilton will not enter into debate or answer questions at this point. He’s said everything he means to and is off to clear his own desk.

Agents must now return any departmental equipment to the equipment lockers and leave. If they wish to try to smuggle anything out, ask them for the best score of their Hide and Sleight of Hand skills and make a check in secret for them. If the agent fails a DC15 check, Mike will politely relieve them of their contraband as they are leaving. If they make the DC15 check, but fail DC20, make a note on your Evidence Book for later.

To be clear from this point onwards for the rest of this mission, the agents may ONLY use equipment from their personal equipment list. Even then, they will need to be careful what they use openly, particularly any weapons they use while on suspension.

Mission briefing

Assuming the agents is willing to go to Hamilton's 'birthday' party, read some more:

Hamilton's birthday gathering is not a happy event, and most of the team haven't even bothered to show up. Angela, Kevin, Jim and Beverley aren't there, and even Mike can only stay for a half - leaving before the guest of honour appears. The man himself is last to arrive, looking strange in casual clothes instead of his business suit. He gathers you up and heads to a booth at the back of the bar.

"So, did you get me a birthday gift?" Hamilton gives a wry smile, "Nevermind, I have something for you. A job. One of my informants gave me some interesting information last night. I'd intended to put you on it as soon as Harmonica wrapped, but that's not going to happen now. I tried to pass this information to NIA Bristol, and even Five, but it seems I'm persona non grata at the moment, and they're not having any of it.

"I want you to find evidence that what my informant told me is true, but it has to be off the record. Anybody got a problem with that?"

Hamilton will wait for a reply from each agent present before going on. Read the following:

"Understand this op must be run with no support in terms of personnel and equipment, you're on your own.

"You've probably not heard of James Phillips – he's a rather insignificant junior minister in the Home Office. My informant tells me that Phillips has been caught in an old fashioned honey trap. His mistress works for a Russian mobster, and Phillips has been passing information to this mobster in the hope of "buying" the woman out from under the mobster.

"My informant was unwilling or unable to give any names, and doesn't know if the mistress is complicit in the scheme or genuinely in danger. I'm unwilling to press him further, he's generally reliable but often skittish.

"I need you to find out how much of this story is true. Collect any evidence on how badly the Minister has betrayed the trust placed in him. I need you to do this without alerting anyone, most notably our own people. Once you have what you can, meet with Angela - she'll know what to do."

He takes a brown envelope from his coat pocket. "Phillips's home and office addresses, car registration and public itinerary for the next few days. That's all I can give you to work with. Good luck."

Hamilton leaves again without answering any further questions.

Give the players hand-out 2.

Threat level

This mission qualifies as Yellow.

Deniable or Official

This mission is not only deniable, but needs to be run completely off the radar.

Gearing up

The agents are operating with only their personal budget for this mission. Agents who do not have the "Debt" background may have (Class BP) x £50 on hand if they need any expenses. Note that there are several 'spy' shops in London if the agents need something more.

Scene 1 – Off the leash

Scenes 1 and 2 run concurrently, so it is important to understand how they work together. The two scenes are quite different to each other. Scene 1 is almost completely free-form and run by the agents' actions, while Scene 2 is very proscribed and lead by the tribunal. Run this scene to reflect this agents actions, using the timetable below and DCs as a guide.

Events

The following timetable is important to running Scenes 1 and 2:

	Phillips	The Hearing
Tuesday	9am Arrives at office 10am Meeting at Home Office: "Community Policing in Inner Cities" 1pm Lunch with Shadow Police secretary 3pm Back to office 6pm Return (alone) to London flat	Hamilton Questioned
Wednesday	8am Arrives at office 11am PMQs 2pm Back to office 5pm Walk in Hyde Park, meets Mila 6pm Returns home (alone) 8pm Reception at French embassy 11pm Returns to Mila's flat	(10am) Player Agent 1 (2pm) North questioned (5pm) Player Agent 2
Thursday	10am Arrives at office 11am Copies information for Timur 2pm Lunch with Mila 4pm Return home alone	(10am) Player Agent 3 (2pm) Player Agent 4 (5pm) Forester questioned
Friday	8am Breakfast with Party Whip 11am Guest on "Daily Politics" 3pm Security Working Committee 6pm Return home 7pm Dinner out with Mila 9pm Meets with Timur in Hyde Park	(9am) Player Agent 5 (2pm) Player Agent 6
Saturday	Returns to his constituency	In recess

Places

There are no maps or details for investigating Phillips's activity. Where the players wish to be, and where they want to get in to and/or bug, is up to them.

Phillips's office

Phillips's office is in the main Home Office building.

- Getting in is moderately difficult with DCs for Bluff/Hide/Disguise being DC18/22. Failed checks should be noted in your Evidence Book for the tribunal
- Planting a bug that will not be found requires a Surveillance check DC18. Failed DCs will only be found at 6pm on the day they are planted. If an agent's bug is found, it increases the DC of planting a second bug by +5.

Phillips's home

Phillips keeps a small apartment in Kensington. It is decorated rather plainly but does have a number of photos of his wife Sarah (who is currently at their family home in Nottingham).

- Getting in is relatively straightforward. There is a lock and alarm on the block which needs a DC15 Open Lock and DC15 Electronics to get by.

- Planting a bug here is easy. Phillips does have a small security detail, but he is not important enough to warrant much. A Surveillance check DC12 should plant a bug that won't get spotted.

Mila's Home

Mila has a flat in Battersea. Run-down and shabby she nevertheless keeps it clean and there are always flowers on the window ledge.

- Getting in is relatively straightforward. There is a lock and alarm on the block which needs a DC15 Open Lock and DC15 Electronics to get by.
- Planting a bug here is easy. A Surveillance check DC12 should plant a bug that won't get spotted.

The French Embassy

Not much happens at the Embassy but the players don't know that.

- Getting in will require a Bluff or Forgery check DC20 to fake an invite, or DC25 Hide/Open Lock/Electronics to get in off the radar. Failing the Bluff check by 5 or more or failing the Hide/Lock/Electronics roll should be noted on the Evidence Book
- Planting a bug is easy, DC15 Sleight of Hand. It will be found by midnight, but that's all the coverage the Agents need.

House of Commons

Phillips will be here for PMQs, the meeting with the Party Whip and his Working Committee on Friday.

- Getting in to the non-public areas will require a Bluff or Forgery check DC20 to fake an invite, or DC25 Hide/Open Lock/Electronics to get in off the radar. Failing the Bluff check by 5 or more or failing the Hide/Lock/Electronics roll should be noted on the Evidence Book
- Planting a bug here will be difficult, and besides Phillips doesn't go to the same room twice during this time. DC15 Surveillance or Sleight of Hand. It will be found later.

The BBC

Phillips visits here to appear on "Daily Politics".

- Getting in requires a Forgery or Bluff check DC18.
- There's little point placing a bug here, but if the Agents want to let them. They can also Bluff claiming to be a photographer/journalist to keep an eye on Phillips and take the occasional photo

Evidence

Meeting with Mila

During the week Phillips meets with Mila on several occasions. This is certainly evidence that he has been compromised, and the tabloids would pay well for it, but it is insufficient for the agents' needs.

On Wednesday evening, during some pillow talk, Mila will refer obliquely to something Phillips is going to do to help free her from Timur's "clutches".

On Thursday morning, Mila will call Timur and let him know that Phillips is "primed". A Sense Motive DC20 (she's quite the Bluffer) will let the players know that Mila is Timur's accomplice not his victim. Again this is circumstantial, the agents need more.

If the agents grab Mila before Phillips meets with Timur, she will (after suitable role play and interaction – starting as Hostile if approached and Adversary if she’s been kidnapped) tell them that Phillips has promised to buy her freedom from the evil Timur with some documents. However this is only evidence of a promise, and until the transfer happens it is still not enough proof.

Grabbing Mila will also alert Timur that his plans are going astray and he will bring more hired help with him in Scene 3.

Confidential Information

Phillips has a lot of confidential information at his work office, and even some at home, but is entitled to this information as part of his work and as such it does not constitute evidence.

However, from 4pm on Thursday, Phillips will stash a stack of blank visas he is stealing for Timur in his apartment. Search DC14 to find the hiding place. While in the grand scheme this is quite small scale, there is no reason for the minister to have these documents at home. If he successfully passes these documents to Timur, then it becomes a major security breach.

Smart agents may think to substitute these documents for fakes so that even if Phillips passes them along it will do Timur no good. This will require a Forgery roll, DC15 as the agents only have to make a copy of the existing document and change enough details to make it useless.

Meeting Timur

See Scene 3.

Troubleshooting

The most difficult part of this encounter is keeping the agents engaged. Always keep the activity interesting, and you may wish to throw in police in the area to encourage the agents to keep their heads down.

Ending the scene

This scene (and Scene 2) end at 5pm on Friday. Proceed to Scene 3.

Scene 2 – Court in the act

The agents will be called individually to the tribunal to answer questions about their past activity. The timetable in Scene 1 tells you when the agents will be called in. If you are playing with a table of less than six agents, ignore the slot for Agent 1 (with a table of five) and the slots for Agents 1 and 5 (with a table of four).

The agents will be called in a mostly random order, but you may wish to leave the party Faces until later. This will let the agents research the panel if they wish and let the Faces really work the angles.

Swaying the panel

There are three judges on the panel:

- Lord Simon Hood, begins as Hostile to the agents. He is a grumpy old man, convinced that modern society doesn't understand honour and responsibility. And a little scared that modern Intelligence is a little too powerful. If an agent talks on any of these points, feel free to lower (or raise!) the Diplomacy DC to sway him.
- Sir Graham Norwich, begins as Unfriendly to the agents. He sees guilt where accusation is made, but of the three judges he's the most likely to respond well to facts laid out before him. He distrusts flowery speech, so raise the Diplomacy DC to sway him if the agents talk fancy.
- Elaine Wilton has (professional) history with Hamilton and is determined to find him and his team guilty. She starts as Adversary to the agents, and any Diplomacy check to sway her that relies on Hamilton's good character has a penalty of -2.

The panel's disposition can be changed in several ways.

- Diplomacy checks can be used to shift Disposition as described on page 271 of the *Espionage Handbook*. Raise or lower the DCs as described above, and in response to the evidence they give. Each agent can effectively only change the disposition of ONE judge this way.
- If any agents have Origins that can shift disposition they may use each of these abilities against ONE judge. This may be the same judge as the Diplomacy check, however, if they have this ability twice (eg. from both Talent and Specialty) they must use the two disposition shifts against different judges.
- If during the course of the investigation, any of the agents are caught breaking into places they shouldn't shift the judges disposition unfavourably. Hood gets worse if the agents are spotted getting in to the Home Office, Norwich for the House of Commons and Wilton for the French Embassy.
- If the agents successfully hand over evidence implicating Phillips, raise Norwich and (grudgingly) Wilton's disposition, but *lower* Hood's – he takes it as further evidence that Intelligence need a firmer hand.

Finding out about the judges

If the agents want to, once they have learned who the Judges are, they can make Gather Info checks to find out more about them, and perhaps help their defense. Each requires a DC20/24 to find out anything useful (beyond names and public history, which are fairly readily available). This will give the agents some information about their likes/dislikes and might help the cause.

	Adversary	Hostile	Unfriendly	Neutral	Friendly	Helpful	Ally
Hood		X					
Norwich			X				
Wilton	X						

Use this to help track disposition changes. Xs are the starting dispositions.

The summons

Read for the first agent being summoned to the tribunal:

The hearing is being held in an out-of-the-way office block, anonymous and grey. Security is polite but pointed and you are escorted by two guards up to the meeting room where the tribunal sits waiting for you.

In the centre of the group is a thin man in his late sixties, smart, in a dark suit and wearing fine-rimmed reading glasses. He introduces himself as Lord Simon Hood.

To his left is Sir Graham Norwich, a heavysset man in his fifties. He speaks with a strong northern accent.

To Lord Hood's right is a woman he introduces as Elaine Wilton. The youngest of the group she is also the most hostile. Her body language is closed, and when she has to speak to you, she does so only in clipped sentences.

The questions

Important: if the players in your team have played different missions, you will need to run the tribunal questions away from the table to avoid spoiling missions for some players.

Other important thing: In this scene the tribunal gives the agents something of a roasting, but do be mindful of your players and stick within their comfort zone.

Have a look at your Evidence Book, split the questions up, don't load them all up on one person, but try and get through as many as you can.

Feel free to improvise further questions for the agents, using the following as a guide. This is particularly appropriate if you are aware of any more dubious exploits of that character. If it is possible the NIA know about such events then assume the tribunal does.

Footprints in Ash

- Arrested Church: "On your very first day in the NIA, you defied orders and arrested a Mr Church. Why was your very first act as a member of the NIA to abandon your orders?"
- Did not arrest Hickman: "According to records, the very first mission we gave you was to tag and grab a Mr Hickman at a meeting in Oxford Street. According to the records you failed to do so. Are we now thinking that mission parameters are optional?"
- Blew their cover: "So, I gather that as you arrived on the scene of the explosion your first response was to go around telling everyone that you worked for the NIA. Now this was either unbelievable bumbling, or an attempt to warn your accomplices that an investigation was under way, which was it?"
- Analyst was not saved: "Arriving on the scene of the explosion you were asked by Mr Hamilton to determine the cause of the explosion. However Post Mortem examination of the bodies in the area show that several died some time after your arrival on the scene. Are you so sociopathic that you made no attempt to save the victims?"
- Gordon Patrick not taken alive "And at the end of this disastrous first mission you were unable to bring to justice ALIVE the man behind it all. Almost as though you did not want him to be able to tell us what he knew. What do you say to that?"

Whatever the agents have ticked on their log sheets, be sure to ask the following:

- "As I understand it, preliminary reports indicated that Gordon Patrick was let into the NIA building by Agent David Price, correct? I also gather that Price's body was believed to be among the dead. Tell me did your team make that identification? If so, how do you explain that we have had two confirmed sightings of Price in Johannesburg in the last month?"

The Shell Game

- Agents needed help locating terrorists “Let us turn our attention to your actions against the terrorists in Leicester. It says that you were unable to locate a stolen lorry on quiet roads late at night without calling for assistance from HQ. Now that is not a culpable act of course, but it shows a staggering amount of bungling, surely?”
- Did not tick Captured all Terrorists “Of course when you tracked the terrorists to Leicester, you decided that some of them should escape. Can you tell me how you poll terrorists to determine which to capture and which to let free?”
- Did not tick Disarmed all explosives “According to our records, the devices used in Leicester were simple blocks of C4, with detonators on a timer. As you know all that is required to ‘disarm’ such devices is to remove the detonator stick. Something which your team seemed unable to do completely. Would you care to explain this staggering inability?”
- Anyone who did not prevent loss of civilian life “Of course the most damning part of this debacle was your cavalier attitude to saving lives. Are you like Hamilton of the mind set that ‘acceptable losses’ are the norm? Surely the first duty of your service is to protect the people of Britain?”

Whatever the agents have ticked on their log sheets, ask the following:

- “Does the name Keyne mean anything to you? No? This name was found by your team on a shipping bill in Kings Lynn. This name has been linked with several other NIA investigations in the last six months, and you didn’t red flag it?” (NB: the tribunal is being particularly unfair with this question as the name is mentioned only in passing in The Shell Game and there is no reason for the agents to be suspicious of it. Could this be important in the future?).

Owning the Sun

- Agents did not tick Collected Evidence “And your cavalcade of ineptitude continues. Your trip to Monaco simply required you to watch two people exchange cash for goods and you were unable to do even that?”
- Agents were spotted “And you blew your cover to someone you were supposed to stay hidden from. How did you manage that, did the eye holes you cut in the newspaper give you away?”
- Lupei not taken alive “And you continue to waste assets by killing people you were sent to watch. I have to wonder again, incompetence, or silencing someone who could implicate you?”
- Dajana’s son rescued “So, despite the seriousness of this mission, you compromised an asset, at Hamilton’s say so I gather, to rescue a little boy? What are your priorities?” (NB: yes there’s a bit of a double standard here, but then Constantin was not British!).

Whatever is ticked:

- “Still, at the end of the day it’s good to know that you were able to see a suitcase nuke into the hands of Pakistani terrorists. Bravo on that, very well done.”

Human Abstracts

Whatever is ticked on log sheets, open with:

- “Now let us turn our attention to your investigation at DWLS. What can you tell me about the research going on there?” If the agent gives any answer other than “it’s classified” or “what’s your security clearance” (or the like), roundly lambaste the agent for a horrifically cavalier attitude to the official secrets act. And for once, quite rightly too.

Then go on to ask:

- Sent the data-tap back to the NIA: “During the course of your investigation you discovered something that should not exist. A prototype data-tap created in NIA labs for its own use. Only six units have so far been built, and the only one not safely under lock and key at the time of this mission was the one supposedly destroyed in the blast at NIA London. Quite the coincidence that you should be present both when it was lost and found, eh?”
- Went to Greenfields before securing DWLS: “As I understand it, in the face of a credible threat to DWLS and against specific mission objectives, you decided to go glory hunting for pamphlet publishing thugs instead of securing the lab’s research. Whatever possessed you?”
- Did not prevent the theft of Apollo’s Arrow: “Without doubt the most egregious errors in your catalogue of catastrophe was the loss of Apollo’s Arrow. You were entrusted with the keeping of this secret and you let one man walk in to a top security lab, release some monkeys for god’s sake, and then make off with the fruits of millions of pounds of weapons research. I don’t have a question. I just feel we should take a moment to appreciate what a god-awful cock-up that was.”

If they caught Hess, finish with:

- “Are you aware that Tobias Hess, the father of your terrorist and a Member of Her Majesty’s Parliament is claiming that the arrest of his son is politically motivated? How sure are you that the case against Richard Hess and the evidence you collected is iron-clad?”

Out of the Box

- Cadiz escaped/killed: “So, Harmonica was intended to capture the ringleaders of a major terror cell so we could find out what was in the pipeline and you were unable to take one man alive? Alvarez Cadiz could have provided vital information which we may never get now. Are you proud of that?”
- Cadiz captured alive: “Our transcript here says that Cadiz was heard shouting that this was ‘not how it was supposed to go’. Had you arranged a deal with this terrorist? Did you renege on that deal and betray Cadiz when you realised that honest men were with you?”
- Spoke to Reporters: “And after a very suspicious operation you took time to talk to the press. Does secrecy mean nothing to you? Is your aim grandstanding or simply to alert your terrorist friends of the tightening noose?”
- Failed to smuggle equipment out: “When asked to leave the building - leaving all departmental equipment behind, you instead attempted to steal government property. Was the aim to sell it to the highest bidder? Or is there something more to this that we need to look more closely at?”
- Found breaking into somewhere: “And then cut loose from your cover you immediately started breaking into places. How do you explain this?”

Scene 3 – Caught in the act

Read the following to anyone watching Phillips at 7pm on Friday night:

It has been a complicated week, but the tribunal is in recess to consider its decision, and everyone is available once more to finish the job in hand.

Phillips and Mila have met in small bistro in Maida Vale, a quiet, intimate place, but Phillips is fidgety. He knocks a wine glass over and as he fusses to stop the spill.

At about 7.50pm, Phillips will pay the bill, and leave, hailing a cab. Mila will send a quick text to Timur to let him know that Phillips is on the way, then she will leave. The agents may grab her with impunity now, but the real evidence bonanza is going down in Hyde Park at 8pm.

Phillips will pick his way through the Park. It's not dark yet at this time of the year, but the it is still mostly empty. He will meet with Timur who has three (or six - if the agents grabbed Mila during their investigation) thugs with him.

There is a short conversation and Phillips hands Timur the documents. At this point the agents have entirely enough evidence against Phillips.

This could end several ways.

- If the agents intercede now to nab everyone, there will be a fight.
- If the agents alerted Timur that Mila is compromised (by grabbing her earlier), Timur will realise that Phillips is no longer an asset and will shoot him. The agents might have time to intercede if they're close enough
- If Timur is unaware that Mila is compromised, he will let Phillips leave unmolested as he thinks he can use this resource again if needed.

If a fight breaks out use the stats for the terrorists from the Opening Sequence, but the Russians only have handguns. Note that the agents have not been asked to arrest Timur - indeed they can't without breaking cover. It is quite reasonable within the mission parameters to let Timur walk, though perhaps if the agents have witnessed him murdering Phillips they may need to move in anyway.

Once the agents have the evidence, go to the Aftermath.

If the agents somehow miss this transaction, then they have (for now) missed their chance. Even if Phillips survives, he's shaken by these events and won't go near Timur for the next six months.

Aftermath

Assuming the agents were able to collect evidence of Philips and Timur meeting:

Angela arranges to meet you in the Natural History Museum to collect your evidence. Standing in the shadow of a dinosaur she smiles as you approach.

“You have it then? Good. I know someone in another department who can get this to the tribunal without raising too many questions. We can’t put your name on the report, but I’ll make sure that the right people know who put this together. “I’ll be in touch.”

Angela turns and leaves.

Monday morning rolls around and the Tribunal sits to deliver its findings.

If the agents were not able to collect evidence of Phillips’s wrong-doing:

Phillips returns to Nottingham for the weekend, and the next day Mila vanishes from her flat. It seems that for the moment the affair is off and your opportunity to prove Hamilton’s informant right is gone.

As Monday morning rolls around, the tribunal sits to deliver its findings.

The tribunal sits

Each of the three panellists will vote on their confidence that the NIA conducts itself appropriately and competently. Look at the finishing disposition of each Judge (not forgetting to shift them each on last time if the team successfully collected evidence on Phillips).

The disposition results assume that there is a team of six agents. If there are fewer players give one or two free disposition upgrades (for five or four player tables respectively). Use these upgrades to move unfavourable judges towards neutral, but not above. Likewise for tables of seven, shift one favourable judge one category down to Neutral.

Judges who are Friendly or better will vote in favour of the NIA.

Judges who are Unfriendly or worse will vote against the NIA.

Judges who are Neutral will abstain.

If there are more votes in favour:

Word comes through pretty quickly. The tribunal has delivered a Confidence vote for NIA London and your jobs, permits and responsibilities are restored in quick order. Hamilton calls you back to his office immediately.

“I sense in no small part this result is down to you all, and I thank you for it.”

If the votes are tied (including all judges being neutral):

The tribunal call several people in again, for further laborious and uncomfortable questioning. Eventually they produce a report stating that they were unable to prove any culpability in the actions of the NIA London. Not a glowing report, but not enough to keep you from your jobs.

NIA London re-opens for business later that week, and usual running is restored in a few days. Hamilton calls you to his office.

If there are more votes against the NIA:

The tribunal spends weeks interviewing and re-interviewing its witnesses, but eventually delivers a damning vote of No Confidence in NIA London and, in particular, Hamilton's management of it.

Your permits and jobs are reinstated, and you are allowed back to work, but many of your normal support staff have been replaced, and Hamilton seems to spend a lot of time in meetings away from the office.

On one of his rare days in the office he calls you in to see him.

If the agents reach this conclusion, they will find themselves at a big disadvantage for the foreseeable future. Every move and action is being scrutinised by the people upstairs, and every request form is checked and many vetoed. For the rest of Season 1 of FQC, all agents who earned this result are penalised 25% of their total Budget Points. Be sure to mark this on the agents' record sheets.

Whatever the result, Hamilton has a cheery thought to finish on:

Hamilton takes a bug-sweeper from his desk drawer and sweeps the room carefully. It's not a standard issue model, and Hamilton looks grim. Satisfied, he nods. "I think it's clear now we have as many enemies inside as we do out, and it's also clear that until we know who these people are, they're going to keep snapping at our heels.

"So you have a new mission, a long-term mission, on top of all the other good work you do. We need to know who is after us, what they want, and how to stop them - or we're not going to be able to do our jobs.

"Tread carefully. There's a monster in the shadows and it's coming for us. If we're not ready... we're going to get eaten."

Important: could all GCs who run *Out of the Box* please contact the FQC team with the result from the tribunal. This will have far reaching effects for the rest of Season 1 of FQC and possibly beyond.

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.

Taking Cadiz alive	200
Or Killing Cadiz	100
Not getting caught in anything illegal (eg breaking and entering, affray etc)	200
Collecting evidence on Philips's deal with Timur	100
Philips lives	50
Substituting fake visas	50
For each Neutral Judge	100
For each Favourable Judge	200
Total available	1,200

Note that most tables will not get the full 1,200 XP.

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.

Penalties

Irrespective of the outcome of the tribunal, if the agents broke cover while investigating Phillips, created undue noise, or were noticed, there are repercussions. Already on a tight budget, NIA London has become the poor cousin of the NIA and agents suffer a 25% penalty on Budget Points for any missions until the end of Season 1. This penalty stacks with the penalty handed out by the tribunal (if appropriate). Agents will also miss out on mission XP as described above.

Statistics

Too often there is far too much detail for a GC to wade through – particularly when running a combat. To help with this we have decided to replace a number of key skills with just three overarching skills.

- Athletics (jump/climb/tumble)
- Alertness (listen/search/spot)
- Interaction (bluff/diplomacy/intimidation/sense motive)

[Tier 2]

Opening sequence – the terrorists
Scene 3 – Timur’s thugs

VITALITY	6
WOUNDS	11

DEFENSE	10
INITIATIVE	+1

GRAPPLE	+1
GRAPPLE	

UNARMED	+1
MELEE	+1
RANGED	+1

FORT	+2
REF	+1
WILL	+1

ATHLETICS	+1
ALERTNESS	+2
INTERACTION	+1

WEAPON	ATTK	RECOIL	DMG	E/T	RANGE	SIZE
H&K MP5	0	0	1d10+1	2/20	25	Medium

[Tier 4]

Opening sequence – the terrorists
Scene 3 – Timur’s thugs

VITALITY	13
WOUNDS	11

DEFENSE	12
INITIATIVE	+3

GRAPPLE	+2
----------------	----

UNARMED	+2
MELEE	+2
RANGED	+3

FORT	+3
REF	+3
WILL	+0

ATHLETICS	+2
ALERTNESS	+3
INTERACTION	+2

WEAPON	ATTK	RECOIL	DMG	E/T	RANGE	SIZE
H&K MP5	0	0	1d10+1	2/20	25	Medium

GM Reference 1 – Evidence book

Tick all that apply for the majority of the players:

From *Footprints in Ash*

- No players played this mission
- Hickman arrested
- Church arrested
- Dying analyst survived
- Gordon Patrick captured alive

Note here any agents who have ticked “Broke cover with Police or Reporter”:

From *The Shell Game*

- No players played this mission
- Needed NIA help to track terrorists
- Agents captured or killed all the terrorists
- All explosives were disarmed

Note here any agents who did *not* tick “Prevented civilian loss of life”:

From *Owning the Sun*

- No players played this mission
- Agents collected evidence of arms sale
- Agents spotted by the buyer
- Lupei taken alive
- Dajana’s son rescued

From *Human Abstracts*

- No players played this mission
- Returned the data-tap to the NIA
- Went to Greenfields before securing DWLS
- Prevented theft of Apollo’s Arrow

From *Out of the Box*

Opening Sequence

- The agents alerted the terrorists before the “Go” signal was given
- The agents killed Cadiz
- Cadiz escaped
- Agents spoke to Cheng/the reporters, trying to Bluff them
- Agents spoke to Cheng/the reporters, telling them the truth

Interlude

- Attempted to smuggle equipment out of the NIA building and failed their DC20 check

Encounter 1

- Agent(s) caught breaking into the Home Office
- Agent(s) caught breaking into the French Embassy
- Agent(s) caught trying to get into the House of Commons

Player Handout 1 – Operation Harmonica

Personnel available:

- NIA team (that's you)
- 6x Firearms officers

Equipment available

The NIA have provided the following for each agent and Firearm officer:

- Flak jacket, including ballistic helmet with data camera
- Gun
- Flash grenade

Also available:

- One of those battering ram things
- One of those fiber scope things
- IR goggles
- Parabolic mic
- Laptop with link to helmet cameras and uplink to NIA

Player Handout 2 – Philips’ Itinerary

Tuesday

10am Meeting at Home Office “Roll of Community Policing in Inner Cities”
1pm Lunch with Shadow Police secretary

Wednesday

11am PMQs
8pm Reception at French embassy

Thursday

Constituency work

Friday

8am Breakfast with Party Whip
11am Guest on “Daily Politics”
3pm Security Working Committee

Weekend

Returning to constituency

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