

FOR QUEEN & COUNTRY

Dust to Dust

By Claire Morris

Dust to Dust is a sequel to *Owning the Sun* and is a soft point mission as part of the first season of the For Queen and Country campaign. This mission is aimed at agents who are levels 1-4 and who have recently been recruited as part of the NIA - London Central.

It is *strongly* recommended to be played after *Owning the Sun*, and the season one hard points of *Footprints in Ash* and *Out of the Box*.

Before you begin

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 APL2, the higher for APL4.

Introduction

Dust to Dust is the sixth module in FQC's first season, and a 'soft point'. While it is not necessary to have played all of the previous missions to enjoy this one, certain events will make more sense if you have.

Synopsis

Dust to Dust follows the standard *For Queen and Country* module format, and is divided into an introduction and three scenes.

Opening Sequence

Morbidly, the action starts 'in media res' at the funeral of a fellow agent – albeit an agent that the players do not know personally. The opening sequence ends with Department Chief, John Hamilton, taking a walk with an unfamiliar man. It is the middle of June and events take place approximately 3 weeks after the events of *Owning the Sun* and just days after *Out of the Box*.

Mission Briefing

At this stage the GC can provide some background on the dead agent. On returning to HQ, Hamilton calls in the agents to tell them about his impromptu meeting. His CIA contact has further information about the activities in Northern Pakistan. An undercover CIA agent was observing the same Madrasah as Agent David Rashid. Almost a week ago, the Madrasah cleared out in the middle of the night. With a deserted Madrasah and no information as yet to the location of the terrorists who departed, the CIA will collaborate with the NIA to try to find the missing suspects (and, for the NIA, the missing suitcase nuke). The agents are going to Pakistan to meet with this CIA operative.

Scene 1 – School's out

The agents arrive in Peshwar and are met by their NIA contact. Further travel through increasingly rugged terrain, by train and jeep, sees them at a town in the foothills of the mountains. They arrive in the early hours of the morning and meet with CIA Agent Michael Dover. He will tell them what he knows of Agent Rashid, and will investigate the Madrasah with them. Here they can find evidence that will lead them to the transporter, Lily Cheong.

Scene 2 - Homework

The agents head to Hong Kong, to the Central District, to track down Lily Cheong. She works from home – in the penthouse of a skyscraper overlooking the water. Hamilton instructs them to investigate her home for leads. On investigating they will find further evidence connecting her to the Pakistan terrorist cell and will lead them to believe that the suitcase nuke is due to be detonated at the Queen's upcoming visit to Sydney, Australia.

Scene 3 – The final exam

Hamilton will contact the Royal Protection Detail and Australian Intelligence Service as the agents head straight to Sydney and they will take over the investigation. Whilst the agents fly to Sydney, evidence is found pointing to an attack on a meeting of the Commonwealth. The agents are made a part of the security detail and as the Queen arrives at the Sydney Opera House they are informed that the attack is imminent.

Opening sequence

Read the following to the players.

Agent David Rashid died for his country, and as fellow NIA agents it is only right that you join your colleagues at his funeral. Even though you did not know him personally, John Hamilton, Angela North and Kevin Forrester did – and their faces are grimly set as you all leave the crematorium. Jim Baker and Beverly Lloyd also join your group as Hamilton walks away to pass on his condolences to David’s relatives.

Looking around, it might be depressing to note how small the group is of David’s non-work friends. Depressing perhaps because of its resonance with your own lives - unable to tell your nearest and dearest what you do for a living. Even for a funeral you all have a cover story – as colleagues from the IT Consultancy that David worked for. More lies – even though David’s safety is no longer an issue.

As you walk towards waiting cars, a large middle-aged man takes Hamilton to one side, and the two walk away deep in conversation. The rest of you are driven back to London HQ to continue with the ‘normality’ of your day.

Mission Briefing

Who was Agent David Rashid?

David Rashid was an undercover agent working in Northern Pakistan. You were notified of his death some three weeks ago at the end of *Owning the Sun*.

David was born to Pakistani parents who emigrated to Britain during the late 60s. His parents were very fond of their new home, and raised David to feel that he was British first, Pakistani second. Along the way the whole family became more and more Anglicised, falling away from their Muslim roots year by year.

David was a true patriot. Even before 9-11 he was well aware of the rising fanaticism within his own community. Recognising that he could prove to be a useful asset, he joined the NIA.

David proved to be a very adept undercover agent. His most recent mission saw him spend almost 4 months in a Northern Pakistan Madrasah - known to be a cover for a terrorist training camp. David didn’t have to elaborate too much on his back story. His cover was that of an overly Anglicised British Pakistani who had become disillusioned with the West and was determined to re-convert to Islam - and to take his new-found beliefs to a much more extreme level.

David infiltrated far enough into the terrorist cell to discover that a suitcase nuke was being purchased from Romanian Crimelord, Grigorie Lupei. His orders were to await delivery, discover more about the transporter of the goods, and pinpoint the intended target.

Unfortunately, three weeks ago, David’s cover was blown. Possibly from an unknown source within the NIA. His beaten and tortured body was found by the side of a road about 20 miles from the Madrasah. His corpse had been burnt almost beyond recognition. It took another two weeks for this body to be returned by the Pakistani authorities. Jim Baker performed his autopsy and has confirmed that the DNA of his remains matches that of Agent David Rashid.

David was returned to his parent’s care, and as per his wishes he was cremated in a simple humanist ceremony. His family and friends were told that he had died in an car accident whilst on a long-term business contract in Europe.

Once the agents are settled and you have given them the background on Rashid, read out the following.

About an hour after you arrive back at HQ, Hamilton enters the office and motions you all to follow him to the meeting room. When you are all seated, he loosens his black tie and stands behind a chair at the head of the table. 'I've just had a very interesting conversation with a friend of mine from the other side of the pond.'

'It appears that we were not the only ones observing the Madrasah. The CIA also has an operative in the area – acting as an aid worker for the Red Cross. This operative was, however, observing from a distance and recording the general movements to, and from, the Madrasah. The CIA were alerted to our presence when David was murdered. Contacts within the Pakistani local government and all that... As expected, they kept shtum. That is, until they thought we could be of use to them.'

'About a week ago, the Madrasah cleared out in the middle of the night but their operative was unable to follow their movements. He called it in, but the cell scattered in all directions and they have been unable to track them since. A small group are still patrolling the Madrasah, and my friend wondered, if 'unofficially' we might like to meet up with their operative and see what we can find.'

'Another long haul trip, I'm afraid. But nowhere near as glamorous as Monaco...'

Hamilton has clearly been pulling in some favours. The CIA operative working in Pakistan is called Michael Dover. He has been masquerading as an aid worker for the Red Cross in a hospital in the small town near the Madrasah. He knows that a small contingent of terrorists have been left behind and, working with a team, he believes that they could be eliminated – and the Madrasah thoroughly searched for clues of the cell's whereabouts. In exchange for this help he has surveillance photography of the last 6 weeks or so that he is willing to share.

Threat level

Currently the threat level is Red. Hamilton will raise the level to Black for Scene 3. The agents may then gear up with the remaining budget points whilst they travel from Hong Kong to Sydney.

Deniable or Official

This mission is official. However, it should be noted that the agents are going to a relatively hostile part of Pakistan where no kind of authority is readily recognised and no help readily available. In Scene 2 they will be going to Hong Kong – and although their presence has been reported, they should remain discreet. Finally, in Scene 3 they will be heading to Sydney and will be working directly with the authorities there.

Training

On the plane journey to Pakistan training will be provided, by a specialist, in how to dismantle the suitcase nuke that the agents are searching for. It will cost 3 gadget points per player and will provide +2 ranks in Demolitions (for this scenario only).

Gearing up

Time should be set aside for 'gearing up' at this stage of the mission. Please refer your players to the FQC Equipment lists and page 16 of the MRD if necessary. Please limit the time spent 'gearing up' to 10-15 minutes.

Players must not be told until each Scene begins about changes to the threat level or the mission status.

Scene 1 – School's out

Read the following to the players.

You arrive at Peshwar airport early evening and are met by the NIA agent on the ground. He hands over your travel instructions and a car takes you to the railway station. A long and bumpy train journey, followed by a long and bumpy jeep ride, brings you to the foothills of Northern Pakistan sometime after 3am.

Michael Dover has arranged to meet you at his house, which is set back down an alleyway next to the 'hospital'.

Once the players approach the house, read the following:

As you approach, a figure steps out from the darkness.

A tall, rangy American stands before you. He's quite the veteran. His hair is greying and you would put his age somewhere in his late 50s. He seems in pretty good shape for an old guy though – and as you are acutely aware – experience and wisdom count for much in the spying game.

'Morning. Nice night for it!' Michael Dover's grin seems startlingly white in the darkness. He introduces himself - 'Dover' and reaches out to shake your hands.

'Well, we've got at least eight stragglers keeping an eye on this place. If you want to scope it out, my gear's just up at a vantage point a little way out of town. I'm ready whenever you guys are. We can talk on the way up there.'

What does Michael Dover know?

Michael has been watching the Madrasah from various vantage points for about 6 weeks now. It's quite clear that this is no religious school – it's a terrorist training camp.

He has also been gathering what information he can in town. The residents of the Madrasah are not popular. But sympathies certainly lie more with them, than with the Pakistani authorities or the West. The leader of the cell appears to be known-terrorist Karim Mehgwar.

Michael is aware of Rashid's death and offers sincere condolences. He was not aware that Rashid was an agent.

He has surveillance photographs of the members of the terrorist cell, and records of visitors and deliveries to the compound. Six nights ago, the Madrasah suddenly cleared out – but the terrorists split into many groups and took different routes out of the area. Since then they have gone underground and he has not been able to trace them.

Who is Karim Mehgwar?

A terrorist known to have links to Al-Qaeda. He is wanted in America for questioning about a number of offences. His main recruiting ground until recently was America, but he is known to have links with British recruiters. Although not specifically 'wanted' in the UK, he is on our 'watch' list.

Michael's surveillance photographs

Michael has photographs of an attractive Asian woman visiting the Madrasah one day after Rashid's body was discovered. She looks familiar. All agents can make an inspiration check, DC12, which will tell them that she certainly seems to be the same woman who collected the suitcase nuke in Monaco. If they send the photograph to Kevin Forrester (or if they have the technology with them) then facial recognition comparison will confirm this.

Attacking the Madrasah

A DC15 Spot check will confirm Michael's information about the layout of the compound. It sits in the middle of a large, reasonably flat area, although there are some rocks and some scrubby bushes scattered throughout the area. The outer wall of the compound is a sandstone square wall, with two entrances (on opposite sides). Steps lead up on the inner wall so that patrols can observe from the parapets. Within the compound there is an outdoor training area for combat, a minaret sits in the eastern corner and there are two single story buildings.

There are eight guards still on duty in the Madrasah. They seem to be just keeping an eye on the place for now. Only half patrol at one time. Two sitting above the main entrances, and two patrolling the upper walls of the compound. The other four guards are asleep in the main dormitory, but will be woken by any gunfire. Any guard spotting an assault attempt will immediately raise the alarm.

If any of the guards are taken alive they would rather die than reveal anything about their mission or the whereabouts of their leader. In fact, none of the guards know what the nuke target is – plausible deniability. Michael will insist that the CIA takes any survivors into custody for 'questioning' but will promise to share any information with the NIA. Hamilton will be in agreement with this

Investigating the Madrasah

One building is a 'school room'. The other contains three dormitories, a kitchen, a common area and a place of worship. A basement level contains a number of what look like cells, an armoury, an office, and various store rooms. In the office, the filing cabinet has been emptied and there is a space where a computer may have once sat. In the armoury there are numerous weapons (hand held weapons, handguns, assault rifles, some smaller rocket launchers and some rudimentary bomb-making equipment) and some empty crates.

One of the empty crates matches that seen in the surveillance photograph and has a contents docket pasted to one side from the airport in Hong Kong, saying that it was antique furniture being transported by Mai Guyen. If the agents check they can get a set of fingerprints off of the docket and send these to Kevin.

If the agents find the contents docket then a successful computers check will provide them with the following information. If they have the fingerprints then the DC will be reduced by 5.

DC22/25 – Mai Guyen is an alias of Lily Cheong. Officially, Mai Guyen is a dealer in rare antiques. Success will also provide her current address in The Central District in Hong Kong.

DC27/32 – Lily Cheong has a number of different identities. She is believed to be a 'transporter'. She earns a lot of money acting as a broker for weapons sales.

Maps

Map of the Madrasah and surrounding area included in the appendix.

Ending the Scene

Hamilton will instruct the agents to go immediately to Hong Kong to investigate Lily Cheong's apartment for clues. They are not to alert her to their presence in case she is still in contact with the terrorists. However, they should plant bugs in her home, on her phone line and in her computer. The agents may spend time 'gearing up' during their flight.

Scene 2 - Homework

Read the following to the players.

The Central District in Hong Kong is a contradiction. Cutting edge architecture dominates the skyline – glistening towers of glass and metal – contrasting sharply with the Chinese Junks bobbing in the bay, and the numerous market and food stalls crowding the side streets. Exotic sights and smells assault your senses, but soon you move into the outskirts of the main business area.

Residential condominiums preside here, and it is on the eighteenth floor of one of these buildings that Lily Cheong's penthouse suite is located.

Watching Lily

Lily Cheong's movements from when the agents first arrive on the scene are as follows:

Day 1

11.50am – Lily is already out of the building at a lunch meeting in town.

1.05pm – returns from her lunch meeting. She will remain in her apartment, working quietly on her computer and making occasional phone calls (all of which support her identity – and hobby – as an antiques dealer).

5.40pm – Lily will head into the shower, and then into the bedroom to dress.

7.30pm – leaves for a dinner date at a local restaurant with a group of friends.

11.15pm – arrives home, alone.

Day 2

6.15am – leaves the house for a morning jog around the nearby park, stopping for coffee, a paper and dim sum on the way back.

7.05am – arrives home. Eats breakfast. Spends the next half an hour in the shower.

8.30am – three young men and an older woman arrive at the apartment. Lily has a short meeting with them on the balcony about an upcoming business venture.

9.15am – an older couple arrive at the apartment to discuss the purchase of an antique Chinese painting.

11.30am – leaves the house in casual clothes and heads to the local market. Browses the clothes market, eats lunch alone at a stall, buys food at the market.

1.50pm – arrives home. Unpacks shopping, does some household chores, does some quiet work on the computer, watches TV.

10pm – goes to bed.

Breaking and entering

The agents can try to obtain entry to Lily's apartment a number of ways: breaking their way in from the ground up, breaking their way in from the roof down, or bluffing their way in.

Lily Cheong's apartment is located on the eighteenth floor of her condo. A security guard and doorman are located at the entrance to the building. The back door to the building – and the door leading down from the roof – have a high-tech security alarm attached (DC18/20 Electronics check to bypass the alarm and a DC15/17 Open Locks to obtain entry). CCTV cameras monitor both stairwells and the lifts (One hour and a DC20/22 Computers check to hack into the cameras, one hour and a DC22/25 Computers check to hack the main security system). Remember that hackers can get bonuses as per page 19 of the MRD.

If they successfully dismantle the cameras then they will have half an hour before the camera is located and fixed.

Within the foyer another security guard and a receptionist are located behind the main desk. The main security system is located here (the servers are in a room in the basement).

There is another – much more high tech – alarm on Lily’s apartment (DC22/25 Electronics to bypass the alarm and a DC18/20 Open Locks to obtain entry).

The receptionist on her own can be bluffed with a DC15/17 to allow one or two of the agents through the foyer. Anymore than two agents attempting to enter through the foyer at one time will arouse her suspicions and the Bluff check will rise by +3 for each additional agent trying to gain entry. The security guard will be more suspicious – insisting on escorting them to anywhere they try to go within the building – unless they make a successful DC18/20 bluff check. He will also come looking for them after 30 minutes (ie. if they say they are visiting someone else in the building he will call that apartment after the allotted time) and raise the alarm if they are not where they should be.

Trying to gain entrance to Lily’s apartment whilst she is in will be very difficult – requiring a successful Bluff check of DC 27/30 from the main speaker, and a successful Bluff check of DC22/25 from anyone else, to gain entry. She will then stand and watch them the entire time they are in the apartment. If they do anything to arouse her suspicions she will immediately call security and ask them to leave.

What you find in Lily’s apartment

DC20/22 Search check – In the rubbish basket in her office, return air tickets to Serbia dated 5 days ago (outgoing) and returning early morning 3 days ago.

DC22/25 Computers and a DC18/20 Cryptography check to hack into Lily’s personal computer. She is an accomplished hacker herself and has set up any number of safety measures. This check will also take one hour – plus ten minutes for each piece of information they uncover (an additional forty minutes in all, unless the agents use the ‘Time’s a problem’ rules on page 19 of the MRD). However, the agents could simply plant the bug and check the contents of her computer at their own leisure.

If they are successful they will find the following pieces of information from her bank account:

- Payment leaving her account 5 days ago for a return ticket to Serbia.
- Payment leaving her account 3 days ago for a return ticket to Sydney.

If they are successful they will find the following pieces of information from her email:

- An urgent incoming email, dated approximately 5 days ago, claiming that the timing device on the recent delivery was corroded and is faulty – and demanding a replacement be delivered to an address in Sydney immediately. Signed only with a K.
- An outgoing email dated approximately 3 days ago reading the following: *‘Replacement part on way to you. Apologies for any inconvenience. I trust that our swift response will ensure that any future business dealings remain as cordial as ever. Courier will contact you on arrival to arrange personal delivery.*

DC10 inspiration check – as members of the NIA, or just in their capacity as people who might read a paper or watch the news, the Queen is currently on a state visit to Australia.

Ending the Scene

Hopefully the agents will put two and two together and realise that the above clues lead to Australia. At this stage they should contact Hamilton immediately. He will arrange for them to get straight on a plane, will raise the mission threat level to black, and will tell them that he will contact Australian Intelligence Service and the Royal Protection Detail to inform them of the threat. The agents may spend time ‘gearing up’ during their flight.

Scene 3 – The final exam

Read the following to the players.

By now, serious jet-lag is beginning to set in. You are reaching the end of your third long haul flight within nearly as many days.

Hamilton has spent the last few hours liaising with the Australian Intelligence Service and the Royal Protection Detail about the threat to the Queen’s state visit, and you are waiting in anticipation for his call. A couple of hours before you land, the call arrives.

‘I’ve got good and bad news. The Australian’s managed to track down the IP address of the location where the email came from. They’ve raided the building, but it was empty - no sign of our terrorists or the nuke. However, they did find evidence that points toward an attack on the Commonwealth meeting tomorrow morning. Security is being upped to the very highest levels and I’ve called in a few favours and managed to get you on the protection detail. If there are no more leads by morning then plans have been put in place to postpone the meeting and clear the area.’

‘I want my own people on this. The NIA were responsible for losing this nuke, and if there’s a sniff of it within a hundred miles of the vicinity then I want us to be the ones to find it. Remember though, you’re not taking the lead on this one. RPD take priority – with the Aussies supporting them. You’re at the very bottom of the pecking order this time – but I’m sure you’ll make me proud.’

‘We are at least holding some cards. I’ve had Lily Cheong pulled in for questioning. At the moment she’s not talking, but I’ll let you know the second she does.’

‘I’m sending over the Queen’s itinerary now. As soon as you land you need to get over to the Sydney Opera House and join the detail there. Good luck.’

Agents arrive about 20 minutes before the Queen is due. Men and women in evening gowns are milling around outside the front entrance and being ushered inside by staff. It’s still very light, and the early evening is hot. The lead officer is an Australian version of Hamilton (but with a better tan) – he allocates your positions as per the map.

Read the following to the players.

You know when the Queen’s convoy has begun to arrive when photographers’ flash bulbs start to go off. So far, you’ve seen nothing suspicious, but this doesn’t make you feel any easier. The security team have done a thorough sweep of the building and the place is swarming with security.

Suddenly Hamilton’s voice breaks through on your headsets. ‘The targets’ the opera house! We’ve just had word from Hong Kong! The bomb is either there already – or on it’s way!’

A commotion in the crowd draws your attention and you see a missile hurled towards the Royal car. A surge of security officers dive towards where the missile originated from.’

All players need to make a DC17/20 Surveillance/Spot check to see if they notice a figure leaving the maintenance entrance at the side. A success will show them a man in blue overalls moving swiftly towards the access road. Any players who succeeded need to make a DC 15/18 Listen check to see if they hear a screech of tires as a car comes racing towards the man.

All players then need to roll on initiative *immediately* and declare what they are doing next.

Anyone who saw the man should make another DC 20/22 Surveillance/Spot check on their initiative. A success will tell them that they recognise the man leaving as one of the terrorists from the Pakistan cell.

They have two potentially explosive situations occurring at once.

They players could be doing one of the following:

- Chasing the terrorist – he will head towards the road and the approaching car. If he is successfully grappled then the car will speed off without him. Use your action dice if you still have them to let the car speed away. However, a successful DC 12/15 Spot check will give the player the make, model and number plate of the car.
- Checking out the thrown missile – about 30 security officers are already converging on this area. Anyone heading this way will discover that the missile was just a raw egg. An anti-monarchist protester was paid a considerable sum earlier in the day to throw the egg at a set time.
- Heading straight for the maintenance entrance to find the nuke – the nuke is an old store room closest to the entrance. It has been tucked down the side of a shelving unit. A DC10/12 Search check is all it takes to find it. Have the players make an inspiration check if no one thinks to go and check in this area.

Read the following to anyone who finds the nuke.

You recognise the case in front of you immediately. It contains a plutonium bomb large enough to wipe out the opera house and a mile around it. As you carefully examine the bomb you see the timer inside. The red LED display reads 1 minute and 6 seconds.

At this point the players will need to get over DC80/100 cumulative within 10 rounds to stop the nuke. Rolling a 1 will re-set the check and the players will have to begin again with the rounds they have left. Encourage your players to use action dice – and remind them that any Pointmen in the party can help. Other than this exception, the check cannot be co-operative.

If they really look as though they are going to fail horribly (even though they only need an average total of 8/10 each round to succeed) then the detonator will malfunction again. There WILL be an explosion but the bomb will not go nuclear. It will be pretty much confined to the immediate area. The agent dismantling the bomb should take 4d6/6d6 damage. Anyone else in the room should take 2d6/4d6 damage. Anyone standing immediately outside the room should take 1d6/2d6 subdual damage.

Maps

Map of the patrol area included in the appendix.

Aftermath

Although they will not be personally involved, let the players know that the getaway car was traced. When the Intelligence Services raided the house a small bomb was detonated which destroyed the suburban house where the terrorist cell had been located. Some bodies were found, but identification is still ongoing.

Read the following to the players if they were successful.

At the moment you are truly flavour of the month, and as a result Hamilton has booked you on to a private jet to bring you home. Once you are airborne again, he contacts you via video link:

'Well done. I can't tell you how impressed I am with your efforts over the last few days. Obviously, we need to keep the attempt on the Queen's life pretty quiet – can't have the British public in a panic – but your actions will throw a positive light on the work that the NIA have been doing.'

'I'm really pleased with your work, and I'm sure that Agent Rashid's family would be comforted to know that their son's death wasn't entirely in vain - were that we ever able to tell them. His information got us into that cell and without it we would never have been able to track down the leads we had. The only downside is that DNA testing can't confirm that Karim was killed in the blast at the house.'

'See you when you get back. Oh, and do try to get some sleep – you deserve it.'

Read the following to the players if they were not successful in dismantling the nuke.

Due to your injuries and how hard you've worked, Hamilton has booked you on to a private jet to bring you home. Once you are airborne again, he contacts you via video link:

'I hope you are all feeling better than you were a few days ago. Despite the problems you had I want to tell you how impressed I am with your efforts over the last few days. Obviously, we need to keep the attempt on the Queen's life pretty quiet – so the explosion has been passed off as a gas leak.'

'I'm really pleased with your work, and I'm sure that Agent Rashid's family would be comforted to know that their son's death wasn't entirely in vain - were that we ever able to tell them. His information got us into that cell and without it we would never have been able to track down the leads we had. The only downside is that DNA testing can't confirm that Karim was killed in the blast at the house.'

'See you when you get back. Oh, and do try to get some sleep – you deserve it.'

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.

Successfully assaulted the Madrasah	200XP
Obtained information leading them to Lily Cheong	150XP
Infiltrated Lily Cheong's apartment in Hong Kong	200XP
Obtained information leading them to Sydney	150XP
Killed or captured the escaping terrorist	150XP
Got the number plate of the getaway vehicle	50XP
Disarmed the suitcase nuke	300XP

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

Each mission is categorised as either 'deniable' or 'official'. If a mission is deniable and goes wrong, then there are implications will be for any 'noise' or exposure. A penalty of 250 experience points should be imposed for deniable missions that go wrong. If this occurs, then please make sure that you explain clearly to your players why they have been penalised. In some circumstances we will also require GC feedback about the outcome of missions.

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/drive)
- Alertness (listen/search/spot)
- Interaction (bluff/diplomacy/intimidation/sense motive)

To work out the overall skill number just simply take an average of those skills that the NPC has in that category.

[Tier 2]
School's Out
 Standard NPC

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	DMG	ERROR	THREAT	RANGE	SIZE
H&K UMP-45A2	+1	1D12	1-2	19-20	30	M
ARMOUR	DB	DR	MDB	ACP	SPD	
						-
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	10	11	11	11	11	10

GEAR

WHAT THIS CHARACTER KNOWS

These NPCs cannot provide any information about the whereabouts of the suitcase nuke or any members of the cell. Diplomacy, coercion and torture will have no affect as they have not been told the whereabouts (to ensure security).

[Tier 4]
School's Out
 Standard NPC

VITALITY	13
WOUNDS	11

DEFENSE	12
INITIATIVE	+3

GRAPPLE	+2
GRAPPLE	

UNARMED	+2
MELEE	+2
RANGED	+3

FORT	+3
REF	+3
WILL	+0

ATHLETICS	+2
ALERTNESS	+3
INTERACTION	+2

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
H&K UMP-45A2	+3	1D12	1-2	19-20	30	M
ARMOUR	DB	DR	MDB	ACP	SPD	
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	13	12	11	12	10	11

GEAR

WHAT THIS CHARACTER KNOWS

These NPCs cannot provide any information about the whereabouts of the suitcase nuke or any members of the cell. Diplomacy, coercion and torture will have no affect as they have not been told the whereabouts (to ensure security).

[Tier 2]
School's Out
 Standard NPC

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	DMG	ERROR	THREAT	RANGE	SIZE
Glock 17	+1	1D10 + 1	1	20	25	S
ARMOUR	DB	DR	MDB	ACP	SPD	
						-
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	10	11	11	11	11	10

GEAR

WHAT THIS CHARACTER KNOWS

[Tier 4]
School's Out
 Standard NPC

VITALITY	13
WOUNDS	11

DEFENSE	12
INITIATIVE	+3

GRAPPLE	+2
GRAPPLE	

UNARMED	+2
MELEE	+2
RANGED	+3

FORT	+3
REF	+3
WILL	+0

ATHLETICS	+2
ALERTNESS	+3
INTERACTION	+2

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
Glock 17	+3	1D10 + 1	1	20	25	S
ARMOUR	DB	DR	MDB	ACP	SPD	
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	13	12	11	12	10	11

GEAR

WHAT THIS CHARACTER KNOWS

Appendix

This last section is used for handouts, so it can be conveniently re-printed for multiple runs of the same mission. Embed any maps you've included in your mission here and send any copyright information in a separate file to the campaign co-ordinator. Any media that you want to include that is not your own work must have proper copyright.

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