

FOR QUEEN & COUNTRY

Operation Hourglass

By Kim Osbourn

Introduction

This is the seventh module in the first season of *For Queen and Country* and is a soft point mission. It is aimed at agents who are levels 1-4 and who have been with the NIA (London Central) for a good few months.

Operation Hourglass follows the standard *For Queen and Country* module format, and is divided into an introduction and 3 scenes.

Synopsis

As the agents return home from an extended operation overseas, for some long awaited R&R, their jet is sent on a detour. Any leave is put on hold, and due to the potential for an international incident, the team will be leaving the aircraft whilst it is still in the air.

Angela North will contact the agents on their aircraft via video link and introduce Sarah Clay to them. Clay will provide their mission briefing. Another team have a problem and our travelling agents are the nearest group who can help. An inter-agency operation in Central Africa (gathering information on an arms transporter) was going well until a coded distress message was received.

The message was short and to the point. Three of the team members have been captured by Gamba Mawambo AKA Reaper. The fourth member of the team is asking for assistance with a rescue bid, and time is of the essence, as Reaper is not known for his humanity.

Unknown to the team, one of the captured agents is David Price. This is the agent believed dead in *Footprints in Ash* and then spotted in *Out of the box*. He is using the name Ryan Grey.

Opening sequence

The agents are on a private NIA jet heading home after a successful mission when they are sent on a detour. They are off to Biltine in Eastern Chad on a rescue mission. Only the jet can't land, so the team are taking a quicker route. Parachutes at the ready...

Scene 1

Feather or Stone?

Once the team land safely they need to find agent Stewart, ascertain what has happened, make their plans, and head for the Reapers location.

Scene 2

Sand boys

Once at Reapers camp, the rescue plan can be put into action. Someone within the base will call for back up, and the consequences will be felt in Scene 3. If the agents search Reapers room they may find some diamonds and a very brief reference to Keynes - a name that appeared in *The Shell Game*.

Scene 3

Homeward bound

The team, with their rescued agents, must make it to the pick up point of find another way out. The terrain is rough, but there are plenty of options for transport. As they leave, the back up called in during Scene 2 will arrive when the team is about an hour away. The agents must deal with this and make it out alive.

Opening sequence

You may wish to start by letting the players introduce themselves. Make a note for yourself of which classes you have around the table; it will make things go more smoothly throughout the mission.

Read the following to the players.

You are returning from a particularly gruelling overseas mission and the NIA have laid on a surprisingly plush jet for your return trip.

Once you're seated, an inflight safety video begins to play. However, it's soon interrupted by the NIA's resident techy – Kevin Forrester.

“Well I hope you like the jet. Nice leather seats, real wood inlay, all the latest gadgets. Shame the mini bar only stocks soft drinks... You'll find a number of top-of-the-range games consoles in the right-hand locker. Just thought I'd help you guys get started on that R&R you so richly deserve! See you at the de-brief!”

And with that the safety video resumes.

As the jet taxi's into position for take off the pilot's voice comes over the com. “Good afternoon Ladies and Gentlemen, our flight today back to London today should take approx 13 hours. The weather report indicates good flying conditions, and with a decent tail wind we might even shave a little time off our ETA.”

GC information

In case the players ask the Jet is a Bombardier Global EXPress XRS, Seats 19 and has a range of 6,900 miles

Read the following to the players.

Just a few short hours from home, you notice that the jet banks suddenly to left.

A short burst of static flashes across the video screen and Angela North appears. “I'm sorry about this guys, but your return to the UK has been delayed.”

“A little over an hour ago we received a coded distress signal from one of our field agents. She's on a covert inter-agency mission and the rest of her team have been captured. We have very little information at this time as to what went wrong, but I have Sarah Clay here from Intel, and she has some background on the mission.

North steps back and a woman in her late 20's steps forward. She has blonde hair pulled back into high ponytail, streaked – unusually – with blue, and an open and friendly face. She pushes her glasses further onto her nose and addresses you.

‘Hi, I'm Sarah Clay. I'm the new head of Intel at NIA London.

“For the last four months several teams have been working around the globe gathering information on known mercenary groups. Agent Stewart and her team had been following a money trail from the former soviet block to Chad. It led them to a particularly nasty character known as Reaper.”

“The intel we’ve gathered so far leads us to believe that as well as trading in ‘Rent-a-thugs’, Reaper has branched out and is running weapons and munitions into areas which are already highly unstable. He’s also managed to get a foothold on the illegal diamond trading ladder in some of the surrounding African countries.

“Agent Stewart’s request for assistance came to us piggy-backed onto the team’s last regular transmission. Unfortunately, the signal failed and we couldn’t retrieve all of the data.

“Time is of the essence, as we doubt that Reaper will be looking for a ransom. We have Stewart’s last known position and you’re heading that way now. I’m sending over a map of her position now.

“Unfortunately, there’s an even bigger glitch. This mission is completely deniable and we DO NOT have permission to land in Chad. Parachutes are in the back store cupboard. Once you’re on the ground we can’t assist you - except for a pick-up window that will open at 10am tomorrow and stay open for 40 minutes only.

“As far as equipment goes, you have what’s on the jet and whatever Stewart has with her. She’ll also be able to fill you in on what’s happening. If she’s still alive... Agents this is a code RED.’

Give them *Player Map 1*.

What other agencies are involved in the mission?

We are – Agent Stewart works for us. The British Army and US Army have each donated someone. And American Intelligence Services are also working closely with us.

Who does the team consist of?

The team consists of Agent Jennifer Stewart NIA Computer/Surveillance specialist. Agent Ryan Grey - American Intelligence. Agent Michael Rutherford – SAS, and Agent Travis Hayes – Navy SEAL. We have backgrounds for Stewart and Rutherford, but only basic information on our American friends. I’m sending the file over now (GC information - give out Player Handout 1).

What do we know about Reaper?

Gamba Mawambo AKA Reaper.

He was born in Mogadishu in 1971 and signed up for the army at 17. In ‘96 he was reported missing in action, but three years later he resurfaced as Reaper. Sources believe that he became part of a mercenary group called Blood Warriors - where he changed his name and moved up the ranks until he finally took over as leader. He’s the type of man who wouldn’t think twice of crippling someone to get what he wants. Or even just for fun.

The pilot MAY NOT land, so the team will need to parachute out. If they try to take control of the plane to land it, the pilot will secure the cabin door and report what is taking place to the NIA. Angela will come back on the video link and give the agents a rollicking. She will order them to follow instructions. If the plane lands there could be serious diplomatic implications.

The agents will have a few hours to prepare. With such limited information and resources gearing up should be quick. Hopefully the players will understand this is primarily a rescue mission, but further information will come once they reach agent Stewart.

Threat level

This mission qualifies as red.

Deniable or Official

This mission is deniable. Landing the plane against all advice and orders will result in XP penalties at the end of the mission..

Gearing up

The team will have any items on the jet that they can parachute down with them, and anything that Stewart has with her.

Give *Player Handout 1* so that players can look at what equipment they have available. However, they will have to spend the mission budget for any of the items to be available. They can only take equipment up to the value of their mission budget.

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.

Important note:

Ryan Grey is in fact David Price, the NIA agent who used his access to let bomber, Gordon Patrick into the old London Central HQ. How he managed to fake his death, and got this alternative identity is not revealed in this module. The players will have an opportunity later in the module to recognise Price (from documentation they have seen at the NIA since). Do not reveal his identity before you are instructed to.

Scene 1 – Feather or Stone?

Once the jet is within 20 minutes of the drop zone the pilot will give the agents the signal to put their parachutes on. It's going to be an interesting minute and a half once that door opens.

Read the following to the players.

The pilot tells you when you are 20 minutes from the drop zone, so with the gear secured and your parachutes on, you await that all-important green light.

As the door opens a blast of cold air fills the chamber and for a moment the sound is deafening. Then you hear the count down.

5, 4, 3, 2, 1

Go! Go! Go!

Now we don't want a TPK or any serious injuries at this point, but the 'jumping out of a plane' Experience still needs to be exciting. Have the players make, Tumble or Dex DC8/10 checks for opening the parachute, and then Jump or Dex DC8/10 checks for landing. Even if a 1 is rolled the parachutes will still open (safety feature) but make it tense. If they roll poorly for the landing at most give them a sprain (1d6 vitality).

While they are descending all those who aren't screaming should make Spot checks DC15/17. Those who pass will see a small tent village about five miles away. This will be helpful later.

It's about 2am and the team has landed in scrub land, the likelihood of parachutes getting tangled up in bushes and shrubs is high. It's cold as the sun is down, and there isn't a great deal of cover to be had.

Once on the ground, they will be very close to Stewart's last position, and it shouldn't take too long to locate her. In this scene the players should:

- Find agent Stewart and gather more information
- Re-evaluate the plans already made and make necessary changes
- Locate transport and move on to the next scene

Agent Stewart will be located about 200 yards from the original co-ordinates. A Move Silently and Hide check DC 18/20 if they want to sneak up on her. Although why they would wish to is a mystery.

Read the following:

Agent Stewart is slim with short reddish brown hair which is currently plastered to her head with dried sweat. She's quite relaxed. Considering that she has a machete wound to her left shoulder, and the rest of her team are MIA.

When she speaks she has a soft Scottish accent. "Thank Christ you're here. Thought I was going to have to mount a full-on rescue mission on my tod."

Stewart has a nasty machete wound to her left shoulder, but with a First Aid roll of DC 12/15 she'll be fit for action. If this is failed then she will need assistance with any task that needs both hands. Once Stewart is located and helped she will give a more detailed account of what transpired.

What happened to the rest of the team?

She does not know how the team were discovered, but while packing up their base camp, they split up to make sure they had left nothing behind. From a few hundred yards away, Stewart saw her colleagues overpowered by 12/18 mercenaries.

Stewart was dealing with storing their equipment in the vehicle when the attack happened. Grey managed to pass on one last com message telling her to retreat and send their latest data to HQ before he was knocked unconscious.

She was getting into the jeep when one of the mercenaries found her and got a lucky hit in with his machete. She put a bullet into her attacker and drove off to the secondary meet point. However, her attacker managed to fire two shots into the jeep as she was driving away, and she heard a crack from underneath (driving over a low outcrop at high speed) as she tried to maneuver out of the way.

She reached the secondary meet point, where she uploaded the data and transmitted back to HQ - along with her coded distress message. Unfortunately, due to a sun spot she does not know how much data was received and only knew that the connection had been made.

Stewart has been unable to start the jeep since then. She's been hiding, but doesn't think that the mercenaries are still around. She has tried to reach her colleagues on their headsets again, but there is nothing but static. She doesn't know if her team mates are alive or dead.

She can take them back to the team's base camp (about 4 miles away). She also knows where Reaper's camp is. In the jeep it would take less than two hours to get there. On foot it will take until mid morning at least. Stewart will suggest that some point they head to the village and try to barter for camels or horses. Otherwise they will not rescue her team and make the pick-up in the time. At their last reconnaissance of Reaper's camp the previous morning Reaper had approximately 50 men on site, but they recorded at least half of the men leaving with a suspected arms shipment. They are usually gone for a day or two.

Give them Player Handout 2 and Player Map 3.

The jeep

The jeep is beyond repair. The tank is almost empty and it sports two bullet holes low on the fuel tank. The rear axle is cracked. It's all on foot for the moment.

Base camp

Four miles across hard packed sand in cool weather should take them just over an hour (arriving some time before 4am).

- A DC15/18 Tradecraft or Knowledge Tactics check will make it clear that Team Kilo are very good at covering their tracks. Unless Stewart had told you, you would have had no idea that there had ever been a camp here.
- Spot checks on entering the sight DC18/20 will show up shell casings from SMGs and various handguns. Search check DC15/18 will find the same.
- A DC18/20 Search check will show that at least one team member was tackled to the floor where a fight continued, and that the others may have been knocked unconscious and fallen where they stood.
- There is some blood within the area, but a DC12/15 First Aid roll will show that it is not enough to have killed someone.
- There are tracks for at least two vehicles.
- A DC 18/20 Search check will allow the agents to follow the tracks. A DC 15/18 success on Search will allow them to follow the direction of the tracks – although the tracks themselves will peter out after a few hundred yards. If anyone noticed the village on the way down, the tracks are headed in that direction.

The village

If no one made the Spot check when jumping out of the plane, then Stewart will tell them that the tracks lead to a nomadic tent village about a mile away. She can take them there. Her team have traded with the nomads frequently over the last few days.

Once they are about 100 yards from the settlement have the team make Spot checks.

- On a DC 15/18 they will come across a very large blood pool.
- With a DC12/15 First Aid check it will be apparent that more than 10 people died at this place. (The men of the village have been massacred by the mercenaries.)
- The settlement has roughly 20 small tent like dwellings, and two larger stone built buildings. There are also two enclosures. One contains sheep/goats, and the other contains a mix of camels/horses.
- DC12/15 Spot check will show 4/8 men (nomadic shepherd's?) standing watch at the edge of the settlement.
- DC18/20 Spot will reveal that they are VERY well armed for nomadic shepherds.
- DC20/22 Spot the players will realise that there is no other movement - apart from the livestock.

Give them Player Map 2.

It's up to the players what happens next, they will find the 'Shepherds' to be very hostile mercenaries. Agents must make DC 12/15 Move Silently and Hide Checks to move around the village unnoticed (if they want to check out the situation before going in guns blazing). Ensure that they make enough sneak checks based on what they are doing.

The women and children of the village (almost 40 souls) are huddled inside the larger building. They are silent, except for occasional fearful whimpering. One of the mercenaries guards the front door. The smaller building contains the bodies of over 15 men. The entire male population of the village have been massacred.

A fight is likely to break out around about now, as the agents will no doubt wish to rescue the women and children. See the statistics on pages 16 and 18.

Why did the mercenaries attack them?

The mercenaries are here because a small group of the village's young men witnessed the attack on Team Kilo and attempted to intercede. It went very badly for them as the mercenaries, filled with bloodlust, rampaged through their village killing all of the men in retribution for the minor injuries the boys inflicted.

The women of the village (if rescued) will give enough camels as a gift for the agents to have one each. This is a very expensive gift for the women to give out.

There are no vehicles in the camp. The other mercenaries went back to Reaper's camp by jeep and left some of their men here (until they could come back another day for their spoils).

A woman steps forward from the crowd and speaks in her native language. Stewart translates for those who require it.

"May Allah smile upon you. Your actions have saved what is left of my family from a fate worse than death. We will move on as though we had never been, and we will never return to this place. We do not have much, but we pay our debts, please accept our gifts and may your journey be safe."

And with that a group of saddled camels are lead towards your group.

GC information

Information the women have:

- A man from a neighbouring settlement had noticed the team's movements and told Reaper in the hopes of gaining favour with him. Reaper then sent a group to capture the interlopers.
- Some men from this camp went to the aid of the missing agents and Reaper had all the men in the village killed because of it.

Ending the scene

Let the players know that there are no motorized vehicles at the camp. Time is ticking away for the captured agents, and the sooner the rescue party moves on, the better.

There is a chance in this mod that a Face will call in the Back-up Feat to have transport bought in. It will take 2d6 hours for anything to reach them as they really are in the middle of nowhere. It should be made very clear that if they wait for transport for so long that they miss their pick up then they will be penalised for this at the end of the mission.

Riding the camel's will get them to Reaper's base camp within another 3 hours.

Hopefully the players will be up for some camel riding. Ride or Dex checks DC10/12 will be sufficient to see them on their way. Only a 1 will see them unseated (if they total less than 7 or if you decide to activate the roll).

Troubleshooting

If the players decide to try and fix the jeep let them but keep track of the time. It can't be fixed without a new axle. There is no way they are going to find a new axle in the middle of the desert.

Maps

All Maps and Handouts are in the appendix, and are clearly marked as to whether they are for the GC or for Players.

Scene 2 – Sand boy's

It will take the team just over three hours to reach Reaper's camp (arriving around about 8am). The camp comprises one large hanger with a moderate 'lean too' attached (containing light aircraft, a work shop/garage and three dune buggy quad bikes), a large single storey building which is central to the compound (mess hall, 'war room', Reapers private quarters), several portacabins (barracks and storage), and a shipping container (Reapers makeshift prison). Currently there are 26 thugs, 3 lieutenants and Reaper at camp.

Read the following:

The sun has risen - and with it, the temperature. You have moved out of the scrub land and are now well and truly in the Sahara. Stewart halts the procession and gestures for everyone to gather round.

"These dunes can be deceptive, just over the next ridge is Reapers camp."

Opening her laptop she shows you the photos her team have taken of the base.

"It's open ground for the most part, but we're lucky in so much that cameras are mainly for show. So we only need worry about the guards. At this time of the morning the shadows should be lengthening, and that may give us some cover."

GC Map 1 is of the compound. GC Map 2 is of the inside of the main building.

Allow the players to come up with their plan of action. Let them know that the temperature has risen to 41 degrees. All players should make one Constitution check DC10/12, or be fatigued.

Grey (Price) and Hayes are inside the container, Rutherford is inside the low building being 'interrogated' and has been there since last night.

- Eight thugs and one lieutenant are sleeping in the barracks
- Six thugs are patrolling in three sets of two
- Two thugs and one lieutenant are guarding the container
- Six thugs are in the mess hall
- Two thugs are fixing a jeep out by the lean-to
- Reaper, one lieutenant and two thugs are in with Rutherford.

Remind the players that they have Player Map 3.

At this point the players will probably either mount an assault or attempt to sneak in and liberate the captured men.

Even though the odds sound high, most of the thugs will go down with two bullets (tier 2) or four bullets (tier 4). The bigger problem will be the lieutenants and Reaper. Statistics are on pages 16-19.

If a fight breaks out then a member of the camp will call for reinforcements, who will turn up in Scene 3.

If the agents search Reapers room a DC15 Search check will allow them to pick up some paperwork which once examined in detail will reveal evidence about Reaper's dealings in the following areas:

- People smuggling
- Diamond transporting
- Arms shipments
- Training by Keyne (If anyone has played *The Shell Game* or *Out of the Box* they can make an Inspiration check DC15/18 to recognise the name – however, they have no context for this as yet).

A Search DC20 will reveal a hidden compartment containing a small bag of uncut diamonds.

If the players go in guns blazing

Rutherford will be killed shortly after a firefight begins and Reaper will head immediately to the hangar. When they search the main building they will find the following in the small room (marked on GC Map 2).

If the agents thought to dismantle the light aircraft then do not read the last sentence in the box below. However, if they missed this escape route then read all of the text.

On entering what looks like a torture chamber, you find Agent Rushford's bloody and beaten body, a large caliber bullet hole in his chest a testament to what killed him.

Outside you hear the thawp thawp sound of propellers starting up...

If the players decide to head for the hangar then they will have to get through any remaining thugs to reach Reaper. However, they should be allowed to reach the hangar before Reaper actually takes flight. How they disable the plane is up to them.

If the team sneak into the main building before a gun fight begins

As long as they don't walk into the mess, they can move around relatively unhindered (assuming they're not clomping about all over the place). When they reach the main corridor read the following:

Once in the main corridor you hear a man's cry of agony from behind a solid wooden door. And then another voice cuts in,

"TELL ME WHO YOU WORK FOR DOG, OR YOU'LL WISH YOU WERE NEVER BORN!"

The players can go about rescuing their comrade. If Reaper sees an opportunity to escape he will. Again, he will head for the hangar and the agents will need to fight their way through any number of thugs.

If Reaper is killed or captured then the team needs to free the others unless they've already done so. If the players botch their rolls, or are unconcerned about Reaper, then he will escape to fight another day.

There will be a fight at some point. Hayes and Grey are being held in the container in the middle of the camp and are being guarded. It is broad daylight, and even if they distract the guards, one of the patrolling teams will always have line of sight to the container door. Any gunshot will result in the call for reinforcements.

Important note:

When the team rescue the two men from the container get them to make Spot checks. Grey (Price) is in disguise, and that combined with the beating he has received will make the Spot check a DC22/25. If no one makes the check but they do get 20 or more then have them realise that something is a little off with Grey - but that they can't quite put their finger on it. A Sense Motive DC17 will get them to notice that Grey tries not to make eye contact. They can then make a second Spot check at the same DC but with a +2 bonus to recognise Price.

Scene 3 – Going home

Once the agents have their guys they need to make it to the pick up point, by now it will be about 9am. If they waited for transport in Scene 1 then you need to add on the 2d6 hours to this timing and they may well have missed their rendezvous. If this is the case then Stewart will suggest that they head for the border – although there will be a penalty for missing the pick-up.

Hopefully, GCs will need to use the Spycraft Chase Cards and rules for this scene. The last scene should be a high octane chase (or escape) sequence on any number of vehicles.

Either the agents are chasing Reaper, are escaping from Reaper's men, or they got away clean and clear. However, at some point they will meet up with the reinforcements called in the previous scene.

Transport choices

- The plane - unless disabled or taken by Reaper. It has a rotating machine gun mounted beneath the main body with a clear firing line under the propellers
- The dune buggy quad bikes - each seat four
- The jeep that was being fixed in Reaper's camp workshop - it'll be a tight fit. It has a top-mounted rotating machine gun
- Their trusty camels

The plane

As the Sahara flashes by beneath you, a more metallic flash in the sky draws your attention. A helicopter is flying towards your position.

Over the com comes a strongly accented voice 'Darkness walks tall', and then there is silence.

If Reaper is a prisoner of the agents then he will chuckle and look smug. If no one answers with the response code the helicopter opens fire.

If someone offers a Tradecraft or Inspiration check to guess a response then it is DC20/22, followed by a DC20/22 Bluff to make it believable. They can try to Intimidate Reaper to respond if he is with them, but they DC is 18/20. The pilot of the helicopter will then draw closer to the plane even if they are successful (allowing the agents a surprise round if they want). If they decide to hold the Bluff then a DC18/20 check must be made to make the chopper go on its way to the camp.

If they start a firefight then a chase will also ensue. The agents should try to pull away from the helicopter as fighting to the death could be a very risky decision.

Dune buggies

With the sun beating down on you, the surrounding terrain shimmers with heat. Suddenly, from the south two jeeps come hurtling towards you.

On the ground, the agents don't have the opportunity to Bluff. The jeeps approaching them have four guards in each with hand guns and machine guns, one jeep has a top mounted gun. They will open fire on the agents. If Reaper is with the agents they will shoot at the agents, but generally chase – en masse – whoever is driving the bike that Reaper is on.

The Jeep

With the sun beating down on you, the surrounding terrain shimmers with heat. Suddenly, from the south two jeeps come hurtling towards you.

On the ground, the agents don't have the opportunity to Bluff. The jeeps approaching them have four guards in each with hand guns and machine guns, one jeep has a top mounted gun. They will open fire on the agents.

The camels

With the sun beating down on you the surrounding terrain shimmers with the heat when from the south 2 jeeps come hurtling towards you. (If Reaper is with the group then his men will turn on mass towards his camel)

On the ground, the agents don't have the opportunity to Bluff. The jeeps approaching them have four guards in each with hand guns and machine guns, one jeep has a top mounted gun. They will open fire on the agents. If Reaper is with the agents they will shoot at the agents, but generally chase – en masse – whoever is riding the camel that Reaper is on. It will probably be quite a short chase.

Once the team has dealt with this last threat let them make good there return to the pick up point (or the border if they waited for transport in Scene 1). If you want to make it tense and have the time running out go ahead. Have them make Drive/Pilot/Ride checks if they are going at speed.

Aftermath

If the agents have been largely successful AND they recognised Price:

You are met at the pick-up point by a beat up looking small aircraft. It's not the private jet but you're very glad to see it. You're flown to an RAF base in Cyprus where you're you are patched up and then your de-brief begins. Once again, via video link, you're addressed by Sarah Clay:

"Firstly, well done. David Price was an unEXpected bonus! I've been asked to pass along the thanks of the British Army and US Navy for the return of their men. Along with the data you collected. Kevin has already started analysing the data and it looks like we may have a bigger problem than we first thought. But we'll discuss that when you get back. We need Price back. Hamilton is at a conference in Scotland right now, and he wants Price taken straight to him for questioning."

If the agents have been largely successful but did not recognise Price:

You are met at the pick-up point by a beat up looking small aircraft. It's not the private jet but you're very glad to see it. You're flown to an RAF base in Cyprus where you're you are patched up and then your de-brief begins. Once again, via video link, you're addressed by Sarah Clay:

"Well, it would seem that you have inadvertently managed to bump into NIA London Central's 'Most Wanted'. The man you rescued called Ryan Grey is, in fact, our missing agent - David Price. We need Price back. Hamilton is at a conference in Scotland right now, and he wants Price taken straight to him for questioning."

"I've been asked to pass along the thanks of the British Army and US Navy for the return of their men. Kevin has already started analysing the data you collected and it looks like we may have a bigger problem than we first thought. But we'll discuss that when you get back."

If the agents largely fail (Reaper escapes or Rutherford dies) but they do recognise Price

You are met at the pick-up point by a beat up looking small aircraft. It's not the private jet but you're very glad to see it. You're flown to an RAF base in Cyprus where you're you are patched up and then your de-brief begins. Once again, via video link, you're addressed by Sarah Clay:

"Not such a good result guys – but at least you managed to capture David Price. Kevin has already started analysing the data you collected and it looks like we may have a bigger problem than we first thought. But we'll discuss that when you get back. We need Price back. Hamilton is at a conference in Scotland right now, and he wants Price taken straight to him for questioning."

If the agents largely fail (Reaper escapes or Rutherford dies) and do not recognise Price

You are met at the pick-up point by a beat up looking small aircraft. It's not the private jet but you're very glad to see it. You're flown to an RAF base in Cyprus where you're you are patched up and then your de-brief begins. Once again, via video link, you're addressed by Sarah Clay:

"Not such a good result guys but it seems that you have inadvertently managed to bump into NIA London Central's 'Most Wanted'. The man you rescued called Ryan Grey is, in fact, our missing agent - David Price. We need Price back. Hamilton is at a conference in Scotland right now, and he wants Price taken straight to him for questioning."

Rewards

Experience points and penalties are awarded based on the success and failure of each objective during the mission. If the team does 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.

Dealing with the thugs at the nomad settlement	100XP
Rescuing the women & children	50XP
Gaining access to Reapers camp with out raising the alarm	300XP
<i>Or</i>	
Gaining access to the base with the alarm raised and Rutherford killed	200XP
Rescuing Rutherford, Grey & Hayes	250XP
<i>Or</i>	
Rescuing Hayes & Grey	150XP
Recognising that Grey is really David Price	100XP
Capturing/killing Reaper	150XP
<i>Or</i>	
Reaper escaping	0XP
Dealing with the reinforcements	150XP
Making it to the pick up point in time	25XP
Possible mission total	1125XP

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

If the team land the jet in Chad they will receive a 250XP penalty.

If they decide to wait for transport, miss the pick up and have to cross the border to escape then they will have a 100XP penalty.

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

Feather or Stone?

4 Thugs

VITALITY	8
WOUNDS	11

UNARMED	+1
MELEE	+1
RANGED	+1

Sand boys

26 Thugs

DEFENSE	12
INITIATIVE	+1

FORT	+2
REF	+1
WILL	+1

Going home

4 Thugs

GRAPPLE	+1
GRAPPLE	

ATHLETICS	+1
ALERTNESS	+2
INTERACTION	+1

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
SMG H&K MP5SD 9MM	+1 -1	1d8	1-2	20	25	
ARMOUR	DB	DR	MDB	ACP	SPD	
						-
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	10	11	11	11	11	10

WHAT THIS CHARACTER KNOWS

Feather or Stone? - With successful Intimidate checks DC15/18 the thugs will tell the agents that they are guarding the remaining nomads until a transport truck can come and round them up. The missing team have been taken to Reaper's camp.

Sand boys - Any captured thug before the team find the two team members in the freight container will be told this on a successful Intimidate DC15/18

Sand boys

3 Lieutenants

NAME

Bola, Qurmie, Sudo

CLASS

Soldier 2

VITALITY	20
WOUNDS	11

UNARMED	+4
MELEE	+4
RANGED	+3

DEFENSE	13
INITIATIVE	+3

FORT	+3
REF	+4
WILL	+1

GRAPPLE	+4
---------	----

ATHLETICS	+2
ALERTNESS	+3
INTERACTION	+2

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
Glock 17	+3	1D10 + 1	1	20	25	
ARMOUR	DB	DR	MDB	ACP	SPD	
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	12	13	11	14	13	13

Tier 2

Sand boys

Major NPC – Generic template

NAME

Gamba Mawambo AKA
Reaper

CLASS

Solider 5

APPEARANCE

37, 5f 8in Very dark skinned with scarring on both cheeks. He is well muscled and carries himself like a solider

TACTICS

He will use his man as a human shield in order to escape if he thinks his men are losing. They mean nothing to him.

MOTIVATION

Reaper does not yet know what the 1st group was going. He is as paranoid as any mercenary leader can be. He wants to eliminate any opposition. He wants power and money.

OBJECTIVES

He wants to continue to amass his fortune off the backs of others

VITALITY	55
WOUNDS	12

DEFENSE	16
INITIATIVE	+3

GRAPPLE	+6
----------------	----

UNARMED	+6
MELEE	+6
RANGED	+5

FORT	+5
REF	+4
WILL	+3

ATHLETICS	+ 6
ALERTNESS	+7
INTERACTION	+5

WEAPON	ATTK	RECOIL	DMG	E/T	RANGE	SIZE
Browning High Power	+5		1D10+1	0 / 20	25ft	S
ARMOUR	DR	RESIST	DP	ACP	SPD	SEARCH DC
Kevlar Vest	4			-1	+0	
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	14	12	12	13	12	13

Tier 4

Feather or Stone?

8 Thugs

VITALITY	13
WOUNDS	11

UNARMED	+2
MELEE	+2
RANGED	+3

Sand boys

26 Thugs

DEFENSE	12
INITIATIVE	+3

FORT	+3
REF	+3
WILL	+0

Going home

6 Thugs

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

ATHLETICS	+2
ALERTNESS	+3
INTERACTION	+2

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
SMG H&K MP5SD 9MM	+3 -1	1d8	1-2	20	25	
ARMOUR	DB	DR	MDB	ACP	SPD	
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	13	12	11	12	10	11

WHAT THIS CHARACTER KNOWS

Feather or Stone? - With successful Intimidate checks DC15/18 the thugs will tell the agents that they are guarding the remaining nomads until a transport truck can come and round them up. The missing team have been taken to Reaper's camp.

Sand boys - Any captured thug before the team find the two team members in the freight container will be told this on a successful Intimidate DC15/18

Sand boys

3 Lieutenants

VITALITY	27
WOUNDS	11

UNARMED	+5
MELEE	+5
RANGED	+4

DEFENSE	13
INITIATIVE	+3

FORT	+3
REF	+4
WILL	+1

GRAPPLE	+5
---------	----

ATHLETICS	+3
ALERTNESS	+4
INTERACTION	+3

WEAPON	ATTK	DMG	ERROR	THREAT	RANGE	SIZE
Glock 17	+4	1D10 + 1	1	20	25	
ARMOUR	DB	DR	MDB	ACP	SPD	
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	12	13	11	14	13	13

Tier 4

Sand boys

Major NPC – Generic template

NAME Gamba Mawambo AKA Reaper

CLASS Solider 5

APPEARANCE

37, 5f 8in Very dark skinned with scarring on both cheeks. He is well muscled and carries himself like a solider

TACTICS

He will use his man as a human shield in order to escape if he thinks his men are losing. They mean nothing to him.

MOTIVATION

Reaper does not yet know what the 1st group was going. He is as paronide as any mercenary leader can be. He wants to eliminate any opposition. He wants power and money.

OBJECTIVES

He wants to continue to amass his fortune off the backs of others

VITALITY	55
WOUNDS	12

DEFENSE	16
INITIATIVE	+3

GRAPPLE	+6
----------------	----

UNARMED	+6
MELEE	+6
RANGED	+5

FORT	+5
REF	+4
WILL	+3

ATHLETICS	+ 6
ALERTNESS	+7
INTERACTION	+5

WEAPON	ATTK	RECOIL	DMG	E/T	RANGE	SIZE
Browning High Power	+5		1D10+1	0 / 20	25ft	S
ARMOUR	DR	RESIST	DP	ACP	SPD	SEARCH DC
Kevlar Vest	4			-1	+0	
ATTRIBUTES	STR	DEX	CON	INT	WIS	CHA
	14	12	12	13	12	13

Player handout 1

Information on Team Kilo

Jennifer Stewart

NIA agent

Age 28, white, 5ft 7in, reddish brown hair.

Computer and surveillance specialist. Joined NIA in 2000 after obtaining a first degree in Computer Programming and Analysis from Aberdeen University. Graduated one year ahead of her class. Stewart has been with the team from the start of the mission.

Michael Rutherford

SAS

Age 31, white, 6ft 3in, brown hair.

Most of Rutherford's file is classified. However, he is known to be a top counter-terrorist agent, with specialisations in weapons and eXPlosives. Rutherford has been with the team from the start of the mission.

Ryan Grey

NSA

Age unknown, white, blonde hair.

Grey's file is a blank. Grey has been with the team for five weeks.

Travis Hayes

Navy SEAL

Age 32, black, 6ft 1in, black hair.

Hayes file is also classified. Hayes has been with the team for five weeks.

Note: Grey and Hayes were drafted into the mission after the original two American agents became ill during the missions' time in the Middle East. Grey replaced Aaron Steel (the team's infiltration eXPert). Hayes replaced Martin Craig (the team's driver and transport specialist).

Player handout 2

Equipment on Jet

19 x Parachutes - free

16 x Backpacks – free

Weapons

3 x Glock 17's

3 x Sig Saver P232

2 x Walther PPK

8 x Silencers

Ammo

Point cost

18 BP each

12 BP each

12 BP each

2 BP each

Free

Gear

NIA Agent Bundle

Counter-Intelligence Bundle

Demolitions Bundle

Infiltration Bundle

Stakeout Bundle

Diversion Bundle

35BP

25BP

25BP

25BP

35BP

35BP

12 x Black/Grey outfits

9 x sets tactical radios

24 x sets of ear plugs

2 x Flashlight

2 x Flashlight UV

2 x Flashlight IR

7 BP each

7 BP per set

1 BP 2 sets

1 BP each

3 BP each

3 BP each

3 x First Aid kits

6 x Liquid Skin

6 x Stimulant Shot

3 BP each

5 BP each

3 BP each

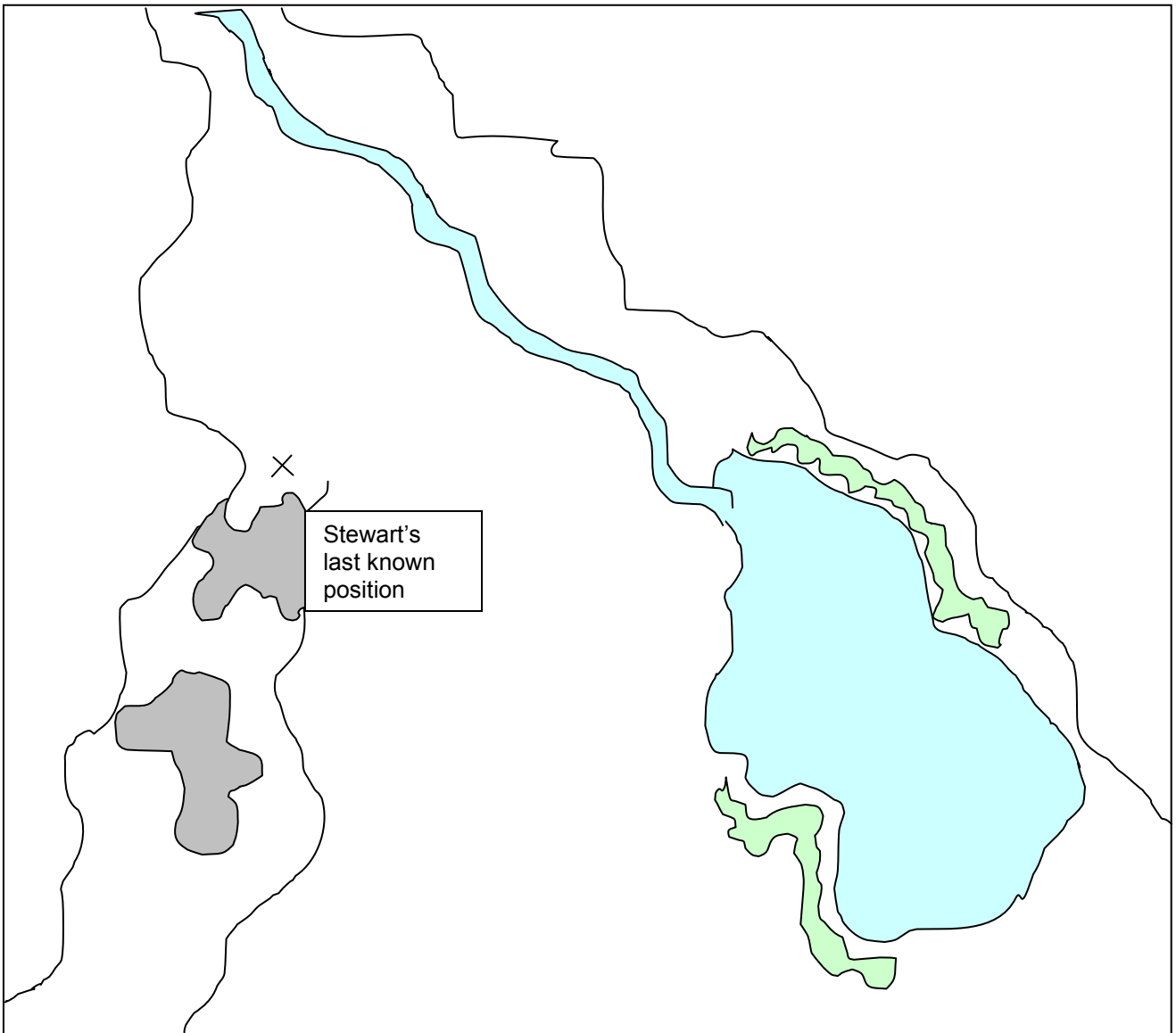
Player handout 3

Team Kilo's Gear

- 4 x Desert Fatigues
- 1 x GPS unit
- 1 x Laptop +3
- 2 x Night vision goggles
- 2 x Day / night scope 9x to 15x
- 2 x Heavy duty backpack
- 2 x Ghillie suit
- 2 x Binoculars
- 4 x Camouflage net
- 1 encrypted tactical radio (Stewarts)
- 2 x Entrenching tools
- 3 x Face paint (3 applications)
- 4 x One-man tent
- 3 x Night vision goggles
- Regional maps (Chad, Biltine)
- 2x day/night spotting scope with tripod 20x
- 2 x Evidence kit
- 2 Days MREs
- 2 Logbooks with Waterproof quality
- PDA (+1 power rating)
- Video camera, professional with 6 rolls Professional-grade tape
- 2 batteries
- Parabolic Mic

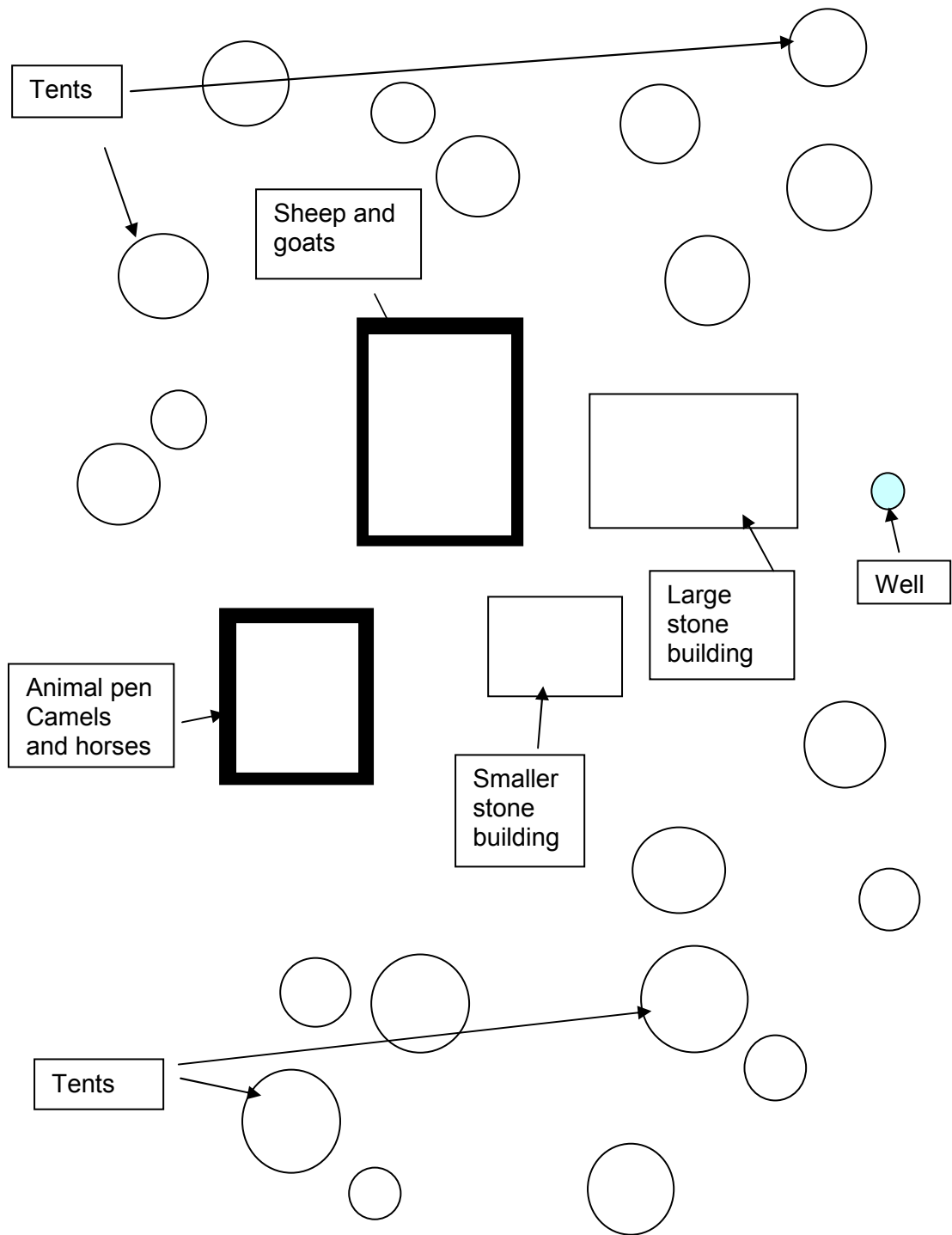
Player map 1

Map of Biltine in eastern Chad



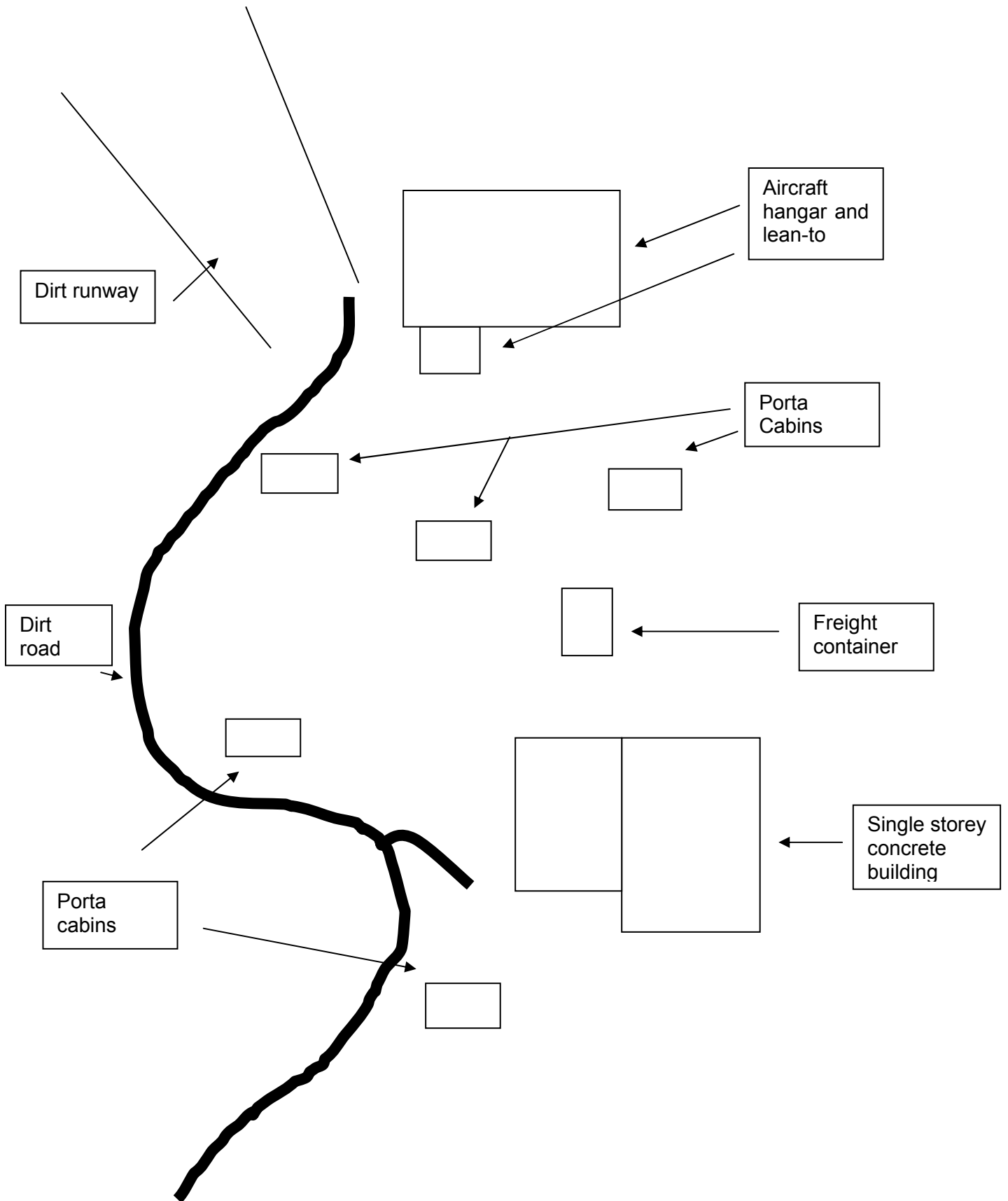
Player map 2

Nomad village

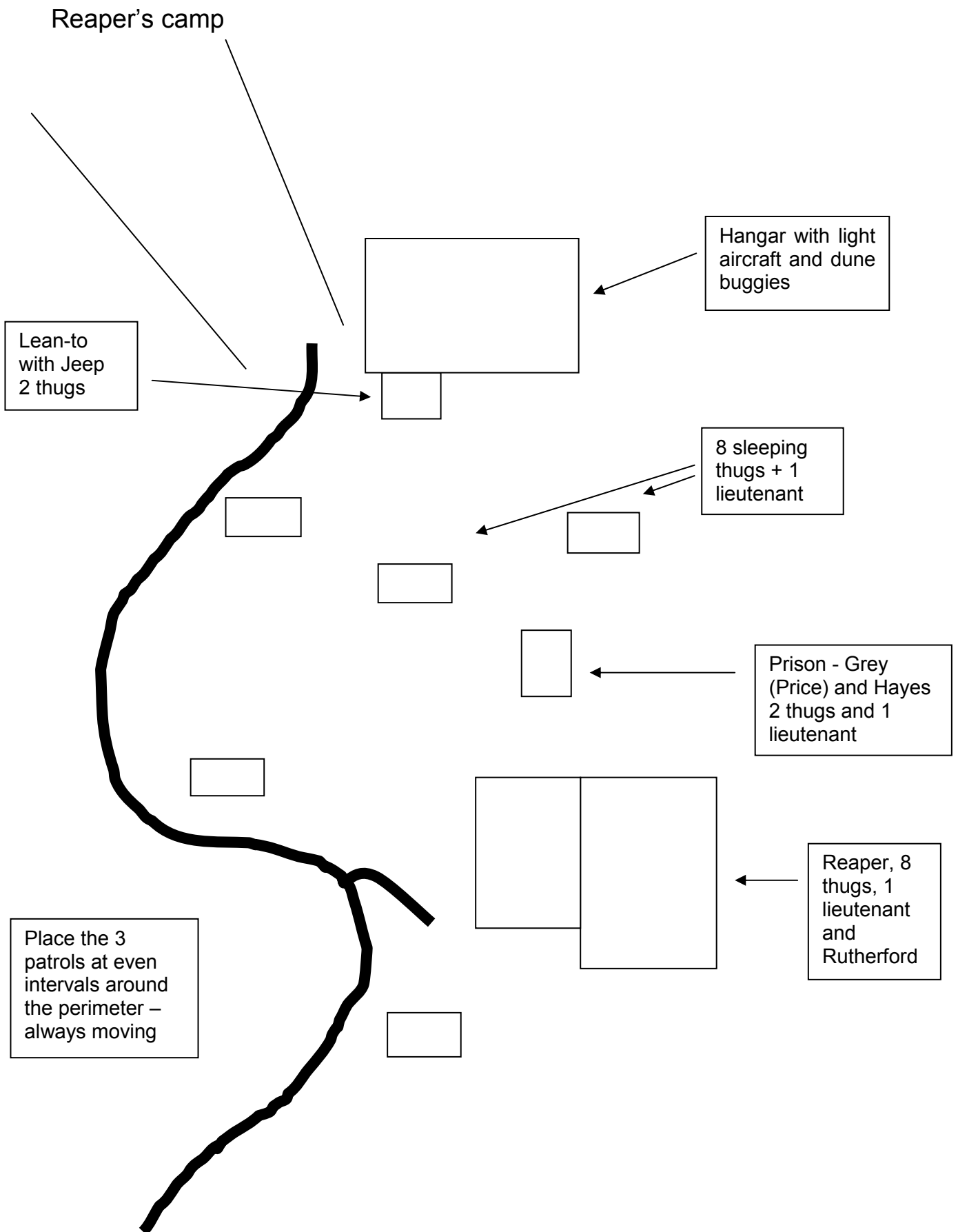


Player map 3

Reaper's camp

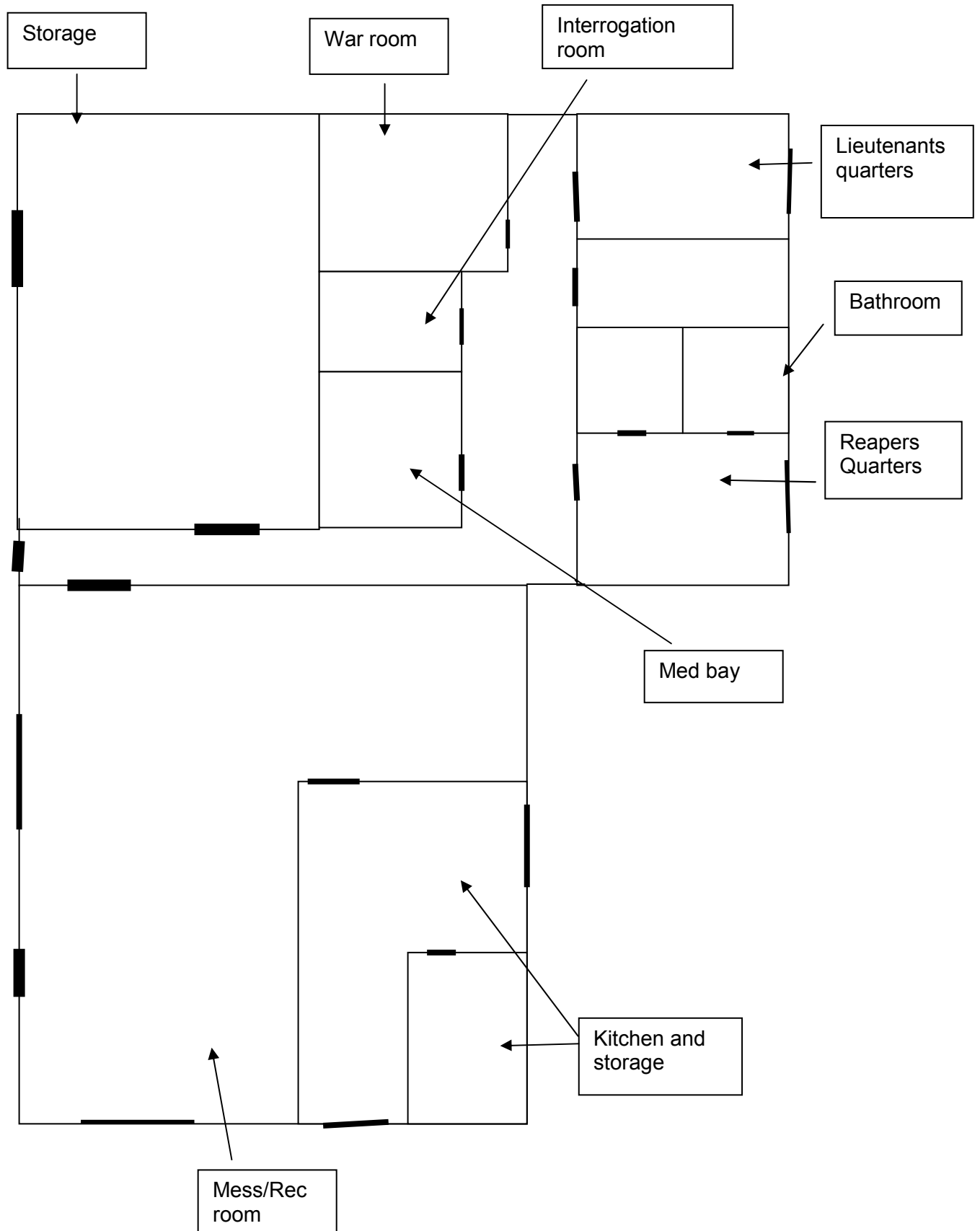


GC map 1



GC map 2

Inside the main building



GC reference

Chad factfile

Chad is landlocked. It shares its borders as follows: to the east, Sudan, to the south, Central African Republic, to the south west, Cameroon and Nigeria, to the west, Niger and to the north Libya.

Languages spoken: French, Arabic, Daza, Maba, Sara and Gulay. 120 different languages and dialects.

Chad has a long history of instability from the time it received independence from France in 1960. Southern Chad has a high level of oil.

Due to unrest in Sudan, hundreds of thousands of Darfur residents have been forced into Chad to escape – their language is Nilo –Saharan.

Chad is a source, transit and destination country for children trafficked for the purposes of forced labour and commercial sexual exploitation. To a lesser extent Chadian children are also trafficked to Cameroon and Nigeria.

Chad is on the watch list for failure to provide evidence of increasing efforts to combat human trafficking.

Chad was destabilised during 2007 by civil conflict, leading to a declared state of emergency in Feb 2008.

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