

the

KHORFORJAN GAMBIT

A Non-FX Modern Adventure for 4 Characters level 9 to 11



Robert J. 2001

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The Khorforjan Gambit
An SEP Spec Ops Adventure
Part 3 in the Albenistan Series

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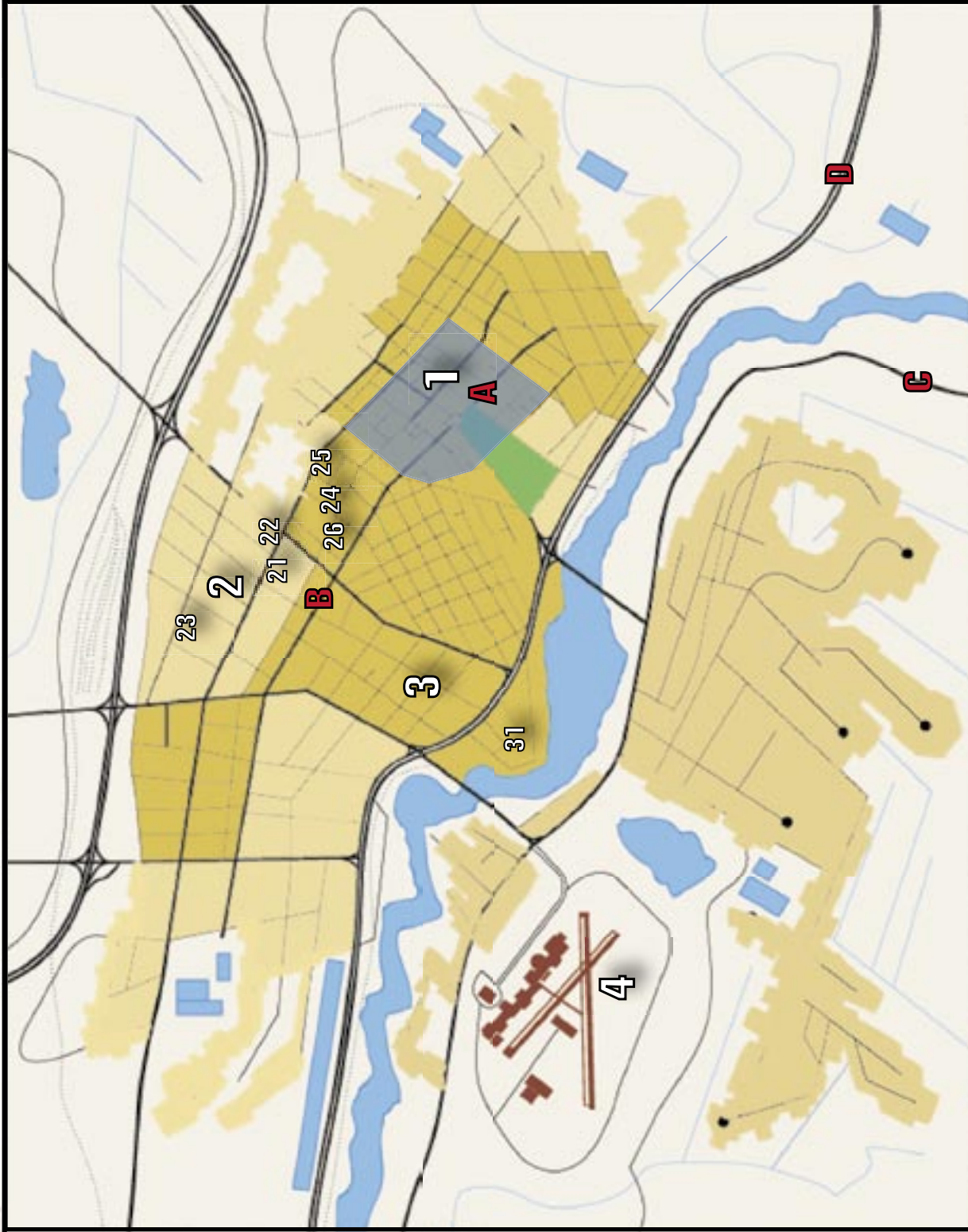
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Khorforjan

- Major Road
- Secondary Road
- Railroad
- Stream or Canal
- Reservoir
- Lake or River
- Dense Pop.
- Moderate Pop.
- Airfield

1. The Blue Zone
2. Bohtar Rudaki District
3. Old Khorforjan
4. Airport
21. Boboyev Construction
22. Sadirov Holdings, Old Office
23. Sadirov Holdings, New Office
24. Anisimov Drachuk Plaza
25. Ghafurov Steet Tailorshop
26. Industrial Ambush
31. Government Square

- A. Chapaev Avenue
- B. Buchoro Street
- C. Road 88
- D. Highway 4



CHAPTER 1 - THE BRIEFING

PROLOGUE - THE UNIT REACTIVATION

Each of the characters should belong to one of the United Kingdom's special operations forces, such as the SAS or SBS. The rules supplement *Blood & Guts: In Her Majesty's Service* includes a prestige class for Increment operators, though this is not necessary and none of the characters need levels in that class. Further, while the adventure is intended for military characters, if the PCs are not military, perhaps they have some special skill or ability that leads to their recruitment. The adventure is not well suited for a non-military campaign, however the Special Actions Group, as described in *Appendix 5: Organizations*, might be a section of Interpol and the group may be acting on a request from the Albenistani government. Finally, plot hooks for character not in the military can be found in *Appendix 1*, coincidentally titled *Plot Hooks*.

If the group completed *Raid on Ashkasham* and/or the *Qalashar Device*, Captain David Hensley—or whomever acted as the prime motivator in those earlier adventures—reactivates the group, still at the base in Uzbekistan from which they launched their previous missions. If the PCs are recovering from injuries, they can still be activated. The reactivation will come once a majority of the PCs are almost fully healed (at least 90% of their total hit points) and the rest have at least three-quarters of their hit points. The reactivation is supposed to happen soon after the attack on the Qalashar facility (known as Operation DISCONNECT), but if the PCs were heavily wounded in that adventure, the timetable can be pushed back to allow for recovery time.

THE BRIEFING

You've only just finished a light lunch when you are called to a small ready room beside the mess. The SBS and SAS operators from your previous missions have departed Uzbekistan, so the only other individuals in the room are Captain David Hensley and Lieutenant Cameron Sykes. Cam gestures for you to sit at the chairs set up around a small table. On the table is a city map with some areas marked and noted on a key. Even without a title, you know enough about Albenistan to recognize a map of Khorforjan, the second largest city in that nation.

Captain Hensley surveys you before he speaks. "Gentlemen, we have further need of your services. Since your return, you haven't been briefed on the intelligence assessment of the Qalashar facility. Let me outline our discoveries. Most importantly, we have verified that the lab at the facility researched biological weapons. They maintained meticulous records. From what we've been able to glean from those records, the HMA now has a biological weapon. At least one shipment of a strain labelled E15631-October left the facility before we arrived. That particular batch was an aerosol Ebola, modified to survive for at least 24 hours outside a host. That makes it more infectious and more virulent than the strain now threatening central Africa. It also makes it pretty much the perfect biological weapon. The question is, who has it now."

The captain pats the stack of folders on the table in front of him. "We have shared this information with our allies. Everyone is getting involved: SAS, SBS, Delta, SEALs. Hell even GROM's in on this. The problem is that they are all expecting targets outside the country. They intend to quarantine Albenistan and insure the weapon never leaves. Our fear is that the HMA does not intend to export it, but will use it within Albenistan. The most tempting target outside of the Albenistan government itself is at Khorforjan.

Cam points to an area on the map. "That's Camp Parker. It's the headquarters for the Central Asian Stabilization Force - Albenistan. CASFOR-A is a United Nations operation. Its goal is to provide

security and aid the local authorities in stabilizing the region along the Afghanistan border and in the Autonomous Province of Qurghon Khujand. We have no doubt the HMA would like nothing more than to drive CASFOR-A out of the country. This weapon could very easily do that."

The captain leans back in his chair. "We had operatives in Khorforjan based on the evidence found at Ashkashem. Since Operation DISCONNECT, the team has increased its surveillance activities and has made some interesting discoveries. Recent signal intercepts have mentioned Ali Ahmed, which is the name on the Syrian identity card and Syrian driver's license found in the Ashkashem camp. Questioning of prisoners from Ashkashem and Qalashar has led us to believe that the individual pictured in these documents is Abbas, the leader of the HMA. The mention of his cover name indicates he may be traveling to Khorforjan.

"The evidence has not compelled the SIS or CIA to act on it. We, however, have been given carte blanche in our attempts to track down the Device. Considering the evidence so far, I can think of no better target than Khorforjan. We require your team to make a clandestine entry into Khorforjan and find Abbas and the Qalashar Device."

"You won't be going in completely blind. An Increment section is already in Khorforjan for Operation GHOST HAMMER, intended to identify and eliminate HMA agents and Security and Intelligence Group conspirators. Captain David Sloane and his Bravo Section have multiple targets under surveillance and have—so far—received complete cooperation from CASFOR-A. Further, he has found a useful source of information on the HMA."

Cam pulls out a thin folder and slides it over to you. On the front is a picture of a thirty-ish Semetic-featured man. "Abdel-Rahmen Khadr is a Jordanian-born reporter with Al Jariidah, an Arabic newspaper out of Beirut. He was educated in the UK and France. He's been in Central Asia since before 9/11 and has cultivated connections with many of the factions, including the HMA. Sloane brought him onsite, though he's not completely sympathetic."

Captain Hensley's eyes narrow. "We have little to go on and far too much to lose. Unfortunately, other than Sloane, his section and Khadr, we have no other resources in the area. CASFOR-A has been cooperative, but that could change at any time. Since our encounter with members of the Security and Intelligence Group at the Qalashar Facility, I am worried about revealing any information to the Albenistan government. It's impossible to know how deep the rot goes."

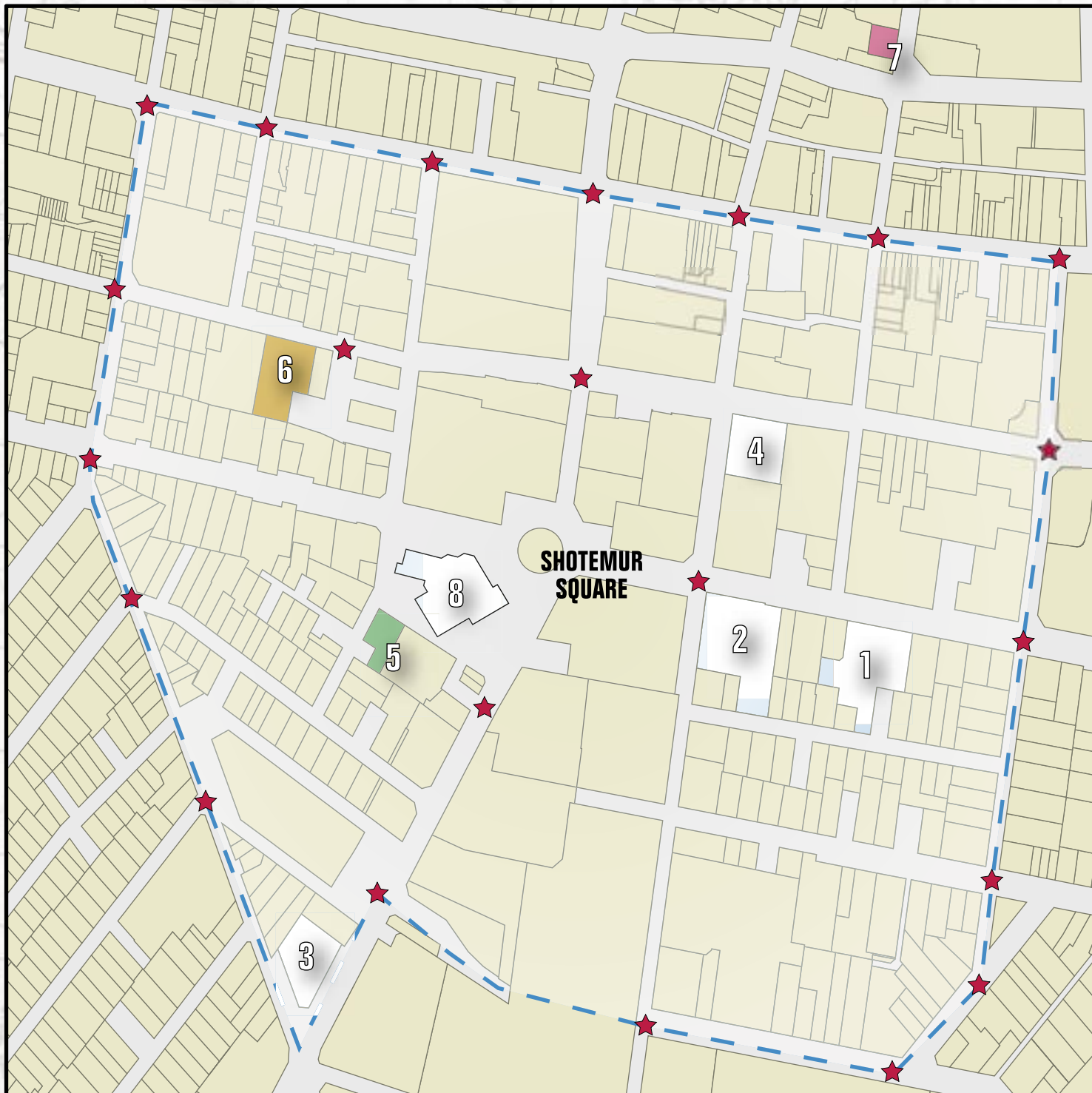
Cam offers you a crooked smile. "Looks like it's up to you to pull the fat out of the fire. Your team is going to be our Alpha Section. Welcome to Operation SPOTLIGHT."

The PCs will need cover identities and a cover purpose for being in Khorforjan. The PCs can create their cover identities. The Increment also has a front organization called the International Aid & Development Organization, and the PCs can take on cover identities as project coordinators for the IADO.

The plan is to have the PCs enter Khorforjan by air. They will be booked on a flight from Istanbul, Turkey. Most of the Non-Governmental Organization (NGO) personnel enter Albenistan through Turkey or Uzbekistan. If the PCs need special equipment, including weapons, surveillance gear, and explosives, Bravo Section will deposit the equipment in lockers at the Khorforjan Airport. The PCs will receive the number of the locker and the key to that locker at Istanbul. The key will be for locker 212 (and, if the PCs require more "special equipment" than would fit in one, large locker, other items would be in lockers 227 and 113).

Further, Bravo Section has found a trustworthy local to attach to the group as a guide and aide. The local's name is Ikrom Dostiyev. He

KHORFORJAN BLUE ZONE



- 1. Emergency Medical Assistance Group
- 2. Global Shield Security Services
- 3. International Humanitarian Organization
- 4. International Islamic Physicians
- ★ Military Checkpoint

- 5. Cafe Shahrom
- 6. Special Commission on Humanitarian Relief in Central Asia
- 7. Salimov's Coffee House
- 8. Rohat Hotel

is unaware that the group is actually an Increment group He believes Captain Sloane is a regular member of CASFOR-A. Dostiyev will meet the PCs at the Khorforjan Airport.

Reservations will be made for the group at the Rohat Hotel. The reporter, Khadr, is staying at the same hotel in room 204. The PCs will have photos of Khadr in order to identify him and will have his cell phone number if they need to contact him.

CHAPTER 2 – THE CITY OF KHORFORJAN

The city of Khorforjan has been the second city of Albenistan throughout the Twentieth century. Isherbazi, already a commercial hub and site of most of the government institutions during the Czarist period, was chosen by Soviet planners as the center for administration for the Albeni Soviet Socialist Republic. Khorforjan boasted a large university and an important place in the history of the region, however its importance declined until the 1980s and the USSR's involvement in Afghanistan. At that time, Khorforjan became one of the key military bases for the Soviet occupation. Its logistical importance led to an economic resurgence and explosive growth.

Khorforjan began to decline even before the Soviet withdrawal from Afghanistan. The coming of independence in 1991 sealed Khorforjan's fate. Jobs disappeared, opportunities shrank and the local economy all but died. The university, considered one of the top academic institutions in the region, dwindled in importance and capability. When civil war ripped Albenistan apart in 1993, anti-government forces held Khorforjan, which became a stronghold for Marat Burhonov and his Albeni People's Liberation Army—which, after the civil war, became the Albeni People's Liberation Party.

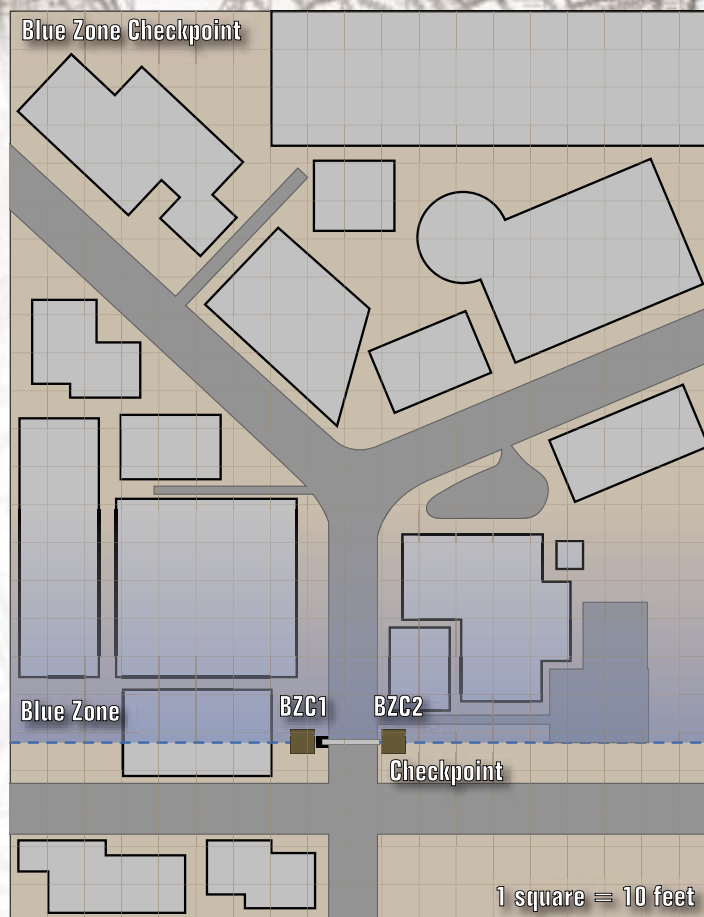
By the end of the civil war, in 1997, Khorforjan had crumbled to a shadow of its former glory. While the government recognized its importance in stabilizing the southern areas of Albenistan, especially along the Afghanistan border, it had neither the money nor the manpower to affect any real change or improvements. As such, the populace of Khorforjan views the government in Isherbazi with contempt, which sometimes strengthens to animosity or outright hatred.

The War on Terror has once again made Khorforjan an important logistical site. Its proximity both to the Afghanistan border and the rebellious Autonomous Province of Qurghon Khujand has made it the choice both for American and international deployments. The United Nations' Central Asian Stabilization Force has decided to headquarter its Albenistan contingent at Khorforjan. An abandoned Russian military base has become Camp Parker, which houses almost 2,000 troops and support personnel from Great Britain, Germany, Denmark and Canada.

Along with contingents from Western militaries, Khorforjan has become the center for an important cell of the Holy Motherland Albenistan (HMA) movement. A radical, anti-government and anti-Western terrorist network, the HMA has linked up with a conspiracy within Albenistan's paramilitary Security and Intelligence Group (SIG) and the two have hatched a plan to use a biological weapon developed by SIG against the CASFOR-A troops stationed at Camp Parker.

In the midst of these two armed factions, one overt and the other covert, sit the various non-governmental organizations (NGO) drawn to Khorforjan by the humanitarian crisis both along the border with Afghanistan and in Qurghon Khujand. Led by the International Humanitarian Organization (IHO), international NGOs have flocked to Khorforjan in the hopes of addressing the refugee issue as well as the endemic malnutrition and violence found in Qurghon Khujand.

A massive camp for displaced and internally displaced persons has been built to the southwest of Khorforjan. The Ashanjube Internally Displaced Persons camp is administered by the IHO in cooperation



with the Global Medical Assistance Group (GMAG). The IHO and GMAG represent the largest NGO presence in Khorforjan and rumors have spread that the HMA may target them as symbols of Western dominance in Central Asia.

THE BLUE ZONE

The Blue Zone is the foreign quarter in Khorforjan. Due to the continued instability, the Albenistani government decided the NGOs required a safe haven. The Blue Zone is protected by multiple military checkpoints, manned both by the Albenistani military and private military contractors (PMC) from Global Shield Security Services, a private company.

Blue Zone Checkpoint

The checkpoint illustrated in the map is the area in which the attack referred to in *Chapter 3 Countdown to Hell: 5. Red is the Color of My Herring*. This checkpoint may also be used as a generic checkpoint configuration. This checkpoint is on a main thoroughfare and is manned by three Private Military Contractors (PMCs). Many other checkpoints are manned by four or five SIG Thugs.

A wooden gate blocks transit along this road. The gate itself is flanked by two wood structures. The gate is a simple pole on a counterbalance, raised and lowered by hand.

BZC1: Gatehouse

This small wooden structure stands beside the lowered gate. On three sides, it has openings through which the occupant can watch anything approach, but it is open facing the gate.

A single guard, be it a PMC or a SIG Thug, is stationed in the Gatehouse to control the gate. Being wood, the gatehouse provides little protection from firearms. From the three sides with openings, it

offers 50% concealment as well as 5 damage reduction. From the gate side, it offers 10% concealment.

BZC2: Guardhouse

This small wooden structure. It has openings on all sides through which the occupant can watch the approaches to the gate. Facing the gate, the opening tops a door.

A single guard, be it a PMC or a SIG Thug, is stationed in the Guardhouse. Any other guard(s) assigned to the checkpoint patrols the gate, ready to assist. This patrolling guard will check identification of any individual attempting to pass the gate. The Guardhouse includes a telephone with a direct line to the police headquarters as well as a squad radio with which to request assistance. There is a “panic button” that can signal an alarm.

Non-Governmental Organization compounds

The Blue Zone is the home to many NGOs. The largest of these maintain compounds, like small, walled tenements, in which they house their personnel and administrative and logistics resources. The compounds usually include two or three buildings, which may have once been commercial structures or residential buildings. The three main compounds belong to the Global Medical Assistance Group, the International Humanitarian Organization and the Special Commission on Humanitarian Relief in Central Asia. One of the smaller compounds belongs to the International Islamic Physicians.

Global Shield Security Services compound

The Global Shield Security Services compound is the largest of the foreign enclaves in the Blue Zone. It consists of four three-story buildings surround by a 10 foot high stone wall. The stone wall is topped with razor wire. Each for the four buildings includes an observation post on its roof, complete with high-powered, night-vision capable binoculars. These Ops can also be used as firebases for snipers and support gunners. The compound also includes a small garage where the six armored Suburbans used by the PMCs are parked.

Cafe Shahrom

This café has a mostly open front with two swinging, glass doors. The glass in the doors is now missing. The building has seen better days, evidenced by its pock-marked walls. There are three tables, each with four chairs, assembled in front of the building on a rough patio.

CS1: Café

Within the café are only three tables, but there are counters along the north and south walls at which a customer could stand. At the back of the café, along the east wall, is a serving counter behind which are various coffee machines including the only working espresso machine in Khorforjan.

During the day, the café is incredibly busy. The coffee is expensive (while \$1.50 US per mug might sound reasonable, other coffee shops and cafes sell coffee at around \$0.50 US per mug). While the attendant will accept Albenistani Dinars, they really push for foreign currency, and they can give change in US Dollars, Euro Dollars, UK Pounds and even Russian Rubles.

Behind the counter is a sink. It is in the northeast corner. There is a rack beside it where the mugs and plates are left to dry. There are sandwiches and pastries available. The sandwiches are stored in a refrigerator. The pastries are like danishes or croissants, filled with cream or fruit. The sandwiches have assorted meats, tomato, lettuce and onions. The pastries cost \$2.00 US and the sandwiches cost \$2.75 US.

It is very common for the private military contractors (PMCs) from Global Shield Security to come here for their coffee. They usually sit inside, though if there are enough PMCs around to make them feel safe (if there are 8 or 10), they will sit on the patio. Locals can't afford this place, so the clientele are almost exclusively foreign.

CS2: Kitchen

The kitchen is extremely clean. Along with a large, wood worktable in the center of the room, there are smaller tables against the east and west walls. In the northeast corner of the room is a refrigerator door. Against the south wall is a large, bakery-type oven. You can smell the fresh bread and pastries.

CS3: Refrigerator

This large walk-in refrigerator stores a wealth of coffee, meat and vegetables. Considering the cost of getting these items in Khorforjan, the refrigerator might have more wealth than the cash register out front. Everything is stored on metal shelves along the walls.

Though it is not necessary to refrigerate much of it, the ingredients for the bread and pastries are also stored in this refrigerator.

Shometur Square

Shadirvan Restaurant

This small, affordable restaurant offers both Tajik and Turkish cuisine. The service is good, and at least one of the servers speaks heavily-accented and slow English. After 7 PM, the restaurant presents live music from local performers. The selection of performers is eclectic and includes both modern and folk music.

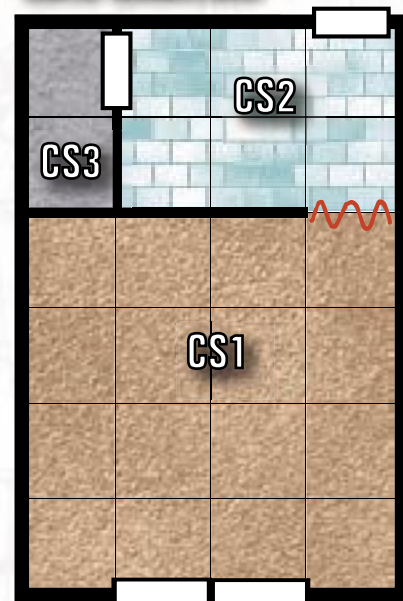
Intourist-Albenistan Restaurant

During the days of Soviet governance, this was the official tourist restaurant in Khorforjan. The management has not changed, and the restaurant has survived the troubled times of the civil war and economic crisis. The food is actually quite good, much better—if locals are to be believed—than what was available before independence. The restaurant is still part of the Ministry of Tourism and Trade, and so is an official government restaurant.

Volshebni Sir Pizza

Basically a counter fronting a couple of large ovens and a work area. There are four stand-up tables flanking the door, along the windows. While not the largest or most aesthetically pleasing of locations,

Cafe Shahrom



1 square = 5 ft.

SHOTEMUR SQUARE



1. Rohat Hotel
2. Police Station
3. Cafe Shahrom
4. Shadirvan Restaurant

5. Intourist-Albenistan Restaurant
7. Volshebni Sir Pizza
8. Oktyabrskaya Store
9. Romashka Art Center

this restaurant/store has a reputation as having the finest pizza in all of Central Asia. While that is a tad of hyperbole, the pizza is really quite good, and head and shoulders above anything else available in Khorforjan.

Oktyabrskaya Store

This is a medium-sized, very cluttered shop offering mostly tourist and travel merchandise. Outside of the shop at the Rohat Hotel, this store offers the widest selection of Western hygienic goods. The store is over-priced and the salespeople are not particularly friendly, nor are they willing to converse in anything other than Tajik and—sometimes—Russian.

Romashka Art Center

A modern, clean and attractive structure, this art gallery presents the work of local artists as well as artists from Central Asia.

Considered the most prestigious gallery in Khorforjan, and one of the top five galleries in Central Asia, the gallery is struggling financially. The foreign element brought to Khorforjan has come as somewhat of a boon for the gallery, as it has drawn both governmental and commercial representatives with available cash to the region.

Rohat Hotel

The sign in front of this five-story, brick building reads “Rohat Hotel” in three languages, English being the most prominent. Through the windows on the first floor, you can see a tidy lobby with a few pieces of attractive furniture. A man in a uniform and a pillbox hat stands before the door.

The Rohat Hotel is owned and operated by Zuhro and Shamsiddin Abdurahimov, known as Rose and Sam. It has become the center of the expatriate community. It is the main hotel for foreigners working

or visiting Khorforjan. While many of the NGOs maintain compounds within the Blue Zone, temporary staff are usually housed at the Rohat. Further, the “gift shop” is one of the few places to acquire Western goods at reasonable prices.

The staff expect foreigners to tip. A guest will quickly get labelled cheap if tips aren't forthcoming. Rose won't allow the staff to snub or ignore any guest, but tippers always receive fast, friendly service, while non-tippers just get service.

H1: Lobby

This open area is tidy and uncluttered, with some furniture and a few plants. A ceiling fan lazily rotates. The lighting is subdued except in the corners of the room, where there are seats and low tables with newspapers, foreign and local.

It's pretty common to find foreigners drinking coffee and reading newspapers here. Rose encourages expatriates to use the lobby even if they are not staying at the hotel. She realizes this fosters goodwill and will likely draw more business for the Rohat.

H2: Gift Shop

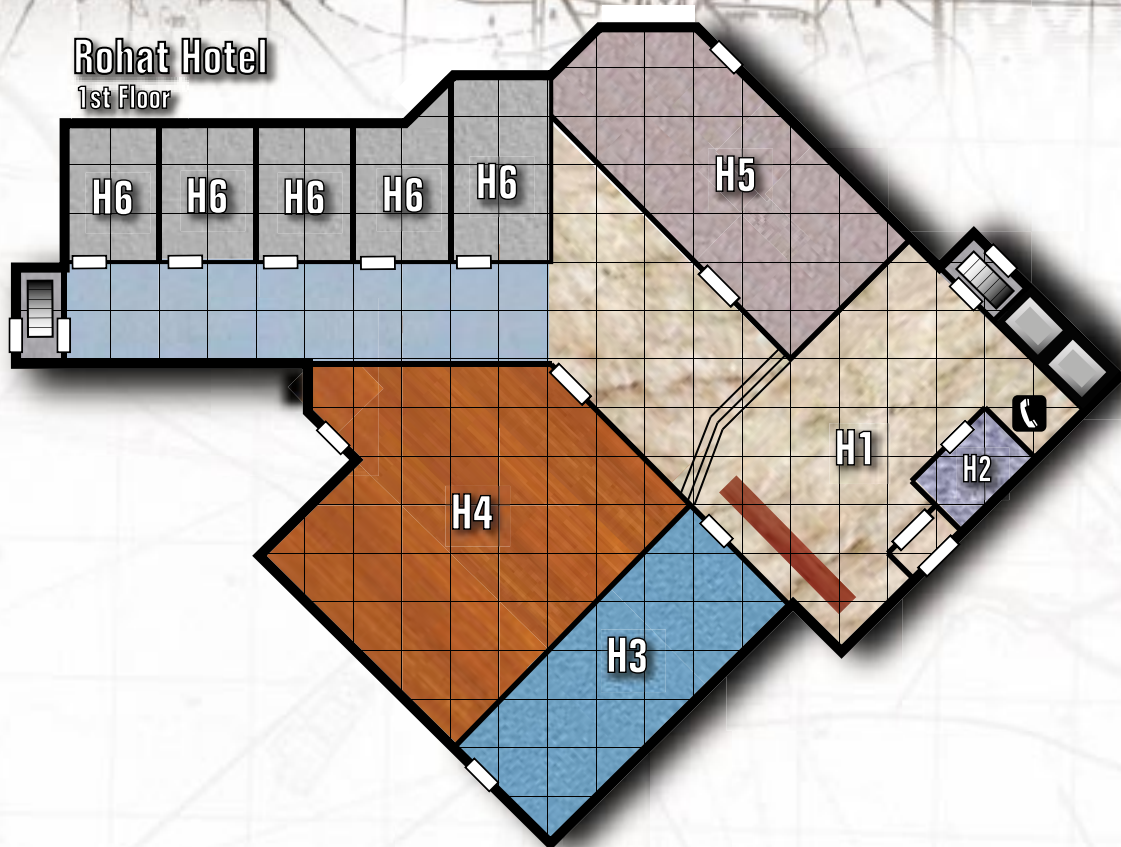
This is really more of a closet than a shop. There are two rows of goods and a cashier near the door. All the products are imports. There is a wide range of hygiene products, magazines, books, candy and canned goods. Everything has a price tag on it, and all of this are higher than what one would pay in many other countries, but seem reasonable compared to other local venues offering these same products.

Rose has used her connections within the NGO community and Sam has used his connections in the local government to smuggle small packages of goods from Western nations. While almost everything is available at other shops and markets throughout Albenistan, the prices are usually exorbitant. The Rohat makes very little profit on these goods, however they draw foreign clients who usually then visit the bar or restaurant.

H3: Rose and Sam's Quarters

There is not much to this room. A king-size bed fills one corner, a desk fills another. On the dresser is a TV and beside it is a portable stereo. A collection of shoes fronts a standing closet beside the exterior door.

Rose and Sam don't spend much time here. They do occasionally take a night off and watch TV or have a bottle of wine together, but they are never far from the front desk. Rose does all the accounting at the desk here, and the hotel's ledgers are stored here. Both doors are heavy wood reinforced with metal. The exterior door is actually covered in metal on the outside.



H4: Restaurant

The restaurant is clean and the décor is pleasant. At the far end is the kitchen, part of which is open to the rest of the restaurant. The patrons can watch as their meals are prepared. The kitchen is sparkling with clean stainless steel.

The menu for the restaurant is a list of Western favourites, from burgers and barbequed chicken to pizza and shepherd's pie. Rose collects recipes from a variety of locations and is always adding new items to the menu. The staff of the restaurant are paid well, but the chefs are treated like gold. They have never faltered when approaching a new dish and Rose has heard the clientele raving about the meals. The price for a meal is very reasonable. Any alcohol ordered in the restaurant will come from the bar.

H5: Bar

This bar has the atmosphere of a pub. The lighting is subdued while wood and brass dominate the bar itself. There are tables with chairs as well as elevated booths for guests. A dartboard hangs on the far wall. Behind the bar is an impressive collection of alcohol.

The bar is Sam's special project. He has heard how popular British-style pubs are in the UK and North America, so that is what he has attempted to mimic in the Rohat Bar. It has cost him surprisingly little, and the carpenters and builders involved in working on the bar have proved very creative when dealing with Sam's request.

The only draft beers available are Carlsberg and Kafirnigan, a local lager. Pivzavod Kafirnigan is located in the Industrial Sector and is still in production. Kafirnigan lager is the most popular brand in and around Khorforjan.

The bar also has Newcastle and Sapporo in cans, and Bud and Becks in bottles. When it comes to alcohol, Sam has collected just about everything from every corner of the globe. The bar has whiskey, rye, bourbon and Irish whiskey as well as vodka (Finnish), sake, gin and just about everything else imaginable.

The Rohat Bar has become justifiably famous among the expatriate

crowd.

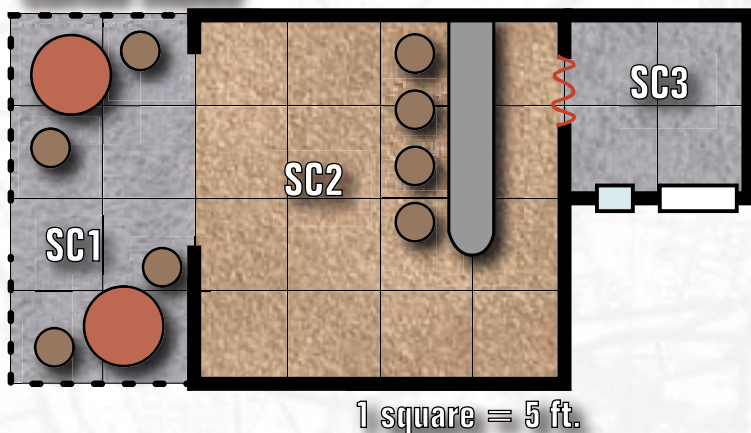
H6: Rooms

The room has a low, worn but clean carpet. It includes a spacious bed, a desk, a TV, closet and dresser-drawers with a mirror. The washroom includes a toilet, sink and a shower but no bath-tub.

Salimov's Coffee House

This is the coffee house of Imenaz Salimov, an HMA sympathiser. It is small and unimpressive, though the widow Salimov is able to maintain it as it is a regular meeting place for HMA cells.

Salimov's Coffee House



SC1: Patio

The coffee house appears little more than a hole in a wall. It has a small patio with two tables. A metal railing borders the patio. Beyond this patio is a doorway. The interior of the coffee house is so dim that nothing within it can be made out.

SC2: Interior

This coffee house is quite small. A few hanging lights dimly illuminate it. A slow moving ceiling fan does little more than disturb the air. The atmosphere is thick with tobacco smoke. Across from the doorway is a counter. Four high stools, lacking backs, are arrayed before the counter. The stool against the wall is occupied by an older man in a worn suit smoking a cigarette and reading a newspaper. Behind the counter is a woman who looks to be in her fifties. There are only two tables within the coffee house. A curtain covers an opening behind the counter.

Imenaz will react with suspicion to any strangers, especially if they are obviously not locals. While she will never be overtly antagonistic, she will be curt, uncommunicative and uncooperative. While the price of a coffee or tea is 1,250 dinars, Imenaz will charge strangers 2,750. She will not accept foreign currency.

The coffee house also sells local foods for 3,250 dinars per plate. There is no menu as Imenaz simply makes whatever food is requested. She will not cook for strangers, and will tell them—in Tajik—that the kitchen is closed.

SC3: Kitchen

This room is small, consisting of a tall oven, a gas range, a refrigerator, a sink, and a worktable.

This is where Imenez cooks food. She stores her coffee and tea in tins under the worktable.

BOHTAR RUDAKI DISTRICT (KHORFORJAN'S INDUSTRIAL SECTOR)

The Industrial Sector has never been the heart of Khorforjan. It may now be the center for its slowly growing economy, but Khorforjan always considered itself a cultural and educational city. During the time of Soviet involvement in Afghanistan, the industrial sector saw rapid growth, mainly by providing maintenance for military hardware and some civilian goods, such as automobiles and bicycles. Recently, there has been a very slight resurgence in the economy, brought about mostly by the spending of the NGOs and CASFOR-A. This has led to a love-hate relationship between residents and the foreigners. While many residents recognize the truth—that the foreigners are reviving the economy—few are happy about that. Most residents will never admit as much in public.

The Industrial Sector is the home of a few successful companies, such as Boboyev Construction, the Pivzavod Kafirnigan brewery and Sadirov Holdings. There are also some residential complexes, including the apartment complexes in which Abdurahkim Boboyev, Muzaffar Hameed, and Ikrom Kamilov live.

Boboyev Construction

Under the sign “Boboyev Construction” is a double door made mostly of metal with frosted glass. The building is not large, but it does have a yard enclosed with a sheet metal fence.

B1: Main entrance and Foyer

This area is quite open. There is an antiseptic quality to it. The walls are unadorned. The chairs against the walls to the east, the outer walls, are metal and plastic. The floor is neutral colored tile. Just across from the main doors is a metal desk on which rests an electronic typewriter and two telephones.

There is usually a young woman who sits at this desk and acts as the receptionist and secretary. On Day 2, after Hasanov's death, Boboyev has two Committed Guards, suitably attired in dress casual and carrying badly concealed Skorpion machine pistols (+5 ranged, 2d4).

The receptionist will only communicate in Tajik. She will indicate that Mr. Boboyev is not in, even when he is. She is Fatma, Boboyev's niece and is very loyal to him, as her father died during the civil war and all the family's money comes from her job at her uncle's office.

B2a/b: Washrooms

This room encompasses a stall and a sink. There is a bar of gritty soap, apparently rarely used, on the side of the sink and towels hang from a rack beside the sink, pristine and also appearing unused.

There is a men's and a women's washroom. If Fatma were not Boboyev's niece, it is unlikely the office would have a women's washroom. The soap and towels in the women's washroom appear unused. The truth is, Fatma is not comfortable using these facilities, and so the women's washroom has never been used.

B3: Network Room

There is metal shelving against the far wall. Three computer PC towers sit there. You see some other devices and a couple of monitors and keyboards, though no desk or seats. There are boxes piled in the south eastern corner.

While one would not guess as much from the reception area, the office is well connected, electronically. This is the network room. Boboyev uses the internet regularly, and also likes to snoop on the actions of his workers. The thing is, Boboyev really doesn't understand networking and relies on his workers to explain everything to him, so

he has been—so far—unable to spy as he would like.

He has, however, found internet porn.

B4: Kitchen/Break Room

Cupboards and counters cover the north wall. The cupboards are of flimsy wood and the counter is covered with cheap linoleum. On the western end of the counter is a battered gas range. Against the south wall, an ancient refrigerator chugs away. There are two round tables, each with four chairs around it. The tables have ashtrays and newspapers strewn over them.

A rather recent addition, this room was once a room for clerks in sales and purchasing. Boboyev has fewer employees now doing more work, so he didn't need the extra office. It has become a type of break room, though few people use it for anything other than smoking and reading the newspaper.

B5: Locker Room

This room has metal lockers lining its walls. There are benches in front of these lockers.

Between 0800 and 1700, these lockers hold some clothing and other personal effects. At other times, they will only hold some old, dirty work clothes, boots and gloves.

B6: Machinery

The door to this room is barred with a chain and a lock. The lock has a DC 20.

This room has a variety of large equipment like chainsaws and jackhammers in locked racks along its walls. Each wall has a cabinet fronted by thick wire, locked with a padlock.

The padlocks have a DC of 20.

B7: Storage and Receiving

The large, open area is filled with various equipment and material. Against the west wall, wood is piled on metal racks. A counter runs along the north wall. Various hand tools and electric tools are scattered around the counter and hang from the wall above it. Barrels filled with nails and screws line the northeast wall. Strewn around the rest of the room are girders, wood, bags of unmixed cement and sundry other items one might expect at a construction site.

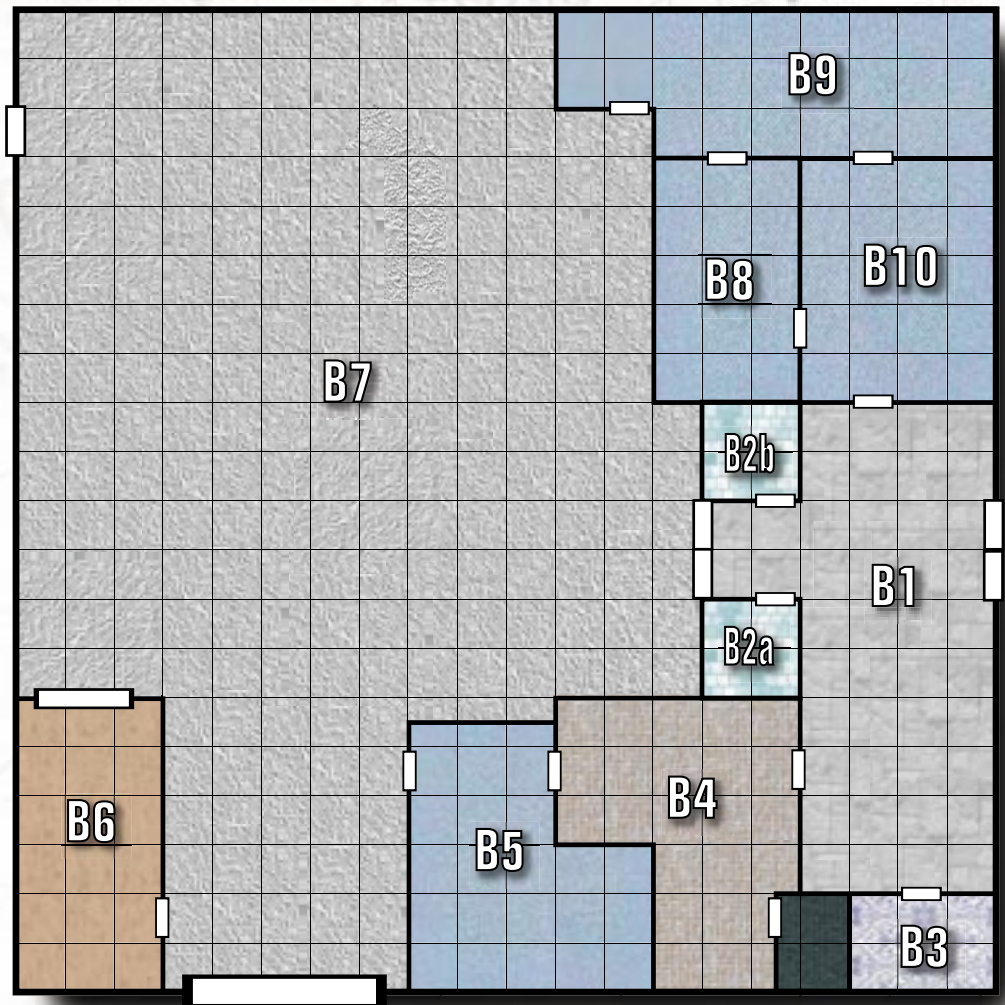
This is the storage and work area for the construction company. During the day there will likely be five to ten workers, stacking, receiving, preparing or otherwise working. Beneath the tool counter are multiple boxes of dynamite. At the far back of the dynamite are ten pounds of C4.

B8: Meeting Room

A large, wood table dominates the center of the room. It has seen better days, now pocked and pitted. Around this table are six chairs, two on each side, one at the head and one at the foot. On the table are a silver tea service and a crystal pitcher.

Boboyev Construction

1 Square = 5 feet.



This is where Boboyev holds staff meetings or meets with clients.

B9: Boboyev's Office

There is a large, wood and metal desk in the east side of the room. It has a computer, two telephones and a desk lamp on it. Facing it are two cushioned chairs. Against the north wall is a sideboard topped with a tea service and three decanters, each with a liquid of a different color. In the northwest corner are two tall filing cabinets.

The decanters hold vodka, Scotch and rum. In the sideboard are both glasses and tea cups. There is also sugar, tea bags, a tin of coffee, some saucers and assorted cutlery.

There is also a loaded AKM and three magazines.

Depending on the events as depicted in "Chapter 4: Countdown to Hell," Boboyev may be at the office, but for the most part, he will not be found here.

B10: Accounting

This room has three desks, two against the east wall and one against the west. Each desk has a computer, a chair and a filing cabinet beside it. The desks are metal and sparse.

Between 0800 and 1700, there will be a clerk at each desk. These clerks do all the accounting, orders and sales for Boboyev construction. They are also far more capable with the network than Boboyev.

Sadirov Holdings, the old office

This one-story office building is surprisingly modern and in good condition. While the buildings around it are pitted and scarred, damage that looks as though it may have been caused by firearms, the Sadirov Holdings office presents a clean, brick facade with unbroken glass in its windows and in its double doors that offer entrance. The sign over the entrance includes “Sadirov Holdings” in both Cyrillic and English. There is some room to park in front of the building, but most of the space is taken up by a large, late-model sedan of German make. Two men stand before the entrance with dark grey coveralls, sunglasses and AKMs at their shoulders.

O1: Reception

The floor of this room is tiled. Along with the bright fluorescent lights, the two main doors are of glass, and much ambient light enters the room by this route. There is a single, unremarkable, gunmetal grey desk. The desk blocks access to a hallway, just behind and to the north of it. There is a low table to the west and uncomfortable appearing chairs against the west and north walls.

During the day, an equally unremarkable woman of middle-age sits behind the desk. She will greet the PCs politely, but always with a cool aloofness that belies any welcome she offers. She does not have a computer, rather she has a manual type-writer and a plastic in/out tray. The schedule book is an old style, hardbound ledger.

O2: Office (Accounting)

This room is broken into four cubicles, not very different from many offices in North America or Europe. However, none of the desks have computers. All have typewriters and adding machines. There are filing cabinets, files folders, invoices, receipts and other bookkeeping paraphernalia.

During the day, there will be two bookkeepers in this office. There is not much work for them, so they usually spend the day smoking and reading newspapers. The files found here have little information of interest to the PCs. If they do investigate, they will find that Sadirov Holdings seems involved in moving goods from Pakistan and Iran into the former Soviet Union, including Russia, the Central Asian republics, the Baltic Republics and Georgia. There is some evidence of trade in the opposite direction, including weapons, but all the papers are in order.

If the PCs make a successful Search against DC 25, they will find a folder with information on medical equipment purchases and importation. The equipment was purchased in Russia, Georgia and Poland and was destined for a hospital in Pakistan. There is a receipt for the equipments’ arrival, but there is no evidence that it ever entered Pakistan. It did leave Khorforjan and the transfer order is signed by Muzaffar Hameed.

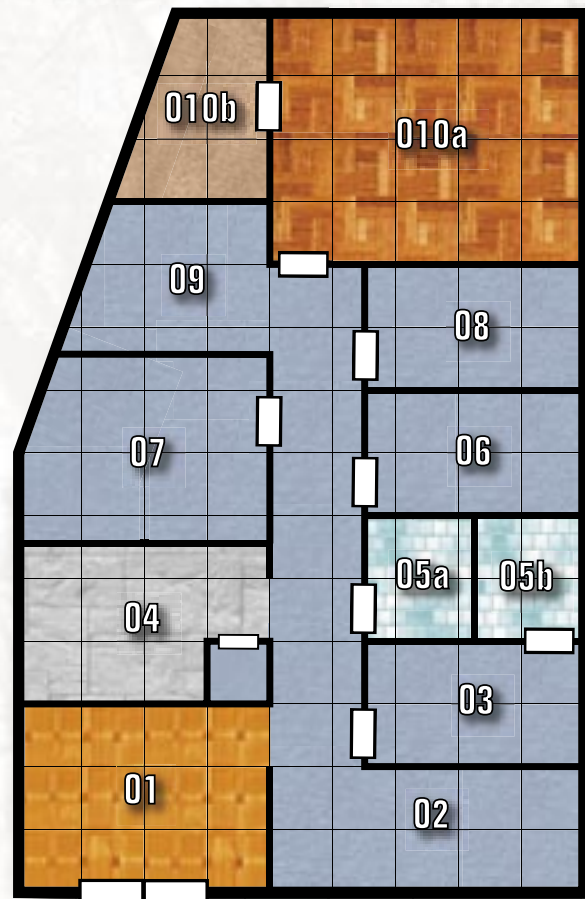
O3: Office (Computer)

This room has two workstations with computers. They are older and don’t appear in the best of condition. One workstation is against the north wall and the other is against the south. Against the east wall is a filing cabinet with computer manuals from the late 1990s piled atop it.

These computers are older, but they function well-enough to be used for records management. They are networked in a local area network (LAN). Through the LAN, the computers have access to the internet, but this requires user Ids and passwords. Also, there is a folder on the shared drive called “Builder” in Arabic. It is protected. If the PCs make a Computer Use skill check against DC 30, they can enter this folder. It includes information on the Qalashar facility, Project HARVEST—

Sadirov Holdings Old Office

Each square = 5 ft.



which is the name given by the rogue faction of the Security and Intelligence Group to the bio-weapons project underway at the Qalashar facility—and Camp Parker. Most of the data is in document format, but every document has a file number. The file number does not correspond to any files in O2 or O3.

Note, this room has its own, rarely used toilet for the use of the few female employees. Please see the description under O5

O4: Break Room

A metal table dominates the center of this room. Its top is some kind of plastic, pitted and stained. The north wall has cupboards and a counter while there is a small stand with an old microwave oven on it against the west wall. The south wall has a blackboard with a schedule chalked on it. Beside this is a corkboard with various notes pinned to it. Beside the door is a small closet.

Inside the closet are cleaning supplies, a mop, a broom and a dustpan.

O5: Bathroom

This room includes a stall with a toilet and a sink. On the sink is soap. Beside the sink is a towel rack with two hand towels on it.

Both bathrooms (O5a and O5b) are the same. O5b is only accessed through the computer room (O3) and is usually used by the female employees. Both bathrooms are marked as men’s rooms.

O6: Office (Transport)

This office has a desk against the north wall, near the door and another in the southeast corner. Both have two telephones, stacks of

file folders and typewriters. Beside each desk is a filing cabinet.

During the day, there is only one employee here. It is his job to get transport for the various goods being traded. If the PCs investigate this room, they will find lots of flight schedules for the region, including airlines operating in Tajikistan, Uzbekistan, Pakistan and Turkey. There is contact information for cartage firms in both Isherbazi and Khorforjan.

If the PCs make a successful Search against DC 25, they will find a folder with information on medical equipment importation. The equipment was purchased in Russia, Georgia and Poland. There are schedules and invoices for transport from the originating countries. There is also a memo from Muzaffar Hameed indicating that he has contracted for the equipment's delivery.

O7: Meeting Room

A large oak table sits in the center of this room. Around it are relatively comfortable if worn looking chairs. The table itself may once have been impressive, but it has seen better years. Against the east wall, beside the door, is a smaller table on which sits a tea service, a coffee urn and an empty glass pitcher surrounded by glasses.

O8: Office (Purchasing)

This office has a desk against the north wall, near the door and another in the southeast corner. Both have two telephones, stacks of file folders, adding machines and typewriters. Beside each desk is a filing cabinet.

During the day there will be two clerks in attendance. One has the job to find the goods requested, make purchases and pass along the information to Transport and Accounting. The second has the job of actually deciding what kind of goods would make good purchases. Much of the time, the purchases are standard "luxury" or "consumer" items that are available in Russia or Eastern Europe but are not available in Albenistan. Hameed also regularly directs the type of purchases.

If the PCs make a successful Search against DC 25, they will find a folder with information on medical equipment purchases and importation. All of the documents in the folder are carbon copies except for the original purchase order, signed by Muzaffar Hameed, and a memo requesting the equipment from Muzaffar Hameed. The equipment was purchased in Russia, Georgia and Poland and was destined for a hospital in Pakistan. There is a receipt for the equipments' arrival, but there is no evidence that it ever entered Pakistan. It did leave Khorforjan and the transfer order is signed by Muzaffar Hameed.

O9: Hameed's Assistant's Office

A desk faces east, all but blocking access to the rest of the room. The desk has a nice pen set, an in/outbox tray, a calendar notebook and a typewriter. Behind this desk are four tall filing cabinets and a window.

MehrinissoTeishiyev is Hameed's assistant. She is middle-aged, still attractive and extremely competent. She has no idea that Hameed works for the HMA, though she would not particularly care if she did know. She protects Hameed's door better than any lock. Behind her desk are four tall filing cabinets. These are filled with standard business information and have nothing incriminating or of interest to the PCs.

O10a: Hameed's Office

Entering the room, you are faced with a large, ornate wood desk. In front of it are three large chairs, all appearing quite comfortable. On the desk is a lamp, an in/outbox tray, an impressive pen set, and two

telephones. Off to the side is a table on which a tea service sits. Beside it is a crystal decanter surrounded by six crystal glasses.

While this is his office, once the action begins, Muzaffar Hameed is rarely here. He has left nothing incriminating among his files, nor is there anything of interest for the PCs. If Hameed is present, it is unlikely the PCs will get past his assistant except at gunpoint. If they do so, she will trigger a silent alarm that will allow Hameed time to exit into his study.

O10b: Sadirov Safe Room

This room has a small, metal desk with a computer. Beside the computer desk is another desk with two telephones. There is also a printer which sits atop a short filing cabinet.

This room is soundproofed and the door is actually metal with a wooded façade. As such, this is Hameed's safe room.

If the PCs make a successful Search against DC 25, they will find a folder with information on medical equipment purchases and importation. In that file is a request from Major Musulmongul Radjabov in Qalashar, forwarded to Hameed by Colonel Olim Iskanov. There is a further note from Colonel Iskanov that he has acquired vehicles to transport the equipment from Khorforjan to Qalashar.

Sadirov Holdings' New Office

First Floor

NO11: Lobby

This appears to be a lobby. To your right, a flight of stairs rises to the second floor, which is open around the edge of the room, making a balcony of the hall. In the far left corner is a counter, slightly rounded. There is a doorway to your right and a pair of doors about 12 feet along the wall to your left. Dust covers the ground and the walls have not been painted. They appear to be constructed of poured cement. In some places, paneling that appears similar to drywall has been attached. The counter is a frame but little else.

If the PCs succeed in a Spot check against DC 25 or a Search check against DC 15, they will note that the dust has been recently disturbed by many feet. If the PCs succeed in a Spot check against DC 30 or a Search check against DC 20, they will note a security camera hidden in a ceiling vent, aimed at the front doors.

NO12: Purchasing

This room is all but barren. A dismantled scaffold is stacked against the north wall. A closet, no door yet attached, is set into the west wall.

If the PCs succeed in a Search check against DC 15, they will note a motion detector on the ceiling in the southeast corner. It has no lights or other indicators as to its status.

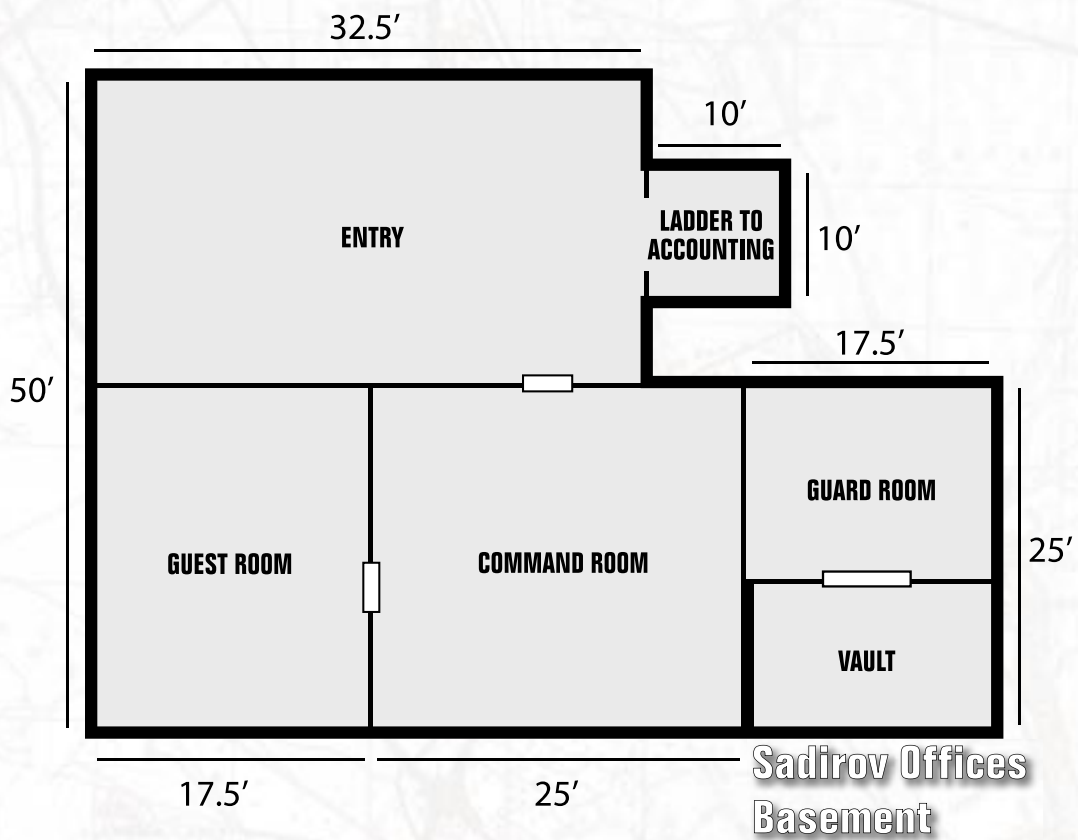
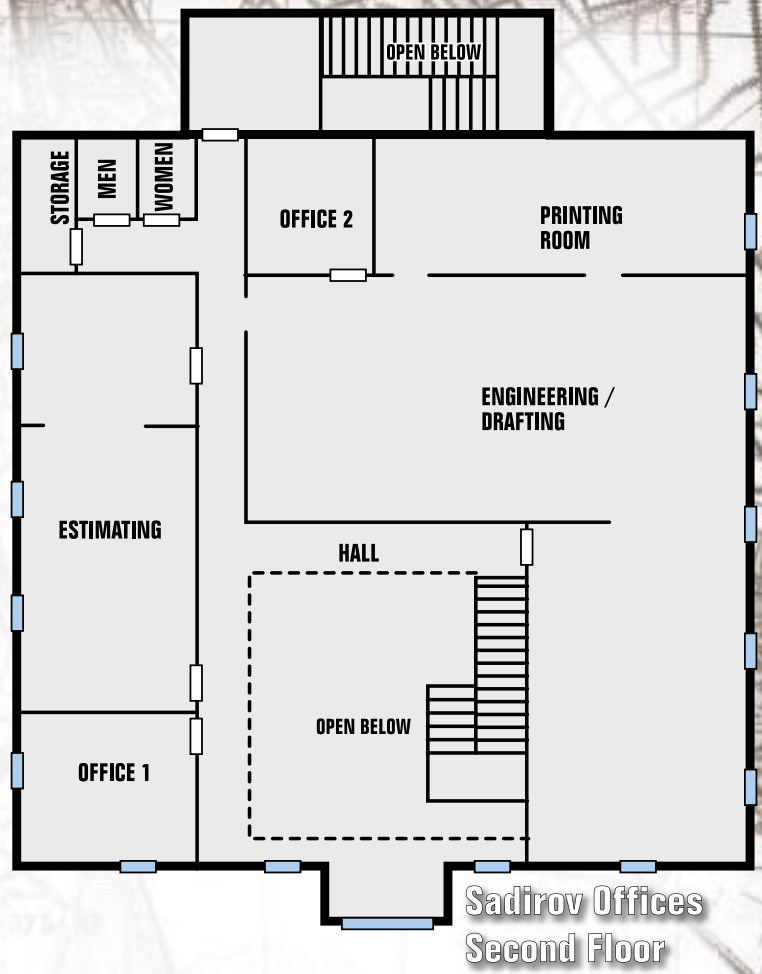
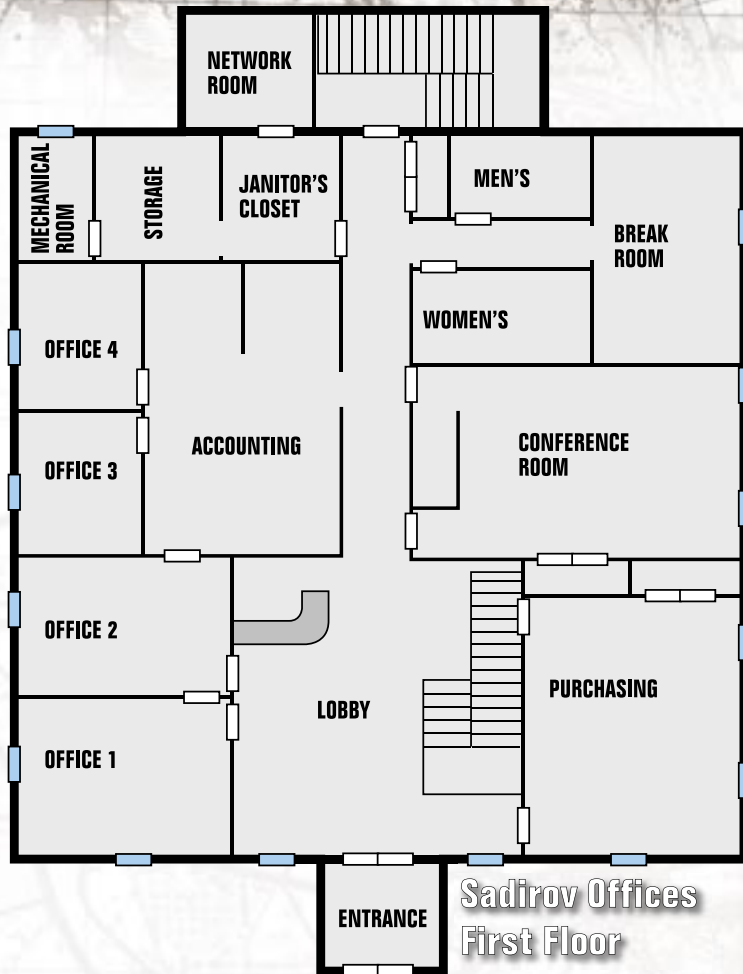
NO13: Office 1

This room is all but barren. Dust covers the floor and the walls are unfinished. The windows are boarded up.

If the PCs succeed in a Search check against DC 20, they will note two cigarette butts in the south east corner of the room. If they succeed in a Search check against DC 15, they will note a motion detector on the ceiling in the north east corner. It has no lights or other indicators as to its status. If the PCs remove a board from any of the windows, they will note the windows are blacked out.

NO14: Office 2

While the room appears unfinished, plywood paneling covers the walls. Dust, as in most of the other rooms, covers the floors.



If the PCs succeed in a Search check against DC 15, they will note a motion detector on the ceiling in the south east corner. It has no lights or other indicators as to its status. If they succeed in a Search against DC 20, they will notice tacks sticking in the plywood. They are the type of tacks usually used to pin up paper or notes of some sort.

NO15 Office 3

Between 2300 and 0800, if the PCs listen at the door and succeed in a Listen check against DC 10, they can hear mumbling. It is too quiet to make out the words.

Four thin mattresses, folded, sit stacked in the SE corner. Unlike the other rooms, this one does not have dust on the floor. While not immaculate, this room is clean.

Between 2300 and 0800, the description of the room is slightly different:

Four men lie on the floor, on thin mattresses. Beside each man is an AKM. The two men lying in the center of the room are awake and reach for their weapons.

NO16 Office 4

If the PCs have disabled the security system or the computer network in the building, this is the room in which that will be noticed. In such a circumstance, if they listen at the door and succeed in a Listen check against DC 10, they can hear a conversation in Tajik, followed by someone approaching and then opening the door. If the PCs understand Tajik, they will hear the following:

"What's wrong with it?"

"I don't know. Turn it off and turn it back on again."

"Why would I do that?"

"Isn't that what you do with a computer?"

"I'm going to call Sabir. You go check it."

At the end of the conversation, one Urban Soldier will come out of the door. A second Urban Soldier remains in the room.

Of course, if the PCs do not bother to listen, the two Urban Soldiers will still be in the room.

This room seems as unfinished as the others. On rickety, fold-up tables that look something like card tables, you see a host of monitors and recorders. Sitting on one of the tables is a satellite telephone and beside it is a cellular telephone.

NO17: Accounting

If the PCs make a successful Listen check against DC 15, they can hear the discussion ongoing in Office 4. A successful Spot check against DC 5 is necessary to spot the security camera in the south east corner and a successful Search check against DC 20 or Spot check against DC 30 is necessary to note the security camera hidden in the hall vent. A successful Search check against DC 15 is necessary to note the faint, almost invisible paths through the dust from the hall and the doorway to the East to the two doors to the south. A successful Search check against DC 10 is necessary to find the secret door in the floor at the north east corner.

This area is unfinished. The north wall is a mere skeleton of metal girders and poles, a framework over which cement will likely be poured. The alcoves in the west end of the room perhaps designed as closets each have two metal barrels, similar in appearance to oil barrels, filling their space. Dust covers the floor.

NO18: Mechanical Room

The door to this room is locked. The lock requires a successful

Disable Device check against DC 20 to open.

As soon as the door is opened, the sound of machinery assails you. This room has been laboriously sound-proofed. The walls, the floor, the ceiling and the door are all covered in soundproofing material. It is obviously very effective. In the center of this room, on what looks like a ceramic or possibly a metal alloy rig, is a large electrical generator.

NO19: Storage

The door to this room is locked. The lock requires a successful Disable Device check against DC 20 to open. A successful Listen check against DC 15 is necessary to hear a faint chugging sound.

This room is barren concrete with racks on which rest tools. These include electrician's tools. You note what look to be computer parts on the racks.

A successful Computer Use check against DC 20 or Craft (electrical) or Knowledge (technology) against DC 10 is necessary to recognize these computer parts as boards that appear to be for communications hardware and may be for hard-wired cryptography.

NO20: Janitor's Closet

The door to this room is locked. The lock requires a successful Disable Device check against DC 20 to open. A successful Search check against DC 15 is necessary to note marks on the floor that indicate the rack has been dragged. Once this has been discovered, a further Search check against DC 20 is necessary to find the trip switch, located on the wall behind the rack, near the ceiling that allows the door and the rack that covers it to swing outwards.

This room is as unfinished as all the others, sporting only bare, cement walls. Stacked in the corner are a couple of pails, a mop and a broom. On a rack set against the west wall are a variety of soaps, detergents and cleaning liquids.

NO21: Network Room

This room is filled with computer gear. You note a plastic pipe running up the wall in the northwest corner, rising up into the ceiling.

A successful Computer Use check against DC 20 or Craft (electrical) or Knowledge (technology) against DC 10 is necessary to recognize this computer gear as servers, routers, hubs and various other networking devices, as well as a communications gear. The plastic pipe encases an antenna.

Second Floor

This floor is mostly abandoned. Strewn throughout are construction materials. The floors are dusty and the windows are boarded up. Between 2200 and 0600, there will be 2 Urban Soldiers patrolling the second floor. They rely on the security cameras to monitor the first floor. However, they should have a chance for a Listen check if anyone is operating in the building. However, any such check, for Listen or even Spot, is penalized by -5 as the guards are not particularly watchful.

The back staircase, above "NO21: Network Room," has a plastic pipe on its northwestern wall, housing the antenna from "NO21: Network Room."

NO21: Office 1

Dust covers the floor and the walls are bare concrete, scratched and marked. The windows have boards over them, though there is enough space between the boards to see outside.

NO22: Estimating

Long boards, marked by chalk in some places, lay on the floor atop the dust and woodchips. The windows are covered in black plastic.

NO23: Storage

Stacked in the corner are wood planks, not particularly thick or smooth. Most have nails sticking out from them.

These are disassembled crates. If investigated, the PCs will find they are labeled in Tajik. The labels indicate that these are the property of Sadirov Holdings. With a successful Search check against DC 5, the PCs will find a biohazard warning label on one plank, though more information cannot be found. The rest of the label is found, but it has been ripped and damaged to such an extent that the only information obtainable is that the shipment originated in a medical research facility in Pakistan. This can be used as a seed for a further investigation. Likewise, the information may lead to any city or area in which the GM intends to run the next adventure.

NO24: Bathrooms

Like the other rooms, the floor is covered in dust and other construction debris. Also in this room are metal and copper pipes, still bound together. A porcelain basin sits on the floor beside the pipes.

NO25: Office 2

The usual dust and debris covers the floor. This room also has no windows or interior lighting, so the only illumination comes from beyond. A door, sitting on two cinder blocks, is set against the wall across from the doorway.

A Search check against DC 5 or a Spot check against DC 10 will reveal that a path has been cut through the dust. A Search check against DC 10 or a Spot check against DC 15 will note cigarette butts near the table. This where the guards usually smoke, as the light from the cigarettes is unlikely to be seen.

NO26: Print Room

Debris and dust cover the floors. A pile of wood and metal pipes sit under the single window. The window itself is boarded, though there is space enough between the boards to see outside.

NO27: Engineering/Drafting

This room is clean by comparison to the other rooms on this floor. Granted, there is debris along the walls, like pieces of wood, pipes, pieces of cinder and other assorted construction waste. Lined against the south wall are six cots. There are six foot lockers, one in front of each cot.

There is a large table in the center of the western section of the room. On one side of the table there is a large, round basin. Stacked beside the basin are plates, cups, and utensils. On the other side of the table are boxes of 7.62 Russian ammunition, labeled as such.

At this time, the cots aren't in use and the footlockers are empty. The boxes of ammunition are full. There are a total of 150 rounds of 7.62 Russian ammunition.

Basement

NO01: Entry

This room is accessed by ladder from *NO17: Accounting* on the first floor.

The room is dark save for a sliver of light to the east of the opening, approximately 25 feet away.

If the PCs have artificial illumination or are using Night Vision or other similar equipment:

There is a table running along the west wall and a gas stove sits on a counter against the south wall. The counter has four cupboards. Along the east wall are five cots. Above the cots are pegs. There is a door in the northeast corner which opens outward, to the east.

If the PCs enter this area between 2200 and 1400, it is empty of people. At any other time, there will be a figure on each bed and an AKM hanging from each peg. These five are the Urban Soldiers which are on night patrol. Between 1000 and 1400, the five are absent from the building all together. From 2200 to 1000, three of the five are assigned to the Guard Room and two patrol the building.

NO02: Command

A large table, about five feet across and 15 feet long, dominates the center of this room. While big, it appears haphazardly built and not terribly stable. It is covered in a flurry of papers. You see maps, passports, ID documents, money, typed sheets and even some airline tickets.

Against the walls, you see desktop computers, scanners and printers. There are work tables against the east wall one which you see box-cutters, glue, die-cutters, and other implements.

A successful Forgery check against DC10 or a Knowledge (civics) check against DC 20 allows the PCs to recognize this as a possible forger's work area. Of course, there is a good chance the players will realize this on their own, which is—of course—fine.

A successful Search check against DC 15 allows the PCs to find a Malaysian passport in the name Abdul Sayed with a picture of Abbas. The PCs can also find a Malaysian ID card, a credit card and an international driver's license, all for Abbas in the name Abdul Sayed. Along with the completed false documents are various works in progress and spoiled attempts including Pakistani, Saudi and Turkish documents.

NO03: Guest Room

Two large beds rest against the east and west walls, respectively. A thin curtain divides them. Each half of the room has a dresser-drawer, a standing cabinet and a short night stand with a mirror and washbasin.

Abbas sleeps in the bed against the west wall. If it is during the night and his activities are completed for the day, Abbas will be sleeping. If there are gunshots in the building, Abbas can make a Listen check against DC 20 to awaken. Each successive gunshot lowers the DC by 5.

NO04: Guard Room

A table along the north wall has a set of monitors as well as a cell phone, a satellite phone and a walkie-talkie. The west wall is made entirely of metal and has one door, with a tumbler combination, a keypad combination and a single latch.

Between 2200 and 0600, there will be two Urban Soldiers watching the monitors and one standing by the metal door in the west wall.

NO05: Vault

This is beyond the metal wall in the Guard Room. The tumbler lock requires a successful Disable Device check against DC 25. If the attempt is made with the aid of some kind of sensitive listening device (even a stethoscope might do), the DC is lowered to 20.

The keypad lock requires a successful Disable Device check against DC 30, however it may be cracked electronically. First, a successful

Disable Device check against DC 20 is necessary to pry open the face without arming the failsafe. If this is done correctly, a successful Craft (electronics) check against DC 20 will allow the PC to link the lock to a computer (even one of the desktops) and a further Computer Use check of DC 20 will open the lock. If the failsafe is tripped, the Computer Use check must beat DC 30.

The door itself can be removed from its hinges by a single concussion, fire, or energy attack doing 45 damage.

The wall safe in this room has an identical keypad to the vault door, with the same DCs and vulnerabilities to electronic interference.

This steel walled room has four racks running east to west. On these racks are suitcases and briefcases. On the bottom of the racks are cases of jewelry, gold ornaments other items of value. There is even an open crate in which you can see bricks of gold. You see a circular door about three feet in diameter with a single keypad lock. It is fixed in the wall about five feet from the floor.

If the luggage is searched, it is filled with currency. Most of it is in small bills, but there is easily hundreds of thousands of pound sterling here. There is also a wide variety of currency, from US dollars to Japanese yen to the Euro and currency from Saudi Arabia and Pakistan.

The wall safe—represented by the circular door—has an electronic lock as above, with the same DCs and the same vulnerabilities. Within the wall safe are three briefcases. All three are devices, but only one has the actual viral agent. Depending on the actions taken and the events occurring, one or more might be missing.

OLD KHORFORJAN

This area encompasses the area once protected by the city walls. Nothing of those walls remain, and precious few buildings from before Word War II still stand. Progress and the Socialist Paradise have insured that little of Khorforjan's past resides in its most ancient of areas.

Government Square

Also known as Dusti Square, for the park at its center, and Aini Square, for the city hall—once an opera house—this is the center for government in Khorforjan. To some degree, it has also become an important economic center, with the major retail location and the most prestigious restaurant in the city found here.

1. Ministry of the Interior

This large, grey building has the excessively utilitarian yet gothically grandiose architecture common to many Soviet-era structures. It has a wide set of stairs, rising from the street before it to its entrance, a full story above, flanked by thick pillars.

This is the main national government office in Khorforjan. While it is specifically a Ministry of the Interior building, it includes offices from most of the national departments, including the recruiting office for the national military. This building includes the regional headquarters for both the Security Intelligence Group and the State Security Police, so it is guarded by both SIG troops and SSP officers.

2. Provincial Ministry

Of dull brownish-red brick, this building seems somewhat overwhelmed by the granite magnificence of the Ministry of the Interior across the road. While not sporting the plebian grandeur of the Ministry of the Interior, its sheer size is imposing.

This building houses all the offices and bureaucracies for the government of Viloyati Qasharlon--the Province of Qasharlon. There is no elected body for the province, but the governor and his staff have

their offices here. A new bureaucracy, the Office for Foreign Visitors has been set up, specifically to cater to the large number of foreign nationals that have arrived in Khorforjan.

3. Aini Hall

This building boasts a stately, granite façade, complete with a dome, pillars and carvings above its entrance. Above the double doors of its entrance is a sectioned, stained glass window of abstract design.

Aini Hall, the City Hall of Khorforjan, began its life in the late 19th century as an opera house. With the coming of the Soviet government, the opera house was first closed, then re-opened as a movie theatre, closed again and finally, just after World War II, refurbished to provide Khorforjan with its first, permanent city hall. Previous to that, the city government had used offices in various other government buildings.

As with regular city halls, Aini Hall includes offices for elected members—there are very few of these—the mayor and the various bureaucracies, including the city's police force.

4. Post Office

A stout rectangle of steel and cement, this structure seems devoid of architectural or aesthetic beauty. Sturdy and functional, the signage on this building proclaims it is the Central Post Office. The signs on the glass doors of the entrance include Russian and Tajik, though the engraving above these same doors offers only Russian.

The Central Post Office was built in 1952 during a period of infrastructure assistance as money flowed into the Central Asian Soviets. Along with being the main post office for Khorforjan, it includes the offices for the postal bureaucracy in the Province of Qasharlon.

5. Restaurant Continent

Through the windows that cover almost the entire façade of this building, the interior of this restaurant has only a few tables in a space that could hold many more. The décor, as seen from the exterior, is impressive, and each table includes candles, cloth napkins and silverware.

Restaurant Continent is the main European-style restaurant in Khorforjan. Even during the civil war, it remained open and was the destination of necessity for anyone who claimed to have influence in Khorforjan. Since the end of the civil war, the fortunes of the restaurant have only improved. Unless one is willing to drop a heavy roll of US currency, there is never seating available without a reservation months in advance.

It is dwarfed by the huge department store across the street. A rather incongruous pairing.

6. Vostochny Department Store

This vast structure is of the style common throughout the Warsaw Pact countries during the Cold War, utilitarian, imposing and passionless. Painted a dull brown, almost rust, the only slash of color is the neon sign announcing this as the Vostochny Department Store, first in Russian and below, in much smaller, unlit lettering, in Tajik.

The Vostochny Department Store was the only consumer haven during Albenistan Soviet years. It has continued to be the central and largest retailed in Khorforjan, though more often than not, it has gained fame through what it does offer rather than what it has for sale. This has improved somewhat in the last few years, and there it now boasts the largest selection of consumer electronics in the nation.

It dwarfs the upscale restaurant across the street. A rather incongruous pairing.

7. Kapris Tourist Hotel

With a mundane collection of balconies, windows and neutral colors, this structure is many stories taller than the newer, flashier building beside it. Instead, this building offers the appearance of dull assurance.

The Karpris Tourist Hotel was the largest of the government run hotels during the Soviet years. Since that time, it has been owned and managed by individuals with the same lack of appreciation for economics and market forces as the Soviet planners. Still, due to its size and location, it has continued to turn a slim profit. It has very few foreign guests.

8. Khorforjan Casino International

This structure of white and metal is well-lit at all times, with flashing neon signs and spotlights at night. Its first two stories have no windows, save the glass double-door entrance, while its third floor has many, as well as balconies.

A recent addition to Government Square, the casino was built atop the demolished remains of the Khorforjan Art Center, a carryover of the Soviet-era. While not as busy or flashy as many other international casinos, it does a respectable trade with the newly wealthy and those wishing to appear wealthy. There are also visitors from neighboring countries that frown on gambling.

9. Dusti Park

A small oasis in the busy and noisy square, this area is covered in trees and paved walkways. An impressive variety of flowers lines the walkways. In the center of this park, most times obscured from the surrounding roads by the trees, is a fountain and wading pool.

Dusti Park was named after Alexander Dusti, a hero of World War II who came from Khorforjan. The park has existed, in one incarnation or another, since the time of the czars, but it has shrunk as the mechanisms of governance and trade encroached on it. The present Dusti Park has existed at its present size and designation since 1952.

OUTSIDE OF KHORFORJAN

Ashanjube Internally Displaced Persons camp

Built by the International Humanitarian Organization (IHO) with the help of the Global Medical Assistance Group (GMAG), this camp was designed to house 1,000 but is now bursting with more than 5,000 residents. It is the largest displaced persons camp in Albenistan. Although the international community did not involve itself during Albenistan's civil war or during the economic crisis—both situations created large numbers of internally displaced persons—with increased security fears focused on this area of the world, NGOs have been welcomed into the area. Whether this will continue after the next election is a question plaguing the small NGO community in Khorforjan.

GOVERNMENT SQUARE



1. Ministry of the Interior
2. Provincial Ministry
3. Aini Hall
4. Post Office
5. Restaurant Continent

6. Vostochny Department Store
7. Kapris Tourist Hotel
8. Khorforjan Casino International
9. Dusti Park

IDP1: Medical Facility

The doors to the south and east lead to the main office of the medical facility. The office has a desk for Dr. Abdulaziz Shah, one for Dr. Muhammad Kazhegeldin and one shared by the local staff of five nurses. There is a book shelf along the west wall filled with medical texts, dictionaries, and translation dictionaries such as English and Tajik, English and Russian, French and Russian, and Russian and Tajik. There are low cupboards against the northwest walls and a hallway leads out of the main office to the north, along the east wall. The cupboards contain administrative supplies, like paper, pens, paperclips, and notebooks.

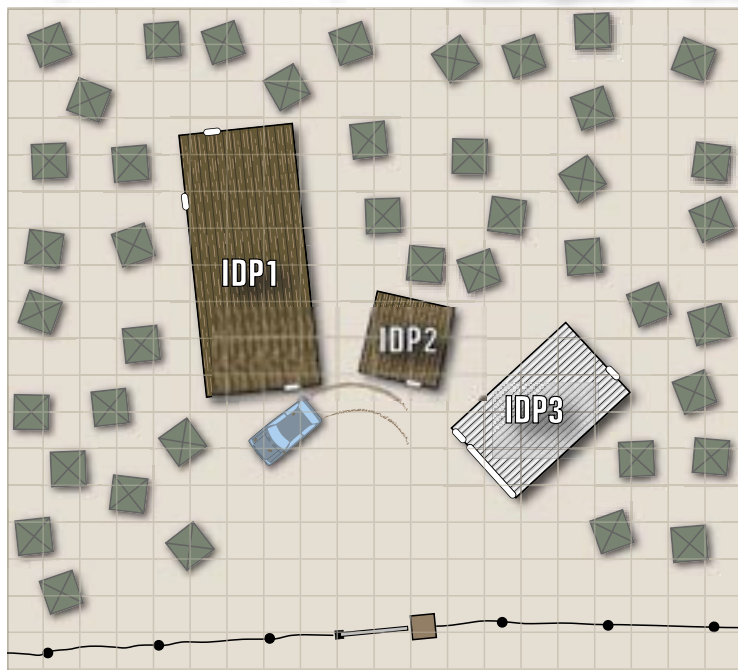
Along the hallway are a series of six doors. These doors mostly have signs in Tajik and Russian indicating "Examination." The door closest to the main office has a sign saying "Supplies."

The supply room has a desk by the door with a ledger in which the staff maintains an inventory of the items. The door is padlocked and the window is protected by a wire metal grill. The supply room has stores of medicine and medical equipment, such as bandages and splints, as well as cleaning supplies and small items such as batteries, light bulbs, and screws.

The exam rooms are small and have a bed, two chairs and a small writing table. At the end of the hallway is a ward with 20 beds, only

Ashanjube Internally Displaced Persons Camp

Each square = 10 ft.



four of which are in use. There are three elderly people and one child who are being cared for as they have been extremely weakened by intestinal parasites. Each of the four has an intravenous drip, but they are not hooked up to monitors, as the medical facility is too crude and poor to have any. The door at the north leads to the ward.

IDP2: Engineering

This has the appearance of a wooden shed. Wires run from its roof to the roofs of the other two buildings and the sound of a generator laboring along can be heard from before sunrise to after sunset. Inside the engineering shed is the generator itself, a large Soviet Union-era monstrosity of industrial capacity. Beside it are barrels and barrels of gasoline to feed it.

Against the opposite wall is a counter with some tools. This is a mechanical workshop, rarely used. Unfortunately, if the generator breaks down, none among the staff could fix it, though there are residents of the camp with enough mechanical skill to do so.

IDP3: Care Facility

This building houses a kitchen with an oven and four gas burners. The area is a hive of activity from before sunrise until after sunset. The main food cooked here is rice and millet. It is—unfortunately—all that the various NGOs can import in bulk. The diet of rice is supplemented with as many vegetables as possible, mostly purchased from local farms, and some meat. Fortified drinks are also prepared here for the young and the elderly. The kitchen sports a walk-in refrigerator, a large dry supply room filled with sacks of grain and rice.

The door at the southwest leads into the kitchen. The door at the northeast leads to the dispensation room. There are two doorways, without doors, between the kitchen and the dispensation room. A large opening beside the door to the northeast folds down to act as a counter where the denizens of the camp come at appointed times for their food. Once a sea of chaos, meals have become quite organized, especially now that the camp residents have realized that the food is not running out.

Camp Parker

This military base was originally built during the Soviet involvement in Afghanistan. After independence, it became a base for the Albenistani military. However, with the economic crisis, many bases were closed, and that included this base. With the coming of the UN's CASFOR-A, the base was offered as a headquarters. It suited the purposes of the deployment, and so it became Camp Parker and CASFOR-A occupied it.

Messhall

This large building includes not only the main mess but also the officer's mess. It boasts a very modern, very large kitchen. The soldiers of CASFOR-A eat well. Kitchen duties are a joint operation with elements from Canada, Denmark, Germany and the United Kingdom. Fridays are pizza days, and many of the soldiers have become involved in making the pizzas.

Behind the messhall is a refrigerated trailer. The refrigeration facilities in the existing structure were insufficient, and so this ad hoc solution was adopted. The doors are padlocked.

Quarters of Brigadier Michael Williams Commanding Officer, CASFOR-A

This small house was almost completely refurbished before the brigadier's arrival. It had been used as a type of officer's club previously, but the last commanding officer decided he would have it prepared for the next CO. The house has two stories. The ground floor includes a living room, a dining room, kitchen, bathroom and storage closet. The second floor includes a bedroom, den, bathroom and TV room.

The brigadier has often held dinner parties for the senior officers and even for officials from the municipal government of Khorforjan. Two guards are always stationed at his door, even when the brigadier is not in residence.

Barracks

The three barracks offer more than enough room for the enlisted men assigned to CASFOR-A. Each floor has two large toilet areas with showers. Each floor also has a recreation room that includes a TV, pool tables, dart boards and even video games. The various national contingents are housed separately, though they still share the same floor and the same barracks.

Each barrack has an armory and an equipment locker for each national element. The armories and the equipment lockers are always guarded and locked.

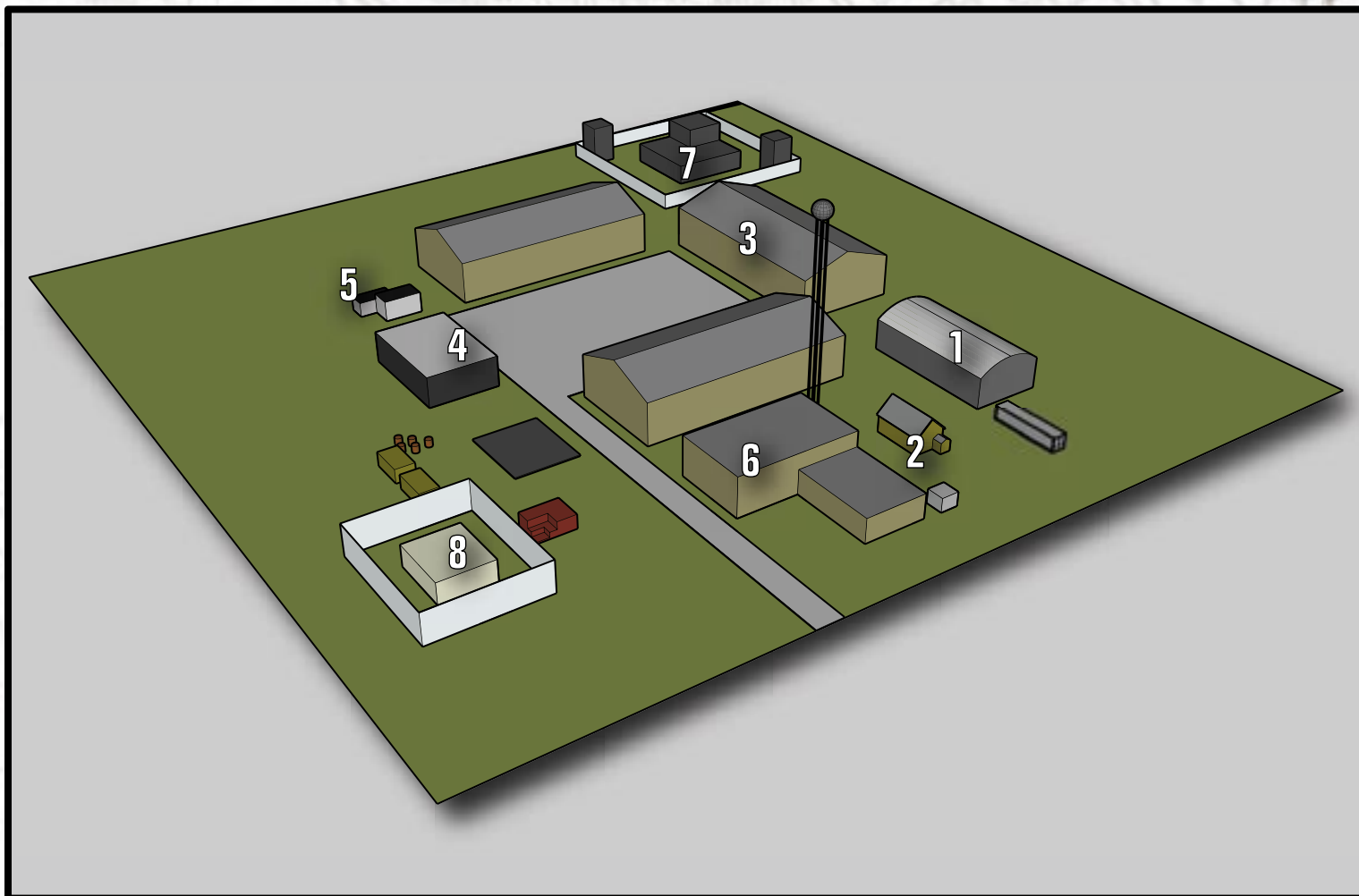
Officers' Quarters

The officers have more room than the enlisted men, but their amenities are very similar. Rather than living in barracks, the officers live in shared quarters. Most of the quarters have computers and a rudimentary local area network has been set up. Major James Walters has his quarters here with the other officers.

Infirmiry

This small building has seen little use so far. Injuries in CASFOR-A have been light and mostly work related rather than combat related. However, the doctors and medical staff have a number of "trauma chests" ready to use, large chests packed with everything necessary to deal with a large influx of battlefield casualties. Further, the medical team has stored a number of tents and portable quarantine shelters that can be used in the case of an emergency. The medical staff has experience in combat casualties and so is prepared to face a heavy combat situation.

CAMP PARKER



- | | |
|--|---------------------------------|
| 1. Messhall | 5. Infirmary |
| 2. Quarters of Brigadier Michael Williams | 6. Communications Center |
| 3. Barracks | 7. Brig |
| 4. Officers' Quarters | 8. Ammunition Dump |

Communications Center

The communications center is heavily guarded. Each entrance will have two guards and only authorized personnel are allowed entry. Along with standard communications equipment, the center includes a large array of eavesdropping equipment, allowing for cell phone intercept, cell phone jamming, radio triangulation, radio jamming, and various electronic countermeasures.

Attached to the communications center is the intelligence and operations center. This includes a large number of computers for image analysis, cryptography and simulation. The operations center has briefing and planning rooms. There is an office for 14 Independent Intelligence Company, now used as the headquarters for the Increment and Op GHOST HAMMER.

Brig

There was a decision early on during CASFOR planning to be prepared for holding prisoners. While the United Nations Security Council was not comfortable with the idea of becoming actively involved with the War on Terror, the countries supplying the troops recognized the need to have secure facilities to house prisoners on a long-term basis. As such, the brig at Camp Parker is very much designed as a prison facility. Included in the brig are interrogation

rooms.

The brig includes its own kitchen, a chapel and a mosque. There is a chaplain and an imam on site to deal with the spiritual needs of any prisoners. So far, CASFOR-A has not needed to use its brig, but with tension mounting, most of the soldiers expect it will receive residents soon.

Each of the towers guarding the brig has two general purpose machine guns and there are always three guards in each tower.

Ammunition Dump

This fenced, fortified concrete structure contains the ammunition stores for CASFOR-A. Along with small arms ammunition, the ammo dump has mortar and 30mm cannon ammunition, as well as stores of light anti-tank weapons and explosives. The dump is guarded 24 hours a day and there are always 8 troopers, armed and in contact with tactical radios surrounding the dump at all times. During the night, the approaches to the dump are well-lit. No one is allowed entry except the commanding officer, the officer in charge of the security element or an individual with written authorization from one of these officers.

CHAPTER 3 - EVENTS

While much of this adventure involves the PCs reacting to the plans of the HMA, certain events will happen based on the actions of the PCs. These events and their triggers are outlined below. Some of the events will happen based on a schedule while others will only happen if the PCs trigger them. The actions of the PCs through the course of this adventure may change the nature or NPCs in a particular event. It is also possible that the actions of the PC will negate part or all of an event. It is necessary for the GM to have a complete understanding of the events, the timeline of activities and the NPCs in order to correctly present each encounter. It is important the GM read through this supplement completely before attempting to run the game.

1. WELCOME TO KHORFORJAN

It is expected that the PCs will arrive by commercial airline. This is to protect their anonymity. The main activity at Khorforjan airport is the arrival of NGO staff, various international media, and diplomatic personnel. A group of foreigners arriving on a commercial flight should not arouse suspicion. A group of foreigners who arrive by other means could arouse suspicions.

You enter what can barely be called a terminal. It looks like a poorly designed, threadbare, temporary construction. The walls are thin, some windows are missing and the interior is opaque with smoke and dust. You follow the crowd to the luggage claim and retrieve your bags. Those Albenistani police in evidence pay no attention to you. You note that most of the individuals in the terminal have decidedly Caucasian features.

If the PCs have sent along “special equipment,” it will be in locker 212 (and, if more than would fit in one, large locker, other items would be in lockers 227 and 113). They would have received the keys in Istanbul before departing for Khorforjan.

After claiming your luggage, you move toward the exit. A man in his early twenties wearing neatly pressed jeans and a garish sports shirt holds up a small chalkboard and searches the crowd with his eyes. He looks directly at you, but makes no note of you and continues to look though the crowd.

The name(s) on the chalkboard will be the cover names or organization under which the PCs are traveling. This is Imomali Dostiyev. He speaks excellent English. He will greet the group by their cover names.

“Welcome to Khorforjan. I am very pleased that Captain Sloane was able to contact me to welcome his English friends. I have hired a taxi for us. Let me help you with your luggage. I am certain you will like the Rohat Hotel. Many foreigners stay there. It is in the Blue Zone, so you will be very safe. The people in Khorforjan are very pleased to have so much help from so many countries.”

Imomali lays it on a bit thick, but he believes what he says. In the circles in which he runs, the general consensus is that the only way forward for Albenistan is through international assistance. There is even a grudging acceptance that intervention by Western forces—namely the United States and NATO—may become necessary. While few are pleased with the presence of NATO troops in Khorforjan—even wearing the blue beret and driving UN white vehicles—most people are willing to wait and see what the foreigners will do. Could it be any worse than what the government is doing, or not doing?

Imomali leads you out of the airport. “Here is our taxi.”

The van that waits for you is a run-down old Eastern Bloc 1960s nightmare. The driver bobs his head. “Good day, good day. Welcome.” He makes a sweeping gesture encompassing a wide crescent from the northwest to the south. Surrounding you is the low and dingy skyline of Khorforjan. He opens the back of his van, and reaches for your luggage. “Welcome to Khorforjan.”

Imomali pats the driver on the back. “This is my cousin, Yaqub. He is my best cousin and the best driver in Khorforjan. All the foreigners use his taxi.”

Again, a slight bit of embellishment, but Yaqub Dostiyev is very popular among the NGOs. While part of this is due to his relationship with Imomali and Imomali’s enviable reputation among the foreigners, it is also in part to his honesty and his bravery. Yaqub has saved a foreigner’s bacon on more than one occasion.

The drive into the city is not at all impressive. The roads are rutted and pitted, and the van’s suspension has certainly seen better days. You have driven off-road in careening jeeps in more comfort than your taxi. You can’t, however, blame it on the driver. It would be impossible to remain on the road and not hit the potholes and divots in the pavement.

Reaching the city itself, you note that most of the buildings have not fared any better than the roads. The civil war and economic crisis hit Khorforjan hard, and it is apparent the city has not yet recovered. Much of the city is abandoned and decrepit. There are few vehicles on the roads, though the sides of these same roads are littered with the wreckage of abandoned automobiles. You note few police, but those that you see travel in groups of four or five and carry AKMs. Along with police, you have seen some civilians also carrying AKMs, though this is by no means common.

The taxi will draw no interest among the population of Khorforjan. Only if the PCs decide to stop and exit somewhere will anyone be noticed. Imomali and Yaqub will both do their best to dissuade the PCs from doing so.

“Here is the Blue Zone,” Imomali says, pointing to a checkpoint in front of you. “It is not far to the hotel from here.”

The taxi pulls up to the checkpoint, and you note that while most of the personnel manning it are Albenistanis, two of the men are Caucasian. They wear charcoal gray uniforms, body armor and trendy sunglasses. They carry AKMs, which are in noticeably better repair than the ones used by their Albenistani compatriots. An Albenistani officer considers the papers Yaqub presents. From the passenger seat, Imomali is doing most of the talking.

If any of the PCs speak Tajik, they can be told that Imomali is being generally friendly as well as indicating that the PCs are being transported to the Rohat Hotel and that they are foreigners. He will give whatever cover identities the PCs are using. The Caucasians are private military contractors (PMCs) with Global Shield Security Services. If engaged in conversation they will offer clipped, terse replies and will not reveal anything of any great importance other than that it is dangerous outside of the Blue Zone and they have been hired to help secure the Blue Zone. They will affect complete disinterest, though they will report back to Ted Romer regarding the PCs and their questions.

The van pulls up in front of a building which boasts a sign with “Rohat Hotel” in English, Russian and Tajik. The five-story hotel may once have been impressive though it is now merely clean. Clean is impressive enough, considering the state of the city. There is a small lounge at which some Caucasians are drinking coffee, reading newspapers and chatting. A bellhop greets you in broken English and

asks if he can take your bags.

The Blue Zone and the area around the hotel are in much better condition than the rest of the city. Further, while the local police patrol the Blue Zone, they do so in groups of only two and most simply carry holstered pistols rather than AKMs. The bellhop will expect a tip whether he helps with the bags or not. That's just the way things are done. A couple of US dollars or even a UK pound will make him happy. Albenistani currency will get a sour reception. No tip means the PCs will have a problem getting good service at the hotel, as the word will spread quickly.

The bellhop leads you to the front counter where a plump, middle-aged woman of decidedly severe features welcomes you in all but perfect English.

"Good day, gentlemen, and welcome to the Rohat Hotel. Do you have reservations?"

The lady who runs the establishment is called Rose. Her real name is Zuhro Abdurahimova. Her husband, Shamsiddin, is known as Sam.

The reservations have, of course, been made. If the PCs, for whatever reason, decide not to use those reservations, there are rooms available. The PCs will all be on the third floor. These are the rooms that are available. If they so desire, they can move to the second or fourth floor. The first and fifth floors are full.

If the PCs decide they would like to stay at another hotel, that is always an option. There are various hotels in the Blue Zone. Also, if the PCs have informed Captain Sloane of their arrival, they would be able to gain accommodations at Camp Parker.

The following description can be used for any of the room in the Rohat Hotel, or for any other hotel of similar luxury in which the PCs stay.

The rooms are Spartan but seem comfortable enough. The plumbing works and each room has its own toilet and shower, though no bathtub. The beds are queen size and are both firm yet soft. The mattresses and bedding all look quite new. There is no television, but there is a desk with a desk lamp and a comfortable looking chair. By the window is a small sofa and before the sofa is a low coffee table.

2. THE INFORMANT

The PCs were informed of the identity of the informant, Abdel-Rahmen Khadr, during the briefing, and they will have his cell phone number. When they call him, he indicates he will meet them in the lounge. He is also staying at the Rohat Hotel in room 204.

Whatever time the PCs and Khadr agree to meet, he will arrive 30 minutes early. He chooses a table away from the windows, in the back corner. If the PCs arrive earlier than 30 minutes before the scheduled meeting, the narrative below will require some slight alteration. Khadr does not know what the PCs look like, so he will move to the corner and sit there. The PCs will need to approach him and introduce themselves.

From the photos in his file, you easily identify Abdel-Rahmen Khadr in the lounge. He sits in the far corner. He has a cup in front of him on which he seems fixated. He has dark rings under bloodshot eyes. His shirt, while appearing clean, is somewhat disheveled, as though pulled on without much thought.

As he does not know the group, they must identify and introduce themselves. Khadr will accept their introduction without question.

Khadr gestures for you to sit down. He clasps his hands, then touches

his cup, then wipes at his lip.

"What is it that you want from me exactly?"

If the players ask, feel free to indicate to them that Khadr looks uncomfortable. A successful Knowledge (behavioral sciences) skill check against DC 15 or Sense Motive skill check against DC 10 will reveal Khadr is extremely anxious. He is, in fact, redlining on stress. As noted in his write-up in "Chapter 6 Dramatis Personae", he is preparing to betray the Increment, and that means the PCs. Should the PCs ask him about his obvious anxiety, he will reply: "I'm selling out the HMA, a gang of terrorists and murderers. Don't you expect me to be nervous?"

If the PCs require information on the HMA in Khorforjan, Khadr is willing to appear to cooperate.

Abdurahkim Boboyev and Muzaffar Hameed are the men you want. They are the power in Khorforjan. Boboyev is the most dangerous. He seems to be the commander here.

Khadr knows about Hasanov, but deliberately misleads the PCs. He acts as though willing to help the PCs, hoping to lead them into a trap and save himself from the HMA while offering up protestations of innocence to Captain David Sloane, who is pretty much his handler.

If you want, I have some connections in the HMA. I could try to get you some information on possible locations for Boboyev or Hameed. I do not mean their homes, but a place where they might meet and plan with other HMA members. Perhaps you could watch the location or attack it; whatever it is that you do. What do you think?

Khadr is attempting to deceive the PCs, to lead them into a trap. If a PC attempts a Sense Motive, it is an opposed roll against Khadr's Bluff. It is important to remember, and to insure the players remember, that the Sense Motive skill is not a Detect Lie spell. A successful roll against Khadr's Bluff only allows the PC to recognize something is wrong and to gain a sense that Khadr may not be entirely trustworthy.

If the PCs accept Khadr's proposition, he will push to get some kind of plan under the pretense that he must go and attempt to gather some information. If the PCs question his haste, he will honestly answer that he simply wants to get this all finished and divorce himself from the situation. "I am a reporter, but that doesn't make me a good spy."

If the PCs follow Khadr, he will leave the Blue Zone, but will stop at Salimov's Coffee House and make a call on his cell phone. He waits there for 30 minutes before Ikrom Kamilov meets him. It is possible, based on Kamilov's schedule related in "Chapter 3 Countdown to Hell," that he is not available to make the meeting, or that he is already at the coffee house. If Kamilov is not available, Muzaffar Hameed will meet Khadr.

Khadr has told his contact—be it Kamilov or whoever—that Western spies have contacted him and he is willing to deliver them to the HMA. The decision has been made by the HMA to ambush the group. The route and destination Khadr will relate to the PCs is delivered by Khadr's contact at the coffee house. After approximately 30 minutes, during which Khadr's contact will deliver the plan and coach Khadr on how to explain everything to the PCs, the contact will leave. After another 15 minutes, Khadr will leave as well. He returns to the Rohat Hotel and goes to his room. He does not leave again that day, though room service delivers a very light meal at about 1800.

It will be the next day at approximately 1000 that Khadr contacts the PCs. He will be willing to tell them over the phone or can meet them in person should that be their request.

I believe I have found a location for you. You must follow these

directions, so please write this down.

Khadr will wait until the PCs are ready to write down his direction or until they forcefully tell him to continue. It is important to him that they follow the correct directions so that they will reach the ambush, so he is very insistent that they write the directions down.

You can leave the Blue Zone along Chapaev Avenue, traveling west. Turn north on Buchoro Street, then follow Husein-Zoda Street, on the right. This road leads to the Bohtar Rudaki district. It is the main industrial area in Khorforjan. Tell the taxi driver you are going to Anisimov Drachuk Plaza. The plaza has an outdoor market and lots of cafes. The road goes north, but you'll see an alleyway between two one-story coffee shops. At the end of that alley is an old factory. It's got these two tall smoke stacks, and they're about the tallest thing in the district, so it'll be easy to find. Just past that factory is a small tailor shop. It's on a really small street called Ghafurov. My contacts have mentioned that a lot of the important figures in Khorforjan and even some tough guys from the Ashanjube Camp go there at night. I tried to pass on the information to Sloane, but he didn't seem interested.

If the PCs request Khadr's help finding the place, or his participation in any type of reconnaissance, he will outright refuse. "If I am seen traveling with you, I am certainly dead." This should not make any sense, as no one should know who the PCs are. If asked about this, Khadr will answer quickly, without pause: "You are a group of strange foreigners. It will look suspicious if we are together. When you are done your job, you will leave. If I am seen with you, suspicion will fall on me. That means the HMA will kill me."

He won't offer any further explanation, no matter what threats or cajolements the PCs use.

If they discuss traveling into the Bohtar Rudaki district with Rose or Sam, they will try to dissuade the PCs. "That was once the industrial sector, but it is very dangerous now, especially after dark. No foreigner should go there unless they are in a tank and have lots of guns." If pressed, the proprietors of the hotel will suggest contact the PMCs of Global Shield Security Services. "They are foreigners and have many guns. Maybe you can hire some of them to protect you if you must go."

The proprietors can get the PCs in contact with Ted Romer, who leads the Global Shield contingent in Khorforjan. While he has no men to spare, Mr. Romer is certainly willing to lease the PCs an armored Suburban, but he'll have lots of questions. "I like to know who I'm dealing with." Romer is likely to see through the PCs' cover, though he'll never admit as much. Romer is a cynical, suspicious individual.

Romer knows some locals who the NGOs often hire as bodyguards, but he doesn't particularly trust them. They might be useful to make a show of force, but once the shooting starts, he figures they'll disappear. "My best advice is to not even go there. Get someone else to go for you. Get a proxy."

If the PCs contact Imomali Dostiyevev, he will try his damndest to talk them out of it. "That's a bad place, a very bad place. Soldiers don't go there. Police don't go there. No one goes there. It very bad and very dangerous. You maybe get shot or maybe you get stabbed. They kidnap you and they want money from your people. If you want message



delivered or something, I find some kid do it for you. They won't shoot some poor kid, okay?" If all else fails, Dostiyevev can get Yaqub and his van to take them to Anisimov Drachuk Plaza and wait for them there, but Yaqub wants five thousand US dollars to do it. Dostiyevev explains "He has no gun, so he's afraid he lose his truck if he go there."

Imomali does not wish to accompany the group, but if pushed or guilted into it, he will. He does not go armed, relying on his wit and charm to protect himself. If the PCs are traveling incognito, he will not expect them to go armed either.

Should the PCs follow Khadr's directions, the event continues as below.

The roads in Khorforjan are busy and the traffic moves slowly. Everyone leans on their horn. Pedestrians and livestock share the roads with cars ranging from barely serviceable to extremely new. Still, even with all the other vehicles on the road, you feel like yours gets the hardest stares and glares. Every guy and his brother, some packing Kalishnakovs of various designs, seem to watch you. None of them smile or wave.

No matter how the PCs travel to their destination, if they follow the path related by Khadr, the following will occur.

Just after turning onto Husein-Zoda Street, there is an accident. You see a small truck, some kind of cargo or delivery van, on its side. It pretty much blocks the road. There is barely even enough room for pedestrians to pass by it. The road is heavily congested, and many drivers have exited their cars to argue and complain loudly. There is much shouting and hand gestures.

At this point, give the players some time. Offer a little pause. You might want to remain silent, not even answering questions about the immediate situation and surroundings. Wait for a minute or whatever seems reasonable for the PCs to get the hint something is going on, and then reveal the following.

People begin to scatter. They start running along the road, away from the overturned van. People standing by their cars start to look around with worried expressions. Some join the throng, leaving their cars.

The PCs are about to be in a world of hurt. A successful Listen or

INDUSTRIAL AREA, KHORFORJAN



convenient!). A small, black car is parked in front of it. A glance into the back seat of the car will reveal a blanket over some kind of large package, which is, in fact, a bomb. The shop is under observation from a second floor window across the street. A successful Spot check against DC 15 will allow the PCs to note the observers. As soon as the PCs appear to be entering the shop, the observers will remotely detonate the car-bomb using a radio detonator. The blast delivers 8d6 damage with a blast radius of 16 feet and forcing a Reflex save against DC 18 for half damage.

Khadr does not expect the PCs to return. He is not in hiding. Through the day, he will be away but will return to have dinner at the hotel's restaurant at 1800 and will be in the lounge until 2200. He will be in his room from 2200 until 0800. He has breakfast at the hotel at 0800. He eats and reads his newspaper until 0900, when he will disappear from the hotel again until 1800. If he spots the PCs, he will flee. He will attempt to make it to Salimov's Coffee House. He will use his cell phone to contact Kamilov and warn him. If Khadr makes it to the coffee house, he will duck out back. If Khadr was able to make the call to Kamilov, there will be 6 Elite

Spot skill check against DC 5 allows the PCs to note the truck speeding up behind them. For the check, each PC can make one and can use whichever has the highest total modifier, Listen or Spot. The PCs have 1 round before the truck hits their vehicle. If they are on foot, the truck turns suddenly. It rams into a building, but effectively cuts off most of the street.

The stats for a moving van can be used for the attacking truck.

The collision will cause 12d4 damage. As long as the PCs were out of their vehicle, braced for impact, or buckled in, they will take no damage. Otherwise, they will take one-quarter the damage sustained by their vehicle and may make a Reflex save against DC 15 to take half damage.

There are 5 Urban Soldiers about to ambush the group from behind the delivery van. Six more are on the roofs to the north of the road. Finally, the driver of the truck is an Urban Soldier. The civilians flee in all directions, leaving the PCs to take on the total of 12 Urban Soldiers.

Should the PCs find themselves in difficulties or if any PC reaches 1 hp or lower, help should arrive. If the group spoke to Dostiyeve, he sent word to Captain David Sloane who arrives with his Increment team. Otherwise, a CASFOR-A patrol traveling the main road heard the shooting and came to investigate, ready for trouble. The CASFOR-A patrol will consist of 2 Warrior Infantry Fighting Vehicles and a total of 12 Royal Marines Commando.

If the group attempts to walk back to the Blue Zone, they will be ambushed on the street by a second wave of 5 Urban Soldiers. If they go on to their destination, the tailor shop exists. It appears abandoned but it has a sign that has "tailor shop" in Tajik and English (how

Fanatics waiting for the PCs.

If Khadr is searched, either with or without his compliance, consciousness or cooperation, the searcher will easily find both his cell phone and a small day-planner. In the day-planner, there are very few local numbers. Those numbers in Khorforjan found in the book will include Diderik van Halsema, Jean-Paul Legendre, Abdurrahman Salim, Nigel Jenkins, Vincent de Wit, and Dr. Abdulaziz Shah. There are two numbers without names attached. One number is written on the inside-front cover and the other on the inside-back cover. The inside-front cover is actually for Ikrom Kamilov's cell phone. The inside-back cover number is for Captain David Sloane. The speed dial on Khadr's cell phone includes the number for the Al Jariidah international desk, Ibrahim Issa Mohamed's office at Al Jariidah, the Rohat Hotel front desk, and Kamilov's cell phone.

Local authorities can identify at least some of the bad-guys at the roadblock as workers for Boboyev Construction, a local construction firm that has done some work for the NGOs. The owner is none other than Abdurrahkim Boboyev. The authorities, the staff at the Rohat Hotel or CASFOR-A can easily direct the PCs to the offices of Boboyev Construction in Bohtar Rudaki district, not far from the tailor shop Khadr mentioned.

If the PCs go to Boboyev Construction, the armed guards won't allow them to enter. If they ask about Abdurrahkim Boboyev, they will be told that Mr. Boboyev is not available. He is apparently at a construction site. If the PCs ask specifically about the workers involved in the ambush, the guards deny any knowledge of these workers. The

guards will offer the construction site as the Kapris Tourist Hotel, at Government Square.

There is in fact construction going on at the Kapris Tourist Hotel. It is having some renovations done to its delivery docks. However, Boboyev Construction is not doing the work. The foreman, Rezvon Haydarov, indicates that they work for Akezhan Niyazov. "You can go and ask your European friends about Mr. Niyazov. He is a good, honest man. He does not need trouble. He does good work." If the PCs ask about Boboyev: "I do not know Mr. Boboyev. He is a very powerful man in the city. He is much richer than Mr. Niyazov but he often hires workers out of the camp. Some of his workers are criminals."

Haydarov really doesn't know anything more. What he knows about Boboyev is simply rumor. The GM should feel free to create any rumors to feed the PCs.

If the PCs return to Boboyev Construction, the armed guards are gone. From that point on, Boboyev will avoid these offices and will leave word that he has been called away to a meeting in Isherbazi, the capital.

3. THE PMCS

The private military contractors (PMCs) of Global Shield Security Services are common throughout the Blue Zone. They will notice the new faces. It is possible the PCs will meet them at Café Shahrom, where the PMCs frequent. If the PCs ask about a good restaurant, bar or café, they will be directed to Café Shahrom, the only coffee shop in Khorforjan with a working espresso machine.

If not at Café Shahrom, the PMCs will be at the lounge in the Rohat Hotel.

You notice a table of men in baseball caps, body armor and jeans. Some of them have sidearms, and you note some AKMs propped up against the wall, in easy reach. At least one of them notices you as well. He has a tanned appearance and is shorter and less bulky than most of the others at the table. There is some salt in his pepper colored hair. He rises and offers you his hand.

"Welcome, guys. You look like you're new here."

This is Manuel Gonzalez, the second-in-command (2IC) of the private military contractors (PMCs) of Global Shield Security Services. He's a friendly sort and usually makes himself available to the NGO personnel for any security questions or concerns. He appreciates the work of the NGOs in Khorforjan and elsewhere, even if he often finds the staff a little naïve. If the PCs have been in contact with Ted Romer, who leads the PMCs, Manuel will know the PCs by whatever names they gave Romer. The PCs will be invited to sit. If they are uncomfortable sitting with the PMCs, Manuel will approach them later to introduce himself and find out more about the PCs.

"Listen, I just wanted to introduce myself. I'm with Global Shield Security Services. My name is Manny. I like to have a word or two with the newbies coming in to work for the aid agencies. How long have you been in Albenistan?"

As much as this is genuine concern, Manuel has his suspicions about the PCs. He has worked with lots of operators in the past, and he recognizes the PCs' physicality. Still, he'll take them at face value. If they say they are NGO staff, he'll accept that, though he'll still be watching them.

Manny leans close, and he speaks softly. "I know you've probably heard it a million times before, but this area isn't safe, not the city and not the roads around it. Don't make the mistake of thinking that because you're here to help these people, you won't be targeted. You might be

able to go native and pass, but just getting in and out of the Blue Zone is going to mark you. Keep an eye out and don't go out at night if you don't have to. Most of the NGOs have local staff for security. It's not a bad idea, but mostly it's for show. Most of the locals won't put their asses on the line protecting foreigners."

If the PCs' cover story includes a medical or aid group, Manuel will assume they will be going to the Ashanjube Internally Displaced Persons camp. Please note, when Manuel discusses speeds below, he is using miles per hour, though if the PCs are with the Increment, they would use kilometers per hour.

You guys are with some doctor's group or something, right? So you'll probably be heading to the camp, right? On that road, don't stop for nothing. Whatever you're in, push it to 60 or 70. Get it up to 90 if you can. Keep at that speed. There's no checkpoint between here and the camp so don't stop for one. You get shot at, don't stop. Gun it and head back to town. You get ambushed, we're usually talking a pretty small kill zone, so move fast and you should be safe. Your vehicle gets immobilized, get out and run. Make it to another vehicle if you can. A stopped vehicle is a fucking magnet for incoming fire. If you have to leave someone behind, you get your asses back here pronto and we'll contact CASFOR-A. They've got some real bad-ass boys that'll get out there and get you back if anyone can." He gestures to the AKMs at his table. "You ever fired one of those?"

While he expects the PCs to reject it, he will make an offer to give them some practice using an AKM. If any of the PCs indicate they have fired a weapon, he'll be impressed. "You any good?"

"I wouldn't advise you go around armed. That's asking for trouble. Still, if someone starts shooting, there'll likely be an AKM near at hand. Even if you hire local muscle, once the bullets start flying, I'll lay money on the fact that they disappear fast. You get attacked, you might need to get their guns off of them and protect yourselves. Do you have body armor?"

If the PCs indicate they have body armor, that will mollify Manuel, but he'll remind them to wear it constantly. "Don't be obvious about it, but most of the NGO staff and the reporters wear it." If the PCs don't have body armor, Manuel will suggest they get some.

"It's hard to come by, but I think Romer's got some. I might be able to pull something off if you need some. You might want to try with the IHO. From what I've heard, Legendre's got a jacket or two and he's the kind that's ready to share. Trust me on this, you do not want to be traveling around without armor."

If requested, Manuel can obtain whatever kind of body armor the PCs request, though he will require payment. Legendre does, in fact, have body armor, but he only has tactical vests available.

Manuel can become a resource for the PCs. He is actually quite considerate in regards to the NGO staff. He will help the PCs in any way he can. If the PCs admit to their actual purpose in Albenistan, Manuel will continue to aid the PCs and will actually be even more cooperative, while keeping the secret hid. Manuel was once with the CIA's Special Activities Division, so he knows the importance of operational security.

3. ON THE ROAD TO ASHANJUBE

This event will occur the first time the PCs travel to the Ashanjube Internally Displaced Persons camp.

The camp is administered by the IHO. The project coordinator for the IHO's efforts in Khorforjan is Jean-Paul Legendre. If the PCs

express interest in the camp, they will most likely be directed to Jean-Paul. Depending on the cover the PCs are using, Jean-Paul could be enthusiastic about showing them the camp. The more information regarding the camp and the humanitarian situation in and around Khorforjan that reaches the Western public, the more support the IHO will receive to help administer the camp.

Jean-Paul will offer to take the PCs to the camp, though they may decide to go on their own. If they go with Jean-Paul, he will suggest they go first thing in the morning, traveling with Dr. Shah on his regular morning visit.

The sun has only barely crested the horizon when you arrive at the IHO compound. Four Landrovers and a Toyota pickup are parked there. Six armed locals cradling AKMs mill around the vehicles. They eye you with suspicion while chattering quietly and smoking. Jean-Paul comes out of the building, smiles and moves to take your hands in greeting. Another local dressed in khakis and a t-shirt follows Jean-Paul.

Jean-Paul shakes your hands and then gestures to the local in khakis. "Good Morning, gentlemen. I'd like to introduce you to Dr. Abdulaziz Shah. Dr. Shah is the only Albenistani doctor working with the Global Medical Assistance Group, and he has been indispensable at the Ashanjube camp. We will be meeting Dr. Muhammad Kazhegeldin at the camp. He is a local doctor who has graciously given of his time once a week to help Dr. Shah meet the medical needs of the camp."

Dr. Shah offers a friendly smile. "I'm afraid we don't meet all the medical needs, but we do our best."

The four Landrovers are bullet resistant. Depending on the size of the group, they may be taking two or three on the journey to the camp. Each Landrover is equipped with a radio, effectively a squad radio. Jean-Paul and Dr. Shah also have satellite phones. The six local guards travel in the Toyota pickup.

If the PCs travel to the camp with any of the NGO staff, they will get a lecture regarding the state of affairs in the camp. Nigel Jenkins, Dr. Muhammad Kazhegeldin, Abdurrahman Salim, Dr. Abdulaziz Shah, or Diderik van Halsema might deliver this lecture, but since the IHO runs the camp, Dr. Shah will most likely deliver it.

As with most refugee camps, the people arriving at Ashanjube are in poor health. Many complain about body pain. While often suffering from any number of diseases, the pain is often a manifestation of the severe emotional trauma of losing homes, family and livelihood. They have been on the move for months or possibly years, fearful of attack and uncertain of their future. This condition cannot be relieved with a pill or an injection. Even if it could, other than the few physicians with GMAG and IHO staff, there is no health care. Some local doctors offer what help they can, but there is work enough for them in the city. Years of civil war and economic chaos have destroyed or damaged almost all the hospitals and health centers. The most recent information is that one-quarter of the children in this region die before the age of five. They must contend with a frightening array of infectious diseases, the most common of which include respiratory infections and measles. Beyond this, there are diarrhea and malnutrition. Children are not strong enough to combat such illnesses. And it is not just the children. One in three women dies from a complication in pregnancy. Most die from obstructions, bleeding, or hypertension. These women are forced to give birth wherever they find themselves. They lack even the most basic of medicines and can do nothing regarding the unhygienic situation. If we had the proper facilities and medicine, the numbers who die during childbirth would sharply decline.

About halfway between the city and the camp, the PCs will pass a

pick-up truck.

You pass a dusty, gray pickup truck parked on the side of the road. Two men sit in the cab, and as you pass, you note that they watch you intently.

If the PCs make a successful Spot check against DC 10, they will note the dust cloud of the pickup truck following. Further, if they have binoculars and are scanning the road ahead, a successful Spot check against DC 10 will allow them to note pickups moving to block the road. Without binoculars, the DC is 15. If the PCs do not indicate that they are watching, searching or are otherwise keeping watch, the DC is 20.

If the PCs are traveling with Jean-Paul in the Landrovers, and are not in the lead vehicle, they will be witnesses to the first attack rather than the target of it. If they are traveling alone or in the lead Landrover, they will be involved in the first attack. In any case, once the description has been read, initiative will need to be rolled.

Ahead of you, the road has been blocked by three pickup trucks. Ten armed men aim their weapons at your vehicles from the cover of their parked trucks. You note at least 2 RPG-7s.

The PCs are faced with 10 Camp Toughs. They will try to disable the lead Landrover and then the last Landrover. Their first attack will be from behind the cover of their trucks. In the first round of combat, the Landrovers not controlled by the PCs will attempt to brake and turn. This includes the pick-up truck with the local bodyguards. The bodyguards will be firing wildly at the Camp Toughs, but they intend to get the heck out of Dodge. Unless the PCs are able to remove both RPGers, at least one will take aim at the lead Landrover. In the second round of combat, the second Camp Tough with an RPG-7 will leave cover along with 2 other Camp Toughs. The second RPGer will target the last Landrover. The Landrovers that are still mobile will make 180-degree turns. If any of the Landrovers are disabled, the remaining vehicles will pause, waiting for any wounded or stranded individuals. The Camp Toughs are not interested in killing all the occupants of the vehicles, rather they desire to loot the occupants, steal the vehicles and possibly take hostages if anyone looks particularly appealing. However, if they are facing armed opposition, they won't be particularly patient and will start shooting to kill.

If the PCs arrive at the camp during the day, they will see the following.

The camp slowly rises out of the waste. At first, details are not visible, it is simply an unnaturally straight and rigid mark. As you approach, you see this line is a fence. This is not a prison fence, more of a border, a boundary. The details begin to resolve. Thousands of tents, most of them maybe ten by ten feet, fill the area inside the fence. The fence itself has lines of wire running horizontally and vertically, making a set of squares framed by wooden posts and what appears to be a thin wooden ledge running along its top.

Some figures mill about the camp, some cluster in groups. You note that a large number stand near one of the few permanent structures. It is a long, low structure, made of what looks like plywood or clapboard. Beside it is another clapboard structure, square and flat-roofed. The last of the permanent structures looks somewhat sturdier, with a metallic-appearing roof, likely corrugated tin.

The gates are open, and you see no guard or staff watching the entry. You drive in at a crawl. The camp is a terribly depressing place. People wander about with no apparent purpose. Everyone wears tattered and dirty clothes. The children all appear fragile, their eyes watching you with empty interest. The adults stare at you with suspicion. There is

a small area near the entrance to the medical facility with ruts in the ground evidently made by tires. A mid-sized sedan that has seen better days is already parked there. You can see what appear to be bullet holes near the driver-side door.

A man of decidedly local features comes out of the medical facility. He has a closely trimmed beard, short hair and while he wears a suit that has seen better days. He also wears an apron and a white lab coat. He straightens his glasses as he considers you.

The man in the lab coat is Dr. Muhammad Kazhegeldin. If the PCs are traveling with Jean-Paul or some other NGO representative, Dr. Kazhegeldin will offer a warm welcome and actively seek introductions to the PCs, assuming they are joining the NGO community in Khorforjan. If the PCs arrive with Sloane or some representative of CASFOR-A, the welcome will be cooler, but cordial. Should the PCs arrive unaccompanied, they will be met with suspicion.

If the PCs approach the camp at night, the description will require alteration. For one, the vehicle will not be present, nor will the doctor. The gates will be closed (the NGO staff close them at night when they depart) and there will be few, if any, individuals wandering the grounds.

Dr. Kazhegeldin will be glad to show the PCs around his small facility. He will also regale them with information on the camp.

“We have done what we can, but sometimes I fear the problems are insurmountable. These people lack even pots and buckets to keep their food and water clean. Diarrhea is prevalent. Diarrhea can lead to malnutrition, and 20% of the camp suffers from malnutrition. For the adults, this is dangerous. For the children, pregnant women, and the elderly, this is deadly. We do what we can, but even with the generosity of groups like the IHO and GMAG, we do not have enough food or medicine. Sanitation and hygiene are ongoing challenges. Even if we had all this, these people require more. They need to be treated with dignity. They want a future of their own choosing. And in the longer term, they need self-sustainability.”

Dr. Kazhegeldin is well respected in the camp. If the PCs travel with Jean-Paul or Dr. Shah, they will meet the three most important representatives of the camp residents. Two of them are Afghani, as a fair portion of the camp is comprised of displaced persons from northern Afghanistan and the Hindu Kush. Without Jean-Paul or Dr. Shah, Dr. Kazhegeldin will introduce the PCs to these three individuals if the doctor believes the PCs are reporters, donors, NGO representatives or something similar.

Whoever is discussing the camp, will certainly discuss its shortcomings.

“We do not kid ourselves and pretend the camp is a safe haven. It is not as secure as we would like. We do not evaluate or scrutinize those who come to the camp. There are certainly criminals here. They do not yet impede our work. Even if they did, we have little recourse. We do not have resources to hire security. We do not have the strength to eject men like Makhmadruzi, so they have become the price we pay to house and feed those who require our help.”

If the PCs ask about Makhmadruzi.

“Makhmadruzi is an Albenistani from Qurghon Khujand Province. Everyone’s pretty sure he’s a criminal of some sort, maybe a drug smuggler or weapons’ runner. Whatever he does, he seems to have power in the camp, and the men he’s usually with don’t look too hungry or weak. It’s pretty common in IDP camps. Just like any community, the camp has an underground and an underworld.”

At this point, none of the denizens of the camp are willing to turn in Makhmadruzi, and he will keep a very low profile while there are strangers in the camp.

Through the course of a day at the camp, the PCs will be introduced to some of the most important denizens of the camp.

The doctor shakes the hand of a man of about fifty years of age. He wears a worn and dingy long shirt and pantaloons. He eyes you with barely concealed suspicion, but takes the doctor’s outstretched hand with a smile. He speaks to the doctor.

Other than greeting the doctor (this could be Dr. Shah or Dr. Kazhegeldin) in Arabic, Abdul Ahad will be silent. He has nothing he wants to say to strangers. While he trusts both Dr. Shah and Dr. Kazhegeldin, he trusts no one else. He has the weight of responsibility for many families that he led out of Afghanistan, and the years since he became a refugee has taught him that too often, those offering a helping hand have an ulterior motive.

Gulzaman is also from Afghanistan. He will be attending a routine check-up. His story is common to most of the refugees. The long shirt and pantaloons, as worn by both Ahad and Gulzaman, are the traditional dress of Afghani, the shalwar kameez,

The doctor gestures to the man in the small room. He wears a stained, brown and tattered long shirt and equally worn pantaloons. The doctor introduces you.

“This is Gulzaman. He comes from Afghanistan. He is usually the spokesman for the Afghani displaced persons as he speaks almost fluent Tajik.”

If the PCs speak Tajik, Gulzaman will speak to them directly and will answer general questions regarding the camp, the situation of the DPs, but he will fall silent if questioned about any kind criminal activity or other dangerous topics. If the PCs speak Pashtu, Gulzaman will use that language and his diction will be entirely correct.

Gulzaman seems to consider his words carefully. “My family, we run from Faryab in Afghanistan. We have problems with the tribes there. We find camps in Afghanistan and Pakistan dangerous. So, we come with other families. Come to Albenistan. This camp good, but we all want our homes.”

When the family arrived at the Ashanjube camp, Gulzaman had leg infections, manifest as red swelling and boils on his legs, while his wife has tuberculosis. The children had intestinal parasites and remain in an extremely weakened state due to the malnutrition caused by the parasites.

Gulzaman’s wife and children are also awaiting their check-ups. His wife wears a green burkha, the traditional dress that covers the body from head to foot, leaving only a narrow slit for the eyes. She won’t speak without her husband being present. He, however, is more than willing to have her answer any questions. Unless the PCs are presented as some kind of soldiers or PMCs, Gulzaman will expect that they may be a conduit to more aid for the camp, which it desperately needs.

Pulat Teishiyev is the last of the refugee leaders the group will meet. He is Albenistani, an ethnic Tajik, and he leads a group of families who fled Qurghon Khujand. He is very close-lipped, as he doesn’t like foreigners at all. He is also not pleased with the number of Afghani in the camp. The Albenistani DPs are actually a minority in the camp.

The doctor greets a short, thin man with white hair and a thick white beard. He wears a dirty, worn suit, gray with pin-stripes. He carries

himself with a hint of arrogance and you can see the disdain and suspicion in his eyes.

Teishiyev appreciates Dr. Kazhegeldin and respects Dr. Shah, and will speak to them, but he dislikes the rest of the NGO staff. They are foreigners. Part of Teishiyev's dislike is the bitterness that his nation cannot take care of its own population. The foreign NGOs are a constant reminder of his nation's weakness.

CHAPTER 4 COUNTDOWN TO HELL

This adventure is based on a map of events rather than a map of places. The radicals of Holy Mother Albenistan (HMA) have laid their plans for action, and this chapter outlines the timeline of that plan as it will unfold without interference. The Increment section will, hopefully, do their best to halt the plans of the HMA, but they will not succeed without help from the PCs.

Abbas' intent was to develop a biological weapon to use against the government center in Isherbazi. However, with the weapon developed, the playing field had changed. Isherbazi had become much more secure and Western forces have come to Albenistan. Abbas has decided to use the weapon on the Westerners in Khorforjan, where the HMA has extensive support and a large network.

Abdurahkim Boboyev, a leader of the HMA in Khorforjan, had decided that the target should be Camp Parker, the base for the UN's Central Asian Stabilization Force – Albenistan (CASFOR-A). He has hopes that if the biological agent originates at Camp Parker, blame will be placed on NATO or foreigners as a whole. With blame placed on foreign governments, the public demand for their removal would force Umarov to dispense with his greatest asset: CASFOR-A.

Abbas has arrived with a briefcase device developed at the Qalashar facility, designed to spread an extremely virulent, hardy and aerosol form of the dreaded Ebola virus. Along with the device, Abbas has brought two other briefcase devices, not for the biological agent, rather for use as diversions.

By the time the PCs arrive in Khorforjan, Abbas is ready to set his plans in motion. The PCs will have four days to counter Abbas' plan and break the HMA network in Khorforjan.

Once the reconnaissance of Camp Parker is complete, Abbas will decide that an attack on Camp Parker is untenable. He will decide, instead, to use the device in the Blue Zone, the area which houses the non-governmental organizations (NGO) operating in Khorforjan. He will keep to his timetable, meaning that on the fourth day after the PCs arrive, the device will be used in the Blue Zone.

If the Increment section arrests or otherwise neutralizes important NPCs or are able to disrupt any of the planned occurrences, the direction taken by the HMA will change. It will be necessary for the GM to be very familiar with the HMA's plans. As those plans are disrupted, the HMA will continue to attempt to complete its goal, however it may need to find a new way to do so.

DAY 1, WEDNESDAY

1. An Unwelcome Visitor

Ikrom Kamilov will move from his safe house in the industrial sector with a guard detail of five Urban Soldiers at around 0545. They will use a pickup truck belonging to one of the Urban Soldiers and travel along back roads to reach the New Office of Sadirov Holdings. Kamilov will sit in front with the driver while his four other soldiers ride in the back. Abbas awaits him at the office and Kamilov should arrive around 0600.

The discussion at the office is minimal. It has already been decided that Kamilov will reconnoiter the defenses of Camp Parker. Abbas is already beginning to question the wisdom of using the Device in such

a secure area. Boboyev has assured Abbas that Camp Parker is poorly guarded, but Abbas requires proof.

At 0730, Kamilov will leave the office and will travel to the outskirts of the city. He will use his older, unimpressive eastern European sedan and travel with two of his Urban Soldiers. He will leave the car with his Urban Soldiers and continue along the road on foot. He will be disguised as an itinerant laborer and therefore won't be traveling armed. He is carrying an old rucksack, approximately the same size as the Device, and he intends to leave it near the main gate of the camp.

Three times along the road to Camp Parker, Kamilov is stopped and searched. Each time, the soldiers questioning and searching are polite, but Kamilov can see the suspicion in their eyes. Even before reaching the main gates, he has made up his mind to advise Abbas that Camp Parker is too well-guarded for an attack with the Device to succeed.

At approximately 0830, Kamilov arrives at the main gate. He pesters the guards about work. They have little patience with him and are less polite and more aggressive than the soldiers patrolling the roads. Kamilov is experienced enough to identify the vehicles of the quick reaction force (QRF) ready to roll.

As soon as Kamilov drops his rucksack, someone shouts at him. He is accosted and questioned. He pretends he no longer wants the rucksack. After carefully searching the bag, the soldiers roughly force him to take it and escort him half-way to the city. While Kamilov is unable to understand what the soldiers are saying, he can understand their tone and notes their watchfulness.

Kamilov is back at the car by 1000. He passes by the car, as planned, and meets his Urban Soldiers in an alley just off the main street. They return to the New Office to confer with Abbas. Abbas decides the attack on Camp Parker will be scrapped. He chooses to contact Saparmurat and assess the HMA assets in the Ashanjube Internally Displaced Persons camp. He tells Kamilov to contact Boboyev, Hasanov, and Iskanov for a meeting at the New Office at 2300.

2. Kamilov the Messenger

Abbas decides, after hearing of Kamilov's difficulties around Camp Parker, that the plan needs to be changed. While an authoritarian, Abbas does appreciate the input of his subordinates, so he sends Kamilov to contact the main players in his plan. Abbas will need Kamilov's eastern European sedan, so Kamilov takes his moped. He departs the office at 1055 after having a short, light meal.

At 1130, he arrives at the small apartment complex in which Boboyev lives. Boboyev is not at home but is actually working in his office, at Boboyev Construction, conveniently located in the main square beside the apartments. Kamilov arrives there around 1140. He has a short discussion with Boboyev, which leads to an argument, as Boboyev is not particularly happy that Abbas has changed the plan unilaterally. He agrees to meet at the New Office that evening.

At 1155, Kamilov leaves the Boboyev Construction offices. By 1205, he arrives at the Old Sadirov Office, where Hasanov is working at this time. Hasanov greets him cordially. Muzaffar Hameed, the main contact for the HMA and the rogue SIG faction, is the manager and is also in attendance. Kamilov, whose first loyalty is to Hasanov, explains the situation and also explains that Boboyev is already angry regarding Abbas' decision, taken without consultation. Hasanov is more

understanding, recognizing that the HMA is not a democratic group. Hasanov decides to visit Boboyev and calm him down. Kamilov does not venture an opinion. Finally Hasanov indicates that he will make the meeting.

Kamilov leaves Sadirov Holdings at 1245. He knows that contacting Iskanov, a colonel with SIG, is dangerous. At 1310, Kamilov arrives at a small coffee house that borders the Blue Zone. It has no name but is run by a widow, Imenaz Salimov, whose husband was a supporter of Marat Burhonov in the civil war and was killed by government troops. He leaves a message with her that “the Wolf must meet the Shephard in his hut at the appointed time.” Salimov has no idea who the code names refer to, but she knows enough to pass the message on to Senior Lieutenant Yaqub Rakhmonov, who frequents her coffee house.

This done, Kamilov heads back to the office. By the time he arrives, 1325, Abbas has left for the Ashanjube Internally Displaced Persons camp. Kamilov has a nap in the unused bed in the guest room.

3. No Refuge, No Refugee

At 1300, after having a small lunch, Abbas will leave the New Office with his two Committed Guards. They will take Kamilov’s Eastern European sedan and drive to the HMA Rendezvous camp just outside of the Ashanjube camp. They will arrive at 1400 and from there, Abbas will send an HMA Runner to contact Saparmurat.

Saparmurat will arrive at the Rendezvous camp at 1435, along with the HMA Runner and two Camp Toughs. Saparmurat is in awe of Abbas and will agree whole-heartedly that the plan to attack Camp Parker was foolish. His reverence for Abbas partly colors his opinion, but it is also based on what he has seen of the CASFOR-A operations in the area. Knowing that Saparmurat is one of his best, local assets, Abbas is pleased to have him on-side, and invites him to the meeting at 2300. Saparmurat assures Abbas that he will be present.

After sharing tea, at about 1525, Abbas heads back to Khorforjan and Saparmurat returns to Ashanjube camp. Abbas arrives at the office around 1600.

4. The Lieutenant’s Coffee

At 1615, as regular as clockwork, Senior Lieutenant Yaqub Rakhmonov—an aide of Colonel Iskanov—arrives at the coffee house of Imenaz Salimov. The widow herself serves the lieutenant. He inquires as to her health and her family. As she passes him his coffee, she whispers “the Wolf must meet the Shephard in his hut at the appointed time.” The lieutenant pauses, the smile leaving his face. It is a moment before the smile returns. He nods and offers his thanks to the widow, then goes to his usual chair just outside to read his newspaper. It is always *the Isherbazi Examiner*, as the lieutenant is inordinately proud of his English and the fact that this seems to make the PMCs and CASFOR-A troops better inclined toward him.

Finishing his coffee at 1630—again, like clockwork—the lieutenant returns his empty cup to the counter and says his farewell to the widow. He walks back to the SIG office. He arrives at 1710 and immediately finds Colonel Iskanov and passes on the message.

Perhaps foolishly, but still certain that the authorities and CASFOR-A have no idea of the anti-government conspiracy, Iskanov calls Abbas on his cell phone. Their conversation is short and it is intercepted by surveillance assets in place for Operation GHOST HAMMER.

The report of the conversation will reach Captain David Sloane by 1730, and he will see to it that the SIS receives a copy immediately. If the PCs have set up any kind of contact with CASFOR-A, Captain Sloane will contact them directly. If there are any operators from the SAS, Captain Sloane will contact them, otherwise he will contact the senior officer. The information is provided in “Intercept, Subject Wolf - Wednesday” in “Chapter 4: Reports.”

5. Red is the Color of My Herring

At 1800, a Khorforjan police officer—an Albenistani named Ardag Shelkovenko—attacks a Blue Zone checkpoint manned by private military contractors (PMC) led by Manuel Gonzalez. While driving past, Shelkovenko lobbs a grenade. No PMCs are hurt. The PMCs fire on Shelkovenko’s car and are able to disable it. The PMCs capture Shelkovenko, who offers no resistance.

At 1805, CASFOR-A receives a report of a grenade attack on the Blue Zone. The quick reaction force (QRF) is scrambled. The QRF consists of 5 Warrior Armored Infantry Fighting Vehicles (AIFV) with a total of 32 Royal Marines Commando troopers and 15 crew. The QRF is led by Captain Michael Avery. The QRF will move at the maximum safe speed along the most direct route to the checkpoint where the attack took place. They are in constant radio contact with their HQ.

At the same time (1805), Ted Romer, leader of the Global Shield Security Services PMCs, receives word that one of his checkpoints has been attacked. He contacts CASFOR-A and is assured that the QRF is being deployed. Romer informs CASFOR-A of the location of the checkpoint. He scrambles those PMCs at the compound and, piling into the 4 armored SUVs available, they head out for the checkpoint and are on the road by 1815.

At 1815, 4 SIG Operatives arrive, led by Captain Ikhbol Nurov. They require that the PMCs turn Shelkovenko over to them. Gonzalez refuses, waiting to hear from his superior, Romer, what he should do with the prisoner. When Gonzalez finally raises Romer on the radio at 1820, Romer informs Gonzalez to hold tight as the cavalry is on the way.

At 1825, four armored SUVs pull up to the checkpoint from within the Blue Zone. Each SUV holds four PMCs from Global Shield. Romer is with them. He informs Captain Nurov that the PMCs will turn the prisoner over to CASFOR-A. Romer tells the captain that he has contacted CASFOR-A and the QRF is en route. Captain Nurov is not pleased, but he is obviously outgunned.

At 1830, the CASFOR-A QRF arrives. They take control immediately. Captain Avery is not happy with the PMCs, but he also doesn’t trust Captain Nurov, who arrived a little too quickly for Captain Avery’s taste.

By 1900, Captain Avery has ascertained that the attack was isolated and not part of a larger threat. Captain Avery informs Captain Nurov that the prisoner will be held at Camp Parker and Nurov’s superiors will be informed, as will the local government, the State Security Police and the federal government. Nurov is not pleased with this, but he thanks Captain Avery for his assistance. Nurov departs.

The QRF is loaded up and on the road, at a more sedate speed, by 1915. Romer rotates out the men involved in the checkpoint attack and he and Gonzalez travel back to the compound together for an impromptu debrief and a discussion of what just happened.

While Nurov did arrive quickly, Shelkovenko is not involved in the SIG conspiracy, nor does he have any ties to the HMA. The fact is, Shelkovenko is a disgruntled man who drank a little too much and did something that stretches the definition of stupid. The attack has increased the level of suspicion within the command of CASFOR-A as well as the PMCs.

4. The Conspirators Meet

Abbas and Kamilov are waiting in the Command room at the New Office. At 2210, Hasanov gets into his old, battered Mercedes, accompanied by his driver, a Committed Guard, and Abdurmajid Hameed, his loyal bodyguard. They drive to Boboyev’s apartment, arriving by 2230. Boboyev is waiting for them and joins Hasanov in the back of the car. By 2240, they are at the office. Abdurmajid and the Driver wait in the car as Hasanov and Boboyev enter the office.

At 2215, Senior Lieutenant Rakhmonov is waiting for the colonel a

block from the office. He has a battered old sedan and is traveling with a SIG Thug. Iskanov is in civilian clothes, though because they aren't threadbare and reeking, he stands out. They drive slowly, mostly taking back roads and alleys well known to them and in control of the HMA. They arrive just at 2235, but drop Iskanov off a few blocks from the destination. They do not wish to draw attention.

By 2245, the group is assembled in the bunker of the office. Abbas has Kamilov recount his test of CASFOR-A security at Camp Parker. Hasanov and Iskanov agree that the security is too tight. Boboyev wants to argue, but he sees that he has no allies, and so remains silent. Abbas floats the idea of setting the device in the Blue Zone. Hasanov likes it. Iskanov worries. Boboyev doesn't like it for no reason other than that it comes from Abbas. Around midnight, after extensive discussion, Iskanov is won over and even Boboyev has to admit the plan makes sense. Iskanov requests a further test of security before the device is used. Abbas agrees to this as completely sensible. Kamilov volunteers to make a test run in the Blue Zone, but worries about getting past the checkpoints. Iskanov indicates that he will have his people manning the checkpoint near the coffee house of Imenaz Salimov from 0800 to 1000. Kamilov indicates he will make his test run at 0900.

None of the participants are honestly aware of the virulence of the biological agent. Iskanov has some idea. Abbas is not worried. Vital assets, material and personnel, will evacuate Khorforjan before the device is used. Besides, casualties among HMA sympathizers will increase suspicion that the government or CASFOR-A is involved. What Abbas is not saying is that he has retained evidence that SIG oversaw the creation of the biological agent. When it comes time for the HMA and the rogue faction to part ways, the Qalashar device can be blamed on SIG.

It is 0045 on Thursday (Day 2) and the meeting is almost at an end. Hasanov suggests that they begin to disperse the weapons that have been gathered in the basement of the main post office. Abbas seems surprised at the location of the cache and makes an off-hand remark about needing to see this. Boboyev suggests that Kamilov should show Abbas the cache before it is dispersed. Kamilov—always ready to please—agrees to this. In order to placate Boboyev, Abbas agrees also, however he has no intention of doing so.

At 0110, the meeting breaks up. There is no consideration of security as the neighborhood is completely in the hands of the HMA. Hasanov decides to stay and asks Boboyev to send the car back for him. Boboyev, a plot hatching, quickly agrees to this. He and Iskanov leave together. Boboyev gets into Hasanov's car and is off. Iskanov walks the few blocks to his car. He departs the area at 0115.

DAY 2, THURSDAY

1. Hasanov's Fatal Decision

After the others left at 0110, Hasanov stayed with Kamilov and Abbas. As the leader of the HMA in Khorforjan, Hasanov has a close connection to Abbas. He trusts Abbas, whom he considers a visionary. They discuss the plans for the next day and use of the device in the Blue Zone. The plan already includes diversions, but Hasanov has some further ideas about using the HMA cells in Khorforjan and in the IDP camp to create even greater chaos, drawing attention away from the Blue Zone. Abbas agrees. Hasanov invites Abbas to join him in an inspection of the main weapons and explosives cache in the main post office. Abbas is tired and declines. Hasanov promises to contact Abbas the next day with information on the explosives and heavy weapons that might be used in diversionary attacks.

At 0155, Hasanov leaves the office. His car has returned and he tells his driver to take them to the main post office. Using his cell phone, Hasanov calls the HMA Street Scouts guarding the post office. This conversation is intercepted by CASFOR-A. The intercepted call persuades Captain David Sloane, commanding Operation GHOST

HAMMER, to request the CASFOR-A QRF be used in a raid on the main post office (see "The Holy Motherland's Judas" below). The report of the conversation is listed as "Intercept, Subject Tango K-Boss – Thursday" in "Chapter 4: Reports."

Hasanov arrives at the main post office at 0220. He leaves his driver in the car but Abdurmajid Hameed joins him in inspecting the weapon's cache. The Street Scouts assigned to the post office greet Hasanov and guide him to the cache.

2. The Holy Motherland Judas

Boboyev arrives home from the meeting with Abbas at around 0125. He immediately places a call to CASFOR-A. CASFOR-A has set up a special telephone number for informants to use, promising anonymity and payments. In truth, they trace every call. Boboyev calls to report a weapons cache. He is put on hold, and then speaks to a "clerk." This "clerk" then passes Boboyev on to "a person of importance." Boboyev remains on the telephone and his number is traced. Finally the "person of importance"—actually an intelligence officer—takes down his report of an arms cache and the presence of an important terrorist there that night. The report of the conversation is listed as "Recorded Conversation, Subject Boboyev – Thursday" in "Chapter 4: Reports."

Boboyev ends the telephone call feeling stupid. He does not believe CASFOR-A will react. He goes to bed with a pain in his stomach.

2. Special Delivery, CASFOR-A style

After receiving the call from Boboyev, CASFOR-A must decide quickly if they can believe the information (see "The Holy Motherland's Judas" above). Luckily, intelligence assets intercept a cell phone call from a "subject of extreme interest," dubbed Tango K-Boss by 14 Independent Intelligence Company—the Detachment (see "Hasanov's Fatal Decision" above). The two calls lead Captain Sloane to request the deployment of the QRF on a raid on the post office.

At 0230, Captain Sloane has a conference with Brigadier Michael Williams, commanding officer (CO) of CASFOR-A in Khorforjan, and Major James Walters, officer in charge of mission security. Both men have learned to trust Captain Sloane, and permission is given at 0245 to launch a raid on the main post office, scheduled for 0400.

At 0250, Captain Sloane begins assembling his team. His core squad is Bravo Section of the Increment which includes Color Sergeant Stephen Azari, a marksman and medic, Staff Sergeant Jerry Barlowe, spotter, driver and demolitions expert, and Warrant Officer 2nd Class Joel Dacks, an intelligence specialist. He will be using the CASFOR-A QRF led by Captain Mark Stewart. Captain Stewart assembles a team consisting of 4 Warrior Armored Infantry Fighting Vehicles (AIFV) with a total of 26 Royal Marines Commando troopers and 12 crew. Captain Sloane and his Increment crew will use a Scimitar armored reconnaissance vehicle as his command post.

At 0305, Lieutenant Richard Grey agrees to send along 2 patrols of SBS operators to affect the assault. Both Captain Terry Wright and Sergeant First Class Joshua Vandembush, attached to CASFOR-A from the USA's 5th Special Forces Group, request to join the raid, a request which Captain Sloane only too happily grants. Two more Warrior AIFVs are included in the operation. Kickoff is scheduled for 0330.

At 0307, if Captain Sloane is aware of the PCs, he will contact them and request their participation on the raid. He has a feeling this might crack the Khorforjan shell. If the PCs can get to Camp Parker by 0330, they can join him. If not, they can meet the QRF en route or at the main post office at government square.

At 0330, the gates of Camp Parker open and the QRF embarks, moving at the safe top speed. The QRF follows the most direct route to the main post office, using only major thoroughfares.

At 0345, Brigadier Michael Williams contacts Bahridin Haydarov, the chief of the Khorforjan police, to alert him to the impending raid on

the post office. The chief is sleepy and requires repeated explanations. By the time Haydarov understands what the brigadier is telling him, he can hear the 30mm cannons in Government Square.

The QRF actually reaches the main post office early, at 0356, but Captain Sloane doesn't wait. The noise of the approaching vehicles alerts the Hasanov's driver, who goes to fetch his boss. Hasanov is just exiting the building when the QRF arrives. One of the Street Scouts opens up with his AKM. For a brief moment, hell is visited on government square as the L21A2 RARDEN 30mm cannons from 7 Warrior AIFVs and 1 Scimitar fire almost in unison. There are few identifiable remains of the Street Scouts, the driver or Hasanov. The car fares little better. Abdurmajid Hameed, miraculously, survives.

By 0400, Hameed is being loaded into the Scimitar under the care of Color Sergeant Azari. The Scimitar, with Azari, Staff Sergeant Barlowe and the casualty on board, races back to Camp Parker. The remaining QRF investigate the main post office and do, indeed, find an impressive array of weapons and explosives. The raid is a complete success. Though they don't know it yet, CASFOR-A has eliminated the leader of the HMA in Khorforjan.

3. The Cold Touch of Fear

Soon after rising, at 0630, Abbas is made aware of the attack on the post office the night before. Waiting for him at his breakfast table are two Street Scouts. They heard the cannon fire the night previous and went to investigate. Many others did as well. The State Security Police (SSP) had the place cordoned off but many rumors moved through the crowds. The story went that the SSP tracked an arms shipment to the Post Office and called in CASFOR-A for support. As soon as the tanks for CASFOR-A arrived, they started shooting. No one survived.

At least those are the rumors.

Abbas can't eat. He sends the Street Scouts away, ordering them to get more substantial information but knowing their success is unlikely. Abbas knows that Ikrom Kamilov must reconnoiter the Blue Zone that day, but he asks Kamilov to stop off at Salimov's Coffee House and leave a message for Colonel Iskanov.

"And tell him not to use a phone, the idiot."

Kamilov leaves the New Office at 0750. Abbas stews and broods, worried that there might be a mole in his organization. Worse, if not a mole than their security precautions are totally inadequate. If the SSP can crack their security, they are not secure at all.

4. An Unlikely Source

Dr. Abdulaziz Shah arrives at the Ashanjube Internally Displaced Persons camp at 0730, as usual. He has a full day of medical examinations for new arrivals. At around 0800, Abdul Ahad asks to speak to the doctor, citing a pain in his stomach. Dr. Shah realizes Ahad has something he wants to say in private. Dr. Shah takes Ahad aside. Ahad does not have a pain. He voices concerns regarding Makhmadruzi's new friends. He is referring to Saparmurat and Abbas. Dr. Shah has seen Saparmurat and has his suspicions. Ahad makes Dr. Shah aware that Saparmurat is a criminal at best and perhaps worse. Ahad fears reprisals, so Dr. Shah assures him he will do nothing immediately, but will wait until he is back in Khorforjan, where he will contact CASFOR-A.

As much as Ahad fears the Western military, and as much as Dr. Shah mistrusts CASFOR-A, both realize that if Saparmurat is a criminal, the local authorities are more likely to seek a bribe than act in defense of the refugees. They both recognize that the only protection for the refugees and the camp as a whole is CASFOR-A. As a cover, Dr. Shah gives Ahad six aspirin in a prescription drug bottle, talking loudly about the chance of parasites as they leave the examination room.

Dr. Shah continues to examine the new arrivals. He is, however, much more aware of everything happening around him.

5. A Visit to the Blue Zone

As Colonel Iskanov promised, one of his people, Captain Ikhbol Nurov, arrives at 0745 to take control of the checkpoint nearest to the coffee house of Imenaz Salimov. While it is a surprise to the junior lieutenant manning that position, he does not even request to see Captain Nurov's orders. By 0755, the checkpoint is under the control of Captain Nurov and the junior lieutenant and his men are gone.

Captain Nurov and 4 SIG Thugs man the checkpoint with all due diligence. At 0900, almost to the minute, Ikrom Kamilov arrives. He is waved through by Captain Nurov after presenting his spurious ID. Kamilov's reconnaissance passes without incident. At 0935, he leaves his ratty old rucksack in an alleyway beside the compound of the International Humanitarian Organization. By 0955, he passes out of the Blue Zone through the same checkpoint.

Just after leaving the checkpoint, Kamilov goes to Salimov's coffee house. He tells her "the Wolf must speak to the Shepherd, but no telephones." Kamilov is gone.

At 1000, Captain Nurov's replacements arrive. The captain and his 4 SIG Thugs depart, mission accomplished.

6. Crossed Wires or Bad Timing?

Two mechanics linked to the HMA are working on a car-bomb in an old garage in the north east section of the industrial sector. The garage was abandoned by its commercial owners in 1999 and there are no legal owners at this time. At 1123, when preparing the fuse, the mechanics trigger the bomb.

The car-bomb was intended to be part of the diversionary attacks on CASFOR-A to cover the use of the Device in the Blue Zone. Khorforjan Police will find the site of the explosion at 1155. They contact CASFOR-A and an Explosive Ordnance Disposal team is sent out, led by Staff Sergeant Jerry Barlowe and Warrant Officer 2nd Class Joel Dacks. The CASFOR-A team, including a security detachment of 12 troopers and 3 Warrior AIFVs, arrives at 1230. It doesn't take long for the team to put together the cause of the explosion. By 1315, Staff Sergeant Barlowe is certain there are no further explosives at the site. Assuring the Khorforjan Police officer at the scene that a report will be filed with the chief, Barlowe and the CASFOR-A team depart, arriving back at Camp Parker at 1340. The police leave the area at 1325.

7. Against His Better Judgment

For once in his life, Abbas cannot be patient. At 1420, after sharing tea with Kamilov, ignoring his own admonitions regarding the telephone, he requests that Kamilov go and call Iskanov from an outside line. Abbas cannot wait for the message to be picked up at Salimov's coffee house and passed to the colonel. Also somewhat worried, Kamilov agrees.

At 1435, Kamilov leaves the office and takes his moped to a café that has a working pay phone. At 1445, Kamilov calls Iskanov's personal line. Iskanov, no longer certain no one is listening, quickly informs Kamilov that a man named Hasanov who was working for HMA was killed but that CASFOR-A has taken Abdurmajid Hameed prisoner. CASFOR-A acquired their information from an informant. He quickly disconnects.

The intelligence assets attached to Operation GHOST HAMMER are also monitoring Colonel Iskanov's office telephone and has intercepted this call. Captain Sloane will receive the report at 1505 and pass the report on to the SIS immediately. He will contact the PCs with this information if he is aware that they are operating in Khorforjan. The information is provided in "Intercept, office of Colonel Olim Iskanov, Security and Intelligence Group, Ministry of the Interior – Thursday" in "Chapter 4: Reports."

Kamilov drives back to the New Office. He arrives at 1455. Abbas is appalled. Hameed did not know much, but he knew the identities

of many of the top HMA supporters in Khorforjan. Abbas decides on another meeting. It is once again up to Kamilov to contact everyone and have them gather that night. Since Hasanov is gone, Abbas wants Abdurmajid Hameed's brother, Muzaffar Hameed, to come to the meeting.

8. No Rest for the Wicked

Departing the New Office at 1505, Kamilov takes his moped. By 1540, he arrives at Boboyev Construction. Boboyev is not there. Kamilov questions the people in the office and it seems Boboyev has not been in all day. Kamilov arrives at Boboyev's apartment at 1550. Boboyev is not happy to see him. Boboyev has heard what happened to Hasanov. Kamilov tells Boboyev that Abbas wants a meeting and that there may be a mole in the operation. Boboyev is speechless. After all, he is the mole. He agrees to meet at the usual place and time. Kamilov considers Boboyev's reaction normal for a man who lost a close friend and figure of authority.

Kamilov is on his way by 1610. He speeds through back alleys and heavy traffic in an attempt to reach Salimov's coffee house in time. He screeches to a stop at the coffee house right at 1630, when Senior Lieutenant Yaqub Rakhmonov is on his way back to his office. Kamilov knows Rakhmonov, though Rakhmonov does not know him. Kamilov grabs the senior lieutenant's arm.

"Tell your Wolf to meet the Shepherd same time, same place."

With that, Kamilov races off. It takes the senior lieutenant a few minutes to compose himself. He realizes the meeting was undoubtedly noticed by those SIG members manning the checkpoint. Further, Rakhmonov notes two Private Military Contractors staring at him. One of those PMCs is Manuel Gonzalez, second-in-command of the Global Security operation. Rakhmonov straightens his uniform and continues to walk back to his office. The truth is that while many did notice the exchange, no one considered it noteworthy. If the PCs have made Manuel Gonzalez aware of the actual situation in Khorforjan, he'll report the meeting to them.

Kamilov takes a more leisurely route to the old Sadirov Holdings office. He arrives at 1655. Muzaffar Hameed takes him aside and offers him coffee. Muzaffar believes his brother is dead, and Kamilov doesn't want to be the one to tell him otherwise. He asks Muzaffar to attend the meeting, to which Muzaffar agrees.

By 1715, Kamilov is on his way to the HMA Rendezvous camp just outside of the Ashanjube camp. He arrives there at 1800 and he tells an HMA Runner to tell Saparmurat that there is a meeting that night, same time and same place. He is gone by 1805.

Back at the New Office, Kamilov checks in with Abbas at 1855. Abbas is furious regarding Iskanov (see "The Wolf at the Door" below), but is somewhat assuaged to know that all the HMA leaders will attend. Kamilov retires to his own apartment at 1910 for some sleep and a light meal.

9. The Wolf at the Door

Senior Lieutenant Yaqub Rakhmonov arrives at the Ministry of the Interior and the SIG offices at 1715. Colonel Iskanov is in a meeting. When he inquires, Rakhmonov is told that the meeting is about the threat of the HMA in Khorforjan. Rakhmonov goes to his desk, shaken.

Iskanov is out of his meeting by 1745. He is in a foul mood. He is blamed for the resurgence of the HMA in Khorforjan and his career is in jeopardy. If Abbas' plan doesn't work and if the government isn't toppled soon, Iskanov could find himself in prison, or worse. When Rakhmonov tells him that Abbas requires another meeting, Iskanov's anger increases.

At 1755, Iskanov calls Abbas on his cell phone. He can't come to any meeting. Abbas is furious that Iskanov has called him on the telephone. Iskanov warns Abbas to control his people then hangs up. Immediately,

Iskanov realizes he has made a grave error.

As with the previous cell phone call, Sloane's intelligence assets have intercepted this call. Captain Sloane will pass the report on to the SIS immediately and will contact the PCs with this information if he is aware that they are operating in Khorforjan. The information is provided in "Intercept, Subject Wolf - Thursday" in "Chapter 4: Reports."

10. A Doctor's Dilemma

Dr. Abdulaziz Shah arrives back at the Global Medical Assistance Group (GMAG) compound around 1800. Abdul Ahad's concerns have been bothering the doctor all day as he tried to decide what to do about it. Diderik van Halsema, the GMAG project coordinator, has invited his colleague from the International Humanitarian Organization (IHO), Jean-Paul Legendre, for dinner, and the two are enjoying cocktails. Dr. Shah voices his concerns, leaving out Ahad's name. Both van Halsema and Legendre suggest contacting CASFOR-A. Legendre has actually had dealings with Major James Walters, and offers to contact Major Walters with Dr. Shah's concerns. Dr. Shah thanks Legendre and says he will consider it.

By dinner, at 1900, Dr. Shah has decided that he would like Legendre to call Major Walters. After dinner, at 1945, Legendre calls Major Walters. He leaves a message asking for Major Walters to contact him as he has information on a possible problem at the IDP camp.

11. Four Singing Birds, One Big Stone

At exactly the same time, 2000, HMA agents assassinate four key informers for CASFOR-A along with their families. Captain Sloane is unaware of the murders until the next day.

12. Certainly Unexpected, Possibly Unwelcome

At 2015, Major Walters gets his message from Jean-Paul Legendre. Walters confers with Captain Sloane at 2030. While Walters is concerned with security, he knows that Sloane will gather more information than he could. Sloane promises to investigate.

If Sloane is aware of the PCs, he will contact them at 2045, letting them know he is en route to the Blue Zone and that he'll pick them up for a meeting with Jean-Paul Legendre regarding a problem at the IDP camp. Sloane believes this is important. He is certain something big is about to happen in Khorforjan. Just based on the number of revealing communications intercepts, Sloane believes the HMA and their sympathizers in SIG are about to act. If Sloane is picking up the PCs, he arrives at 2100, dressed as a local, driving a beat up old German luxury sedan—which, incidentally, still sounds like a street racer.

If the PCs make a Spot check against DC 25, they will note the beat-up small pickup truck shadowing Sloane. If they mention it, Sloane will smile. "Well-armed, watchful shadows. The good kind." Color Sergeant Stephen Azari, Staff Sergeant Jerry Barlowe, and Warrant Officer 2nd Class Joel Dacks are keeping watch on "the Boss." They won't give themselves away unless trouble starts. If gunfire erupts, they are worried about security before anything else and will shoot to kill. If they can, they will take prisoners, and Dacks will put himself in peril to capture at least one prisoner alive.

With or without the PCs, Sloane will arrive at the IHO compound at 2130. Legendre indicates that the warning came from Dr. Shah. When Sloane indicates he is going to speak to Dr. Shah, Legendre wants to join him. They pile into Sloane's sedan. With shadows along for the ride, Sloane reaches the GMAG compound by 2145.

Dr. Shah is still a bit tentative about speaking to Sloane. Sloane's manner, his mastery of Arabic and Tajik, and his unfailing courtesy, finally get through to Dr. Shah, and he indicates that a group has arrived in the IDP camp that are definitely not IDPs. They are not weak, they are not ill-fed, and they strut about like kings. They obviously do not belong. Dr. Shah will not mention Ahad, but will volunteer that a leader

of a group of refugees has noted the new arrivals and has concerns for the safety of the camp.

Sloane does not believe in coincidences. The intercepted calls, Boboyev revealing an HMA arms cache, now trouble in the IDP camp—all of it reinforces Sloane's feeling that something big is about to break.

Dr. Shah does not know where the problem group resides in the camp, but he is willing to find out. He will give a description as best he can. He gives an excellent description of Saparmurat. Sloane requests a meeting with the camp leaders that Dr. Shah trusts, and Dr. Shah says he will consider it.

By 2300, Sloane leaves Dr. Shah his card and heads back to the camp. He will drop off the PCs at their hotel or they can join him in Camp Parker to try to figure out what might be happening in Khorforjan.

13. Same HMA Time, Same HMA Channel

Saparmurat reaches the HMA Rendezvous Camp at 2150. A Street Scout in a pickup truck is waiting for him. They arrive near at the office at 2245, and Saparmurat walks a few blocks, reaching the office at 2255. Abbas and Ikrom Kamilov are waiting in the Command room.

At 2210, Abdurakhim Boboyev is picked up by a Committed Guard driving a battered but serviceable older sedan. They meet Muzaffar Hameed at his apartment at 2230. By 2240, they are at the New Office. The driver waits in the car as Hameed and Boboyev enter.

The discussion begins at 2300, once greetings are exchanged. Abbas tells Hameed that his brother is still alive and at the CASFOR-A base. Hameed accepts this without comment. Abbas is impressed by Hameed's stoic façade. The group discusses moving up the timetable. Abbas doesn't want to move without a fair certainty the plan will succeed. He wants to commit a dry run with an empty briefcase, similar to the one carrying the Device. He does not wish to alert Iskanov because he no longer trusts SIG.

Boboyev is not about to argue. He fears that at any time Abbas is going to reveal that he knows the identity of the mole who led CASFOR-A to Hasanov. Hameed does not argue as he believes caution is warranted, he does not believe his brother will reveal any information to CASFOR-A and he is still numb at the thought that his brother is alive but will most likely die soon after the Device has been triggered. Saparmurat does not argue because he cannot imagine arguing with Abbas. Kamilov likewise.

Once the decision has been made to make a dry-run, Kamilov volunteers. There is a discussion about getting into the Blue Zone. Boboyev has passes for his construction workers. It is decided that Kamilov will make the run while Abbas and Boboyev observe.

The mole is not mentioned. Saparmurat indicates that some of the refugee leaders have been opposing the HMA element in the IDP camp. Abbas says this cannot be accepted. Saparmurat assures him it will be dealt with. The meeting breaks up around 0035.

DAY 3, FRIDAY

1. Blood in the Morning

At almost exactly the same moment, Saparmurat and Makhmadruzi kill Abdul Ahad, Gulzaman, and their families. At 0400, Saparmurat and Makhmadruzi, each with 4 Camp Toughs, attack the tents housing Ahad and Gulzaman. Ahad is sharing a tent with a young family while Gulzaman lives with his wife and four children. While the attack begins with knives, when people begin to awake, there are gunshots. The shots waken the rest of the camp. While there are eyewitnesses, and everyone knows who committed the murders, no one will speak of it.

The HMA has successfully silenced their main opponents in the camp.

2. Has War Been Declared?

Beginning at 0655, when Captain Sloane arrives at his office, he receives reports about the assassinations of his key informants. His four top informants, three linked to the HMA and one in SIG, were all killed at the same time, 2000 the previous day (see "Four Singing Birds, One Big Stone" above). Sloane, who has had his suspicions, is certain something is about to happen, but he has no idea what that might be or when. He begins to consider his response and look for linkages between events and information already in his possession.

If Sloane is aware of the PCs, he will request a meeting that day. Any such meeting that is planned for after 1105 will be delayed as Sloane is faced with a threat against his life (see "Worst Laid Plans" below). If he meets with the PCs he will attempt to persuade them that something major is about to happen in Khorforjan. Sloane is aware of a link between elements in SIG and the HMA, but he has no idea of the depth of the connection. If the PCs reveal the full truth about the cooperation of SIG and HMA as evidenced at the Qalashar facility (as per *the Qalashar Device*), Sloane will increase his surveillance of SIG personnel to include monitoring the communications of Senior Lieutenant Yaqub Rakhmonov, and 24 hour physical surveillance of Colonel Olim Iskanov. The Detachment has the personnel available, and Lieutenant Richard Grey will volunteer his SBS element to assist. Within 2 hours of Sloane making the decision, Iskanov and Rakhmonov will have permanent, watchful shadows. Sloane will immediately forward any information gleaned from the surveillance to the PCs.

3. The Practice Device

Ikrom Kamilov meets with Abbas and Abdurakhim Boboyev at the New Office. Abbas has an empty briefcase similar in dimensions to the Device, which Kamilov takes. Boboyev has brought passes into the Blue Zone used by his construction workers. The three depart in Kamilov's Eastern European sedan at 0815.

By 0850, they have reached the border of the Blue Zone. They park the Eastern European sedan then proceed on foot. They identify a checkpoint manned only by SIG and SSP. The three fear that the PMCs will be more diligent. At 0900, Kamilov goes first. He moves through without even needing to show his pass. Abbas is pleased. He and Boboyev are asked for their identification, but the guards don't really bother to consider the passes once they are presented.

Kamilov slowly makes his way back to the IHO compound. The rucksack he left is still there. He replaces it with the briefcase at 0915. Abbas and Boboyev are across the road, watching. Kamilov leaves, traveling to a different checkpoint manned by SIG and SSP. He leaves the Blue Zone, again without presenting his pass, at 0925. Abbas and Boboyev remain, meandering through the Blue Zone and passing the IHO compound multiple times until, at 1005, Abbas feels secure that his plan will work. At 1025, they leave through the same checkpoint they arrived at, this time without needing to present their passes.

They meet back at Kamilov's sedan. He has been waiting there for them. Together they drive back to the New Office. All three are ecstatic, feeling certain that the next day, the plan will succeed.

If the PCs have attacked, captured or killed Abbas, Boboyev, Hameed, Iskanov, Kamilov or Saparmurat, this event will be different. In such a situation, Abbas will have Kamilov leave a briefcase with an unloaded delivery system in it. The delivery system of the Device is an aerosol mechanism. Abbas will then send an anonymous warning to the IHO, who will in turn contact CASFOR-A. Abbas will hope that CASFOR-A will decide that the attack has gone forward but has failed, and will thus lower their vigilance and security. Furthermore, the target of the attack, which will go forward as per usual, will shift to the Global Shield Security Services compound.

If Abbas is removed, Boboyev will attempt to take charge, but he will refuse to follow through on the plan. If this is the case, "Practice

Device” will not take place. However, that night, Hameed will take command and have Kamilov and Saparmurat kill Boboyev. Events will unfold as normal, but there is a one-day grace period. The test will go forward on Day 4 and the actual delivery will be on Day 5.

4. Loss of Support

After the murder of Abdul Ahad and Gulzaman, Pulat Teishiyev will rethink his support of the HMA. He is frightened, but feels he must do something. He is regarded as a leader and takes that responsibility seriously. Like Ahad, he attempts to contact Dr. Abdulaziz Shah secretly.

The whole camp is highly charged over the deaths of Ahad and Gulzaman. Dr. Shah has not performed any medical exams, and he and his assistants are discussing their options. For the first time, Dr. Shah is actually frightened of being in the camp.

Pulat arrives at the medical facilities at 1000, when he knows Dr. Shah usually pauses for a tea. Dr. Shah speaks to Pulat in private. Pulat asks him to contact CASFOR-A. He will identify the HMA elements in the camp if CASFOR-A will promise to remove them and offer security to the camp residents. While Dr. Shah might have been surprised by such a request previously, now it seems a completely logical choice. He promises Pulat that he will contact CASFOR-A.

Dr. Shah and his assistants leave the camp at 1015. On the road to Khorforjan, they are ambushed by Saparmurat and 8 Camp Toughs. All four are killed. Their bodies are left in the car and it is set on fire.

5. Worst Laid Plans

Beginning to feel nervous, Iskanov contacts Boboyev at 1105. He is not comfortable calling Abbas, but thinks the opposition—and Iskanov believes the opposition is CASFOR-A—will be unaware of Boboyev. It has not yet dawned on Iskanov that he might actually be the subject of surveillance.

Iskanov mentions a CASFOR-A “spy” and requests Boboyev to “deal with” him. He is referring to Sloane, whose actions in Khorforjan have been noted. Boboyev is willing to eliminate the spy if Iskanov can alert him to when he leaves Camp Parker. Iskanov indicates he will do this and the ambush is agreed to without those words ever being used.

As previously, intelligence assets intercept this call. Captain Sloane will pass the report on to the SIS immediately and will contact the PCs with this information if he is aware that they are operating in Khorforjan. The information is provided in “Intercept, Subject Wolf - Friday” in “Chapter 4: Reports.”

Sloane immediately tasks Color Sergeant Azari to hunt out any watchers. Azari, a marksman trained in counter-sniping, has identified his target by 1125. Permission to eliminate the watcher is obtained from Brigadier Michael Williams and Major James Walters. Sloane doesn’t want the target eliminated immediately, but has Azari maintain a watch.

6. Unwelcome Discovery

At 1300, while traveling to the Ashanjube Internally Displaced Persons camp in order to assist Dr. Abdulaziz Shah, Dr. Muhammad Kazhegeldin finds Dr. Shah’s vehicle, the remains of Dr. Shah and his assistants all but unrecognizable as human. Dr. Kazhegeldin returns in haste to Khorforjan. He arrives at the GMAG compound at 1320 and reports his find. Diderik van Halsema contacts Major James Walters.

At 1330, Major Walters confers with Brigadier Michael Williams, Captain Michael Avery, and Captain David Sloane. They are aware the camp is under observation, but the decision is made to send out the QRF to investigate the scene. While Sloane is preparing a counter-ambush for his would-be attackers, he sends Warrant Officer 2nd Class Joel Dacks with the QRF to aid in the investigation. If he is aware of them, Sloane will contact the PCs. While he would like them involved

in his counter-ambush, the threat to the NGOs takes precedence in his mind. He does not, however, command the PCs, so it is their decision.

At 1340, the QRF, under the command of Captain Michael Avery, leaves Camp Parker and proceeds to the GMAG compound at the maximum safe speed, following the main thoroughfares. They arrive at the GMAG compound at 1400. Captain Avery and Warrant Officer Dacks question Dr. Kazhegeldin. At 1410, the decision is made to travel to the site of the remains.

The QRF arrives at the scene of Dr. Shah’s murder at 1420. It does not take long to ascertain what happened. The bodies are removed for proper burial. At 1435, Captain Avery decides to move to the relative safety of the IDP camp. Dacks agrees to this as he believes they may acquire more information as to the situation at the camp.

At 1450, the QRF arrives at the camp. It is in turmoil. The approach of the armored vehicles was noted and rumors are thick as to the situation. The appearance of Dr. Kazhegeldin goes a long way to calming the inhabitants. During the questioning of the inhabitants, Dacks reveals that Dr. Shah was murdered. Immediately, Pulat offers Saparmurat and Makhmadruzi as HMA agents. He accuses them of the murders of Abdul Ahad, Gulzaman, and their families, and indicates it is likely they were involved in murder of Dr. Shah and his assistants.

At 1305, Captain Avery contacts HQ for instructions. His first inclination is to arrest these individuals, but the situation is unclear and he would prefer some guidance. The decision is taken out of his hands. Gunfire erupts. 50 Camp Toughs and Makhmadruzi attack the QRF at 1307.

If the PCs are with the QRF, they must survive 15 rounds of combat or incapacitate a certain number of Camp Toughs. After 15 rounds of combat, only 5 Camp Toughs and Makhmadruzi (if the PCs have not killed him) remain, and they attempt to flee. If the PCs incapacitate 5 Camp Toughs per PC (so if there are 4 PCs, they would need to incapacitate 20 Camp Toughs), there will remain only 5 Camp Toughs and Makhmadruzi (if the PCs have not killed him), and they attempt to flee.

If the PCs are not present, the QRF will quickly neutralize the HMA threat. There are no deaths among the QRF, though there are 10 wounded. 15 of the camp inhabitants were killed, though it is unclear by whom.

With the help of Dr. Kazhegeldin and Pulat, the wounded are stabilized and the camp inhabitants are reassured and removed from the area of the QRF by 1315. Captain Avery needs to evacuate his wounded, but he contacts Major James Walters and requests security for the IDP camp. Major Walters can’t offer anything at that time, but takes it under advisement. The QRF is recalled. The QRF departs the camp at 1320. Dr. Kazhegeldin remains in an attempt to help Pulat restore a sense of security to the camp. The QRF have removed all the HMA casualties’ weapons.

7. Whose Ambush Is This?

Captain Sloane has made his decision. He will leave the camp at 1400, traveling in local attire with his old sedan. Hidden in the vehicle are three shooters from the Detachment. While the Detachment is supposed to be simply an intelligence company, Sloane has assembled a squad of ‘shooters,’ ex-SAS and ex-SBS operators—masters of urban warfare and close-quarters battle.

Once the watcher has reported Sloane leaving the camp, Color Sergeant Stephen Azari eliminates him. Azari then joins a second group of shooters following Sloane in various non-descript vehicles. Staff Sergeant Jerry Barlowe is in the lead vehicle, a pick up truck with him driving, Azari in the passenger seat and four SBS operators in the bed of the truck, everyone dressed as locals with weapons hidden.

The support element moves ahead of Sloane’s sedan. They position themselves at the intersection where the ambush is suspected. Azari



identifies Abdurakhim Boboyev. He radios Sloane who gives the order to prepare to eliminate the ambushing force. He requires Boboyev alive.

Many of the SBS element, as well as Azari and Barlowe, are able to reach the roofs of buildings around the ambush site by the time Sloane arrives. Boboyev has positioned three fire teams on the roofs. Each team has three Urban Soldiers, armed with AKMs. Boboyev is on the ground with a third fire team of five HMA Elite Fanatics. If the PCs are involved, they should likely be in the vehicle with Sloane. In any case, if the PCs are not present, the counter-ambush is all but flawless. One of the things Boboyev and Iskanov didn't know is that Sloane's sedan is heavily armored and the 7.62R ammunition doesn't do much, though Sloane does lose all 4 tires. If the PCs are present, play out the attack along with their participation.

Boboyev will be captured alive. No other members of the HMA ambush survive. Boboyev is removed to Camp Parker under heavy escort. As no one else in the HMA is aware he was taking this action, no one knows enough to attempt a rescue. Boboyev will resist all attempts at interrogation until the bitter end. He is more than willing to die in the service of the HMA, especially since he is haunted by the guilt of contributing to Hasanov's death.

8. And then Silence

The day is quiet after 1320. The HMA and SIG rogue faction are quietly preparing to flee Khorforjan. Bombs are prepared for Boboyev

Construction, Kamilov's Apartment, and the New Office, though not the old office. Abbas is preparing, at the New Office, for the final blow tomorrow—the use of the Device. Ikrom Kamilov remains with Abbas.

At 1720, Muzaffar Hameed arrives at the New Office. He has not heard from Boboyev all day, nor has anyone else, including Boboyev's family. Considering the Boboyev knows everything about the attack planned tomorrow, Abbas panics. He actually hopes that Boboyev is dead rather than captured, as then the secret is safe. However, Abbas sends everyone out to search for Boboyev. He fears contacting Iskanov and it is too late to leave a message, so he sends Kamilov to see if he can contact Yaqub Rakhmonov at Government Square, at the Ministry of the Interior building.

Kamilov leaves the New Office on his moped at 1745. He arrives at Government Square at 1800. Uncertain of how he should be attempting to contact Rakhmonov, he waits outside the Ministry building. At 1825, he decides he needs to do something more, and approaches the building. He has never been inside, so he has no idea as to the building's security. He is saved learning of the building's security by the emergence of not only Rakhmonov, but also Iskanov. Kamilov approaches them and asks about Boboyev. At first Iskanov acts hostile toward Kamilov, but Rakhmonov explains who Kamilov represents. Once he knows who Kamilov is, Iskanov explains to him that the last he heard from Boboyev, Boboyev was about to ambush a CASFOR-A spy. Kamilov asks for the details, which Iskanov offers. Iskanov and Rakhmonov have been trying to find the SIG member who was

watching Camp Parker, but he disappeared. Kamilov fears the ambush was unsuccessful. Kamilov indicates that Abbas might contact one or both of them later with questions. Iskanov accepts that.

If Captain Sloane decided to have Rakhmonov and Iskanov watched (see “Has War Been Declared?” above) they will have shadows. Using their initiative, the shadows decide Kamilov could be someone of interest, so they separate and one of the shadows, follows Kamilov. The others contact the Detachment to indicate they may have found the connection with the HMA. Further assets are deployed to maintain the surveillance on Iskanov, Rakhmonov and Kamilov—an unidentified subject to the Detachment.

Iskanov and Rakhmonov return to their respective homes using large, government sedans. Kamilov returns to the New Office. The office is now put under surveillance. Sloane is willing to stretch the Detachment thin, and calls in markers with both Major James Walters and Lieutenant Richard Grey, using elements from both the RMC and SBS.

9. The Rats Leave the Ship

While few of the HMA and SIG agents are aware of the plan to use the Device, they have been warned to depart the city before Saturday morning. From sunset to just after midnight, small groups of HMA supporters depart. The rogue SIG members travel in a group, using three large sedans. None have family in the area—one reason why Colonel Iskanov chose them.

Senior Lieutenant Yaquub Rakhmonov leaves his apartment at 2100 carrying two large suitcases and a rucksack. He packs them in a large sedan. By 2105, he is on his way. At the same time, Colonel Iskanov is also loading his three large suitcases into a large sedan. He departs by 2110. If stopped, both are carrying all of their worldly goods. Colonel Iskanov also has \$21,000 USD in large bills. If questioned, Colonel Iskanov will indicate he is driving to Isherbazi. He has booked leave, so his departure is expected, though perhaps not the amount of his luggage.

Rakhmonov stops at an apartment complex in the north of the city at 2125. Captain Ikhbol Nurov awaits him there. They are able to fit his two bulging suitcases in the back seat before they drive off. They are also driving to Isherbazi, booked to attend a Commonwealth of Independent States conference on internal security.

At 2140, Muzaffar Hameed arrives at the closed Boboyev Construction offices. He plants two bombs and departs by 2200. His next stop is the old Sadirov Holdings office, arriving at 2210. He plants a further two bombs there, leaving at 2225. He drives to the New Office and is there at 2235. His arrival will be noted if surveillance teams are present. As he is driving his own car, within 20 minutes, the team knows who he is, where he lives and where he works based on his vehicle registration.

Hameed is there to check in with Abbas and make sure everything is proceeding according to plan. Abbas and Kamilov enjoy a final tea with Hameed. They agree to meet just outside of Isherbazi at an old airbase. Colonel Iskanov will meet them there to discuss the final blow against Abdul Umarov’s government. Hameed departs by 2310. He drives home, arriving at 2325. His family has already packed all their belongings onto two large trucks. His wife and two young sons join him in his vehicle and off they drive. Their intended destination is the Autonomous Province of Qurghon Khujand and the city of Kalindarkul.

Should Hameed be stopped, he will not offer any information, save that he is traveling to Isherbazi to take up a residence there. He will reveal nothing if arrested, though if he and his family are held in custody, at 0500, when the bombs begin to go off (see “A Morning Without Glory” below), he will beg to have his family removed from Khorforjan. Only at 0830 will he finally crack. With a promise that CASFOR-A will evacuate his wife and children, he reveals that Abbas was hiding in the New Office and is now planting the device in the Blue

Zone. Hameed does not reveal the exact location until 0845. Sloane has his team in the Blue Zone, but it’s too late (see “Hell Comes to Khorforjan” below).

DAY 4, SATURDAY

1. A Morning Without Glory

At exactly 0500, two explosions rock the industrial sector. The bombs planted by Hameed at Boboyev Construction offices and the old Sadirov Holdings office both go off simultaneously. Two constables with the local police arrive on the scene around 0530. There are no casualties, so the police depart, unwilling to remain in the industrial sector without greater numbers.

If the site is investigated, a successful Demolitions or Craft (structural) check against DC 15 will reveal that the bombs were not carefully planted. The buildings are pretty much destroyed, but the devices used could have created greater destruction if properly positioned.

2. Dreaded Delivery

Abbas and Ikrom Kamilov have had a restless night, nervous about the fruition of Abbas’ plan. They set bombs throughout the New Office. The explosives are on timers and are set for 0900.

At 0700, they leave the New Office in Kamilov’s sedan. Kamilov has his AKM in the car, but he has hidden a Skorpion Machine Pistol (2d4) in his rucksack, along with 3 magazines. They park just beyond the Blue Zone at 0740 and approach the same checkpoint they used on the previous day (see “The Practice Device” above). Kamilov is asked for ID, and he presents the same pass he used the previous day. The guards barely consider it and wave him through. No one asks Abbas for his ID. It is 0750.

The two move carefully toward the IHO compound. They are aware their plan may have been compromised. Kamilov follows Abbas at a distance of about 60 feet. They reach the IHO compound at 0815. The briefcase left the day before is still there. Abbas quickly replaces it with the Device, setting the timer. The PCs have until 0915 to find and disable the Device.

Moving at a quicker pace, Abbas and Kamilov leave by the same checkpoint through which they entered. No one asks them for ID. It is 0830. They reach Kamilov’s vehicle and depart by 0840. Abbas makes a cell phone call to the expendable cell of HMA Elite Fanatics he has tasked to creating diversions. He activates them. He and Kamilov have no intention of remaining in Khorforjan any longer. A sedan awaits them just north of the city. They reach it by 0900.

3. Keeps Getting Better

At 0845, a large, dark coloured sedan rams the main gate of Camp Parker, exploding. Three marines are killed and seven wounded. Suddenly, the camp comes under mortar and sniper fire. The camp is roused. The fire continues until 0915. By that time, the entire camp is armed and ready. Return fire has commenced. With the attack silenced, units are sent out to investigate. They will find the bodies of those killed by return fire and abandoned mortars. The mortars still have plenty of shells. Of course, events will soon make the attack unimportant.

4. Yet Another Target

Both the Rohat Hotel and the Global Shield Security Services compound come under attack at 0850. A delivery van drives past each. The side doors slide open. Five HMA Elite Fanatics open fire with AKMs and thrown grenades. There are no casualties at either location, though there is extensive property damage. The vans race off through the Blue Zone.

The attack is simply meant as a diversion, to draw interest and CASFOR-A.

5. Too Little, Too Late

Ron Neath, a young Canadian volunteer with IHO, is out having a cigarette. At 0855, he notices the briefcase. It looks somewhat worn, but certainly serviceable. His curiosity is piqued. Still new to the area, and without considering the many warnings he had been given, he tries to open the briefcase. He cannot. He does notice a whirring and clicking from it, which brings to mind all those warnings he had forgotten.

At 0900, he is in Jean-Paul Legendre's office. Jean-Paul immediately calls Major James Walters. Major Walters is busy at the moment with defending the camp, but Captain Sloane happens to take the call. He tells Jean-Paul to evacuate the compound. He will get there as soon as he can.

It is hoped the PCs will have intervened or prevented this act. If not, at this point, the clock is ticking fast.

6. Run Sloane, Run

Ignoring the mortar fire and snipers, Captain Sloane seeks out Brigadier Michael Williams. He finds him at 0905 and explains that the HMA is about strike, that there is a bomb in the Blue Zone. The brigadier gives him permission to make a break for the city. Sloane gathers up his team of Dacks, Barlowe and Azari and commandeers a Land Rover Defender 110. They are speeding through the wrecked gates, hearing the bullets snap over their heads, but 0910. Far too late.

If Sloane is aware of the Qalashar Device, he won't wait for permission and is prepared to move. He and his team are moving before the phone is back on the cradle. It doesn't matter. They won't get there in time anyway. They will, however, be equipped with environmental suits to protect them from infection.

7. Hell Comes to Khorforjan

At 0915, the Qalashar Device is triggered. It begins to emit an aerosol variant of ebola. The IHO personnel, evacuating their compound, are infected. The symptoms, which include fever, coughing, sneezing, and bloody, explosive vomit, will develop within 24 hours. The virus is immediately contagious, transmitting itself both through bodily fluids and as an aerosol through coughing and sneezing. Any contact with infected individual requires successful Fortitude save against DC 40 to prevent infection. There is no cure. An infected individual will die within 24 hours from the onset of symptoms unless that individual makes a successful Fortitude save against DC 75 or two critical successes.

Unless equipped to deal with biological threats, the PCs have pretty much lost this round.

8. The End of the Increment

At 0930, Sloane and his Increment section arrive at the IHO compound. They immediately identify the briefcase. It has expelled its payload. Barlowe has it open in seconds and realizes what it is. Sloane radios the camp. The Increment section cannot return as they may have been infected. Sloane attempts to gather the IHO personnel together and find out who they have contacted in the hopes of beginning quarantine. He realizes how futile that likely is, but he must act.

If Sloane has knowledge of the Qalashar Device and the section is equipped with environmental suits, they will return to the camp, hoping to help in beginning to quarantine the city. They will bring the device as well. They will follow decon procedures, but must protect the briefcase in the hopes of finding a cure. Again, futile, but they must do something.

9. The Blue Zone Plague

By 1200, 90% of the Blue Zone is infected. The quarantine has been impossible to maintain, but Camp Parker remains untouched. They are under biological attack protocols, and will use deadly force if necessary to prevent possible infection of CASFOR-A personnel. Already, the

international community is mobilizing to prevent the spread of the virus.

10. A Ghost Town, Still Alive

By 2000, 90% of the town is infected. Camp Parker has been evacuated. Military units are setting up quarantine around the city, and those attempting to flee the area are being forced back. If they refuse, they are being shot.

This includes the PCs.

CHAPTER 5 – THE NPCs

NPCs 5.1 – THE BAD GUYS

Presented here are the standard bad guys the PCs will meet in Khorforjan. These are the cannon fodder, the red-shirts, the barbarian hordes. The information is of a general and standard type. Specific, important NPCs are presented later, in other sections.

In the *What Will He Tell* section, some NPCs are listed as unwilling to reveal any information. All such NPCs receive a +10 modifier to any check or save made to protect information.

Camp Toughs, the HMA's warriors in the Ashanjube Internally Displaced Persons Camp

Tough Ordinary 2/Strong Ordinary 1/Fast Ordinary 1: CR 3; HD 2d10+4 plus 1d8+2 plus 1d8+2; HP 29; Mas 15; Init +1; Spd 30 ft; Defense 17, touch 17, flatfooted 16; BAB +2; Grap +4; Atk +4 melee (1d4+2, knife), or +3 ranged (2d8, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +5, Ref +2, Will +1; Rep +0; Str 15, Dex 12, Con 15, Int 8, Wis 13, Cha 10.

Skills: Climb +5, Hide +3, Intimidate +3, Knowledge (streetwise) +2, Spot +3, Survival +4

Feats: Advanced Firearms Proficiency, Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Occ: Rural (Climb, Survival)

Possessions: AKM, 8 AKM magazines, knife, street clothes.

Background: The Camp Toughs are young men from refugee families that have been recruited into the HMA. They are not trained in any sense, rather they are enlisted and given guns. Some of them may rise to positions of authority or power, but most are simply fodder.

Goal: The Camp Toughs want some sense of power and identity. That's what the HMA gives them.

Motivation: The fear the Camp Toughs see in the eyes of the refugees and camp workers, they confuse for respect. Some of the families of these Camp Toughs are proud of their children, and this may be the first time these young men have had that kind of familial belonging.

What He Knows: The Camp Toughs only know what they are told, and they aren't told much. They know that Saparmurat is the leader of the HMA in the Ashanjube Internally Displaced Persons Camp and that Makhmadruzi is one of his trusted supporters.

What Will He Tell: While the Camp Toughs don't want to tell anything, they are young and not prepared to endure interrogation, and might even fold from intimidation.

Tactics: The Camp Toughs are basically boys with guns. They will use autofire regularly, burning ammo like it's infinite. They tend to shun cover until one or two of their people are dead or incapacitated.

Committed Guards, bodyguards and minders for important figures in the HMA

Tough Ordinary 2/Fast Ordinary 2/Dedicated Ordinary 2: CR 5; HD 2d10+2 plus 2d8+2 plus 2d6+2; HP 33; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 20, flatfooted 18; BAB +3; Grap +4; Atk +4 melee (1d6+1, extendable baton), or +5 ranged (2d8, AKS-74); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +5, Ref +4, Will +4; Rep +1; Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha 8.

Skills: Drive +7, Hide +5, Intimidate +4, Knowledge (tactics) +4, Listen +8, Move Silently +5, Spot +13, Treat Injury +4

Feats: Advanced Firearms Proficiency, Alertness, Combat Martial Arts, Personal Firearms Proficiency, Quick Reload, Simple Weapons Proficiency

Occ: Military (Drive, Knowledge [tactics])

Possessions: AKS-74 carbine, 6 AKS-74 magazines, extendable

baton, street clothes

Background: Most of the Committed Guards have experience either in law enforcement or the military. They have become disillusioned with the promise of democracy and consider the HMA the only way for Albenistan to rise in strength. Some have grudges against the government of Abdul Umarov, but most don't know exactly whom to blame. Within the HMA, their skills, abilities and commitment are highly valued and these individuals command great respect.

Goal: The Committed Guards believe Albenistan will become a pre-eminent power in Central Asia through the HMA. As such, they are willing to kill and die in order to protect the leaders of that movement.

Motivation: These are men who once worked within and for the government, but they have decided that the present government—and, in their minds, democracy by extension—is weak and worthless. Their trust in the government betrayed, they have become rabid proponents of violent change.

What He Knows: Committed Guards rarely know anything of value. They will know such things as the regular schedule of the individual they are protecting and the contacts of that individual, but they know nothing else. By the morning of Day 3, they will have been warned to evacuate the city, so they will know that something very large and important is about to commence.

What Will He Tell: Committed Guards will not willingly tell anything, nor will intimidation or threats produce any results.

Tactics: Committed Guards are very careful about protecting their assigned individual or "package." They will use their bodies as shields and do anything necessary to protect their package. When attacking, they will mostly use autofire. They do this in hoping to keep targets off-balance and re-direct attacks away from their package.

Elite Fanatics, the deadliest warriors available to the HMA

Strong Ordinary 3/Tough Ordinary 3: CR 5; HD 3d8+6 plus 3d10+6; HP 43; Mas 14; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14; BAB +5; Grap +7; Atk +7 melee (1d4+2, knife), or +7 ranged (2d8, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +6, Ref +4, Will +3; Rep +1; Str 15, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Balance +5, Climb +5, Intimidate +3, Knowledge (streetwise) +2, Spot +4, Survival +4

Feats: Advanced Firearms Proficiency, Brawl, Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency

Occ: Rural (Balance, Survival)

Possessions: AKM assault rifle, 8 AKM magazines, knife, street clothes.

Background: The Elite Fanatics come mostly from the area near the border with Afghanistan. These are men who joined with Abbas in the days of the Albenistan Liberation Organization or the Albenistan Motherland Army. Many fought against the Soviets and then fought in the civil war. They have followed Abbas and he has rewarded them well. Within the pecking order of the fodder, the Elite Fanatics are at the top. They do not have a say in the direction of the HMA, nor would they want one. They believe in Abbas with the devotion of disciples.

Goal: The goals of the Elite Fanatics are the goals of the HMA. They have some personal goals, perhaps to marry, have children or perhaps to learn how to read, but these are secondary to pushing the HMA to victory.

Motivation: The Elite Fanatics were men ignored and disdained by the government that have ruled Albenistan in their lifetimes. The Soviets never liked the undocumented, pre-industrial itinerants on the borders with Afghanistan. The "democratically" elected government of Albenistan considers the border region a hotbed of opposition. As such, Abbas is the only leader who has given the men of that region a sense of importance, of shaping the future of their nation. They have sealed

the bargain with their allegiance.

What He Knows: The Elite Fanatics know little, save who is considered an enemy of the movement. They will know who commands them and some of the important names in the HMA, though they will have seen few, if any, of those individuals. After Day 3, they will be aware that a massive attack on the Westerners in Khorforjan is underway.

What Will He Tell: They will tell nothing if they can help it. Life and limb, family and friends are all expendable to the cause, which they tie equally to the HMA and Abbas.

Tactics: Elite Fanatics are aggressive fighters. They rarely withdraw, save when vastly outnumbered, as on a scale of three to one. They will push an attack forward, always seeking cover and using autofire. They will not hesitate to throw their lives away if they think doing so will tip the balance toward victory for their comrades. They are smart enough to try to capture targets alive for questioning, meaning that if they outnumber an opponent, they will put themselves at great risk to close for melee combat and attempt to disarm and incapacitate an opponent.

HMA Runner, the messengers for the HMA in and around Khorforjan

Fast Ordinary 4: CR 3; HD 4d8+4; HP 22; Mas 13; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15; BAB +3; Grap +2; Atk +2 melee (1d4-1, combat knife), or +5 ranged (2d8, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +2, Ref +4, Will +3; Rep +1; Str 8, Dex 15, Con 13, Int 12, Wis 14, Cha 10.

Skills: Balance +5, Climb +2, Drive +4, Escape Artist +6, Hide +9, Knowledge (streetwise) +5, Move Silently +9, Ride +4, Sleight of Hand +4, Survival +6, Tumble +6

Feats: Brawl, Dodge, Personal Firearms Proficiency, Run, Simple Weapons Proficiency

Occ: Rural (Climb, Survival)

Possessions: AKM assault rifle, 4 AKM magazines, combat knife, street clothes.

Background: The Runners are mostly young men from the border regions. Like the Elite Fanatics, these young men feel marginalized by the government. They feel that Abbas and the HMA represent their interests. They hope to one day join the ranks of the Elite Fanatics as superior combatants. For now, their apprenticeship means they carry messages between points in Khorforjan and into the Ashanjube Internally Displaced Persons Camp.

Goal: The Runners hope to prove themselves and become soldiers for the HMA. Most do not fully understand the purpose of the HMA, but all accept that the HMA is fighting for the interests of the poor and downtrodden, the ranks of which these young men understand they come.

Motivation: The HMA is their family and the source of their self-image. Just as one does not question the actions of one's family, these young men accept whatever the HMA decides to do as just and good.

What He Knows: Runners know almost nothing. If any are caught reading the messages they carry (if they are literate at all), they are summarily shot. A Runner will know his contacts, though these are rarely people of importance, rather their contacts are lower-level flunkies.

What Will He Tell: Runners are not trained to resist interrogation or questioning. They have been trained to destroy whatever message they carry before capture. Most have lighters handy to burn papers. Others are quite willing to eat whatever they carry, regardless of that item's effect on their digestive system or their very life.

Tactics: Runners are mostly interested in getting their messages through, so they will avoid combat or retreat from it at first opportunity. They are armed and are willing to use those arms, though they are not well-trained in the use of said firearms.

SIG Thugs, standard troops for the Security Intelligence Group

Strong Ordinary 2/Tough Ordinary 2/Fast Ordinary 2: CR 5; HD 2d8+2 plus 2d10+2 plus 2d8+2; HP 35; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 20, flatfooted 18; BAB +4; Grap +6; Atk +6 melee (1d6+2, nightstick), or +6 ranged (2d8, AK-74); FS 5 ft by 5 ft; Reach 5 ft; AL SIG; SV Fort +5, Ref +4, Will ; Rep +0; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Skills: Drive +3, Hide +8, Intimidate +3, Knowledge (current events) +3, Knowledge (streetwise) +5, Move Silently +8, Profession +5, Repair +5, Spot +4, Tumble +6

Feats: Advanced Firearms Proficiency, Dodge, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Occ: Military (Hide, Move Silently)

Possessions: AK-74 assault rifle, 6 AK-74 magazines, BDUs, nightstick

Background: Many of members of the Security and Intelligence Group are not involved in the anti-government conspiracy, however, the commanding officer of the SIG in Khorforjan is very deeply involved. As such, those SIG troops in Khorforjan are being used to the further the aims of the conspiracy and therefore, of the HMA.

Goal: Most of the SIG troops in Khorforjan are just doing a job, looking for a paycheck. Many like to wield a heavy hand, to abuse the authority their uniform offers them. They are looking to keep their job and profit however they can.

Motivation: Some like the power their uniform gives them, some feel a responsibility to the citizens to provide security and some are just happy to have a job.

What He Knows: The average SIG trooper knows pretty much nothing. He may have heard rumors and he may have formulated some ideas as to what is happening, but overall, he doesn't actually know anything.

What Will He Tell: Since he doesn't really know anything, he really can't tell anything. A SIG thug will likely use whatever little knowledge he has to make himself look important. He'll also be willing to shoot off his mouth, offering up conjecture and rumor as fact to prove how deep in the loop he is.

Tactics: Most SIG Thugs have had combat experience. What they have not had is extensive training. They know enough to use double tap on most opponents. If facing a superior force, they will attempt to make a fighting withdrawal, spraying and praying with autofire.

Street Scouts, the eyes and ears of the HMA on the streets

Fast Ordinary 3/Tough Ordinary 3: CR 5; HD 3d8+6 plus 3d10+6; HP 43; Mas 14; Init +2; Spd 30 ft; Defense 18, touch 18, flatfooted 16; BAB +4; Grap +5; Atk +5 melee (1d4+1, combat knife), or +6 ranged (2d8, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +5, Ref +5, Will +3; AP 0; Rep +2; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills: Balance +5, Drive +5, Escape Artist +5, Gamble +4, Hide +10, Intimidate +3, Knowledge (streetwise) +5, Move Silently +10, Sleight of Hand +4, Spot +3, Tumble +4

Feats: Advanced Firearms Proficiency, Brawl, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy

Occ: Criminal (Gamble, Knowledge [streetwise])

Possessions: AKM assault rifle, 4 AKM magazines, combat knife, street clothes, moped

Background: The Street Scouts are mostly young recruits from among the poor and destitute families in the slums of Khorforjan. Since the choice for these young men is often between no work, criminal activity or the HMA, a group that purports a legitimate political aim and has shown some support for the poor in urban centers has a certain cachet. Many families are proud to boast of their son's involvement in the HMA, as its history is tied to Albenistan Liberation Organization and thereby the Albeni People's Liberation Army.

Goal: The Street Scouts are mostly trying to complete the mission set before them while not getting killed. Not getting killed is probably their highest priority, followed by getting enough money to feed themselves and their families.

Motivation: These men are not fanatics and most of them are not even believers in the nationalist aims of the HMA. To most of the Street Scouts, this is a job, and not a good paying one at that.

What He Knows: The Street Scouts know nothing. They will know the identity of the individual who commands them but little else. If it is expedient for the game to have a Street Scout know specific information, the Street Scout will know that information.

What Will He Tell: While Street Scouts would not intend to give any information to the enemy, they have not been trained to withstand interrogation, nor are they even ready to endure standard questioning. Even if they don't mean to give out information, they might let things slip.

Tactics: Street Scouts aren't particularly well-versed in combat techniques. Due to their intelligence-gathering capacity, they have been ordered to avoid conflict. They have, however, been well-armed with AKMs. In truth, most are itching for a chance to prove themselves. In combat, they will rely on autofire for the first two magazines. With those expended, they will begin to see the benefits of semi-automatic fire and will be more conservative with ammunition consumption. They will always use cover and will attempt to keep moving, either toward the enemy if they outnumber the enemy, or away if the enemy outnumbers them.

Urban Soldiers, the HMA's warriors on the streets of Khorforjan

Tough Ordinary 3/Strong Ordinary 3: CR 5; HD 3d10+6 plus 3d8+6; HP 43; Mas 15; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14; BAB +5; Grap +6; Atk +6 melee (1d4+1, combat knife), or +7 ranged (2d8, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +6, Ref +4, Will +3; Rep +1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: Hide +11, Intimidate +3, Knowledge (streetwise) +3, Listen +3, Move Silently +11, Spot +9

Feats: Advanced Firearms Proficiency, Alertness, Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy

Occ: Criminal (Hide, Move Silently)

Possessions: AKM assault rifle, 4 AKM magazines, combat knife, street clothes.

Background: Most of the Urban Soldiers used by the HMA began their careers as criminals. During the civil war, many criminals ended up as soldiers, the two being—for the most part—fairly indistinguishable in Khorforjan. Criminal activity in a poor city like Khorforjan is never particularly profitable, and while poverty drove many into crime, few of those who turned to crime profited from it. As such, when the HMA began secretly recruiting, many of those with the necessary skills already populated the underworld.

Goal: Generally, the Urban Soldiers work for pay and not out of some dedication to the HMA. As such, their goal is usually profit, and profit from as little work as possible.

Motivation: Urban Soldiers are just trying to get by. They are mostly poor and illiterate. The HMA gives them a sense of belonging as well as food, clothing and even some spare money.

What He Knows: The Urban Soldiers know nothing. They will know the identity of the individual who commands them but little else. If it is expedient for the game to have an Urban Soldier know specific information, the Urban Soldier will know that information.

What Will He Tell: While Urban Soldiers would not intend to give any information to the enemy, they have not been trained to withstand interrogation, nor are they even ready to endure standard questioning. Even if they don't mean to give out information, they might let things

slip.

Tactics: Urban Soldiers will use autofire often, adhering to the 'spray and pray' school of combat. When they start to run low on ammo, they will be a little more careful, but still tend to be nervous. The amount of lead autofire puts down soothes their nerves.

NPCs 5.2 – THE UNIQUE VILLAINS

The bad guys presented in this section are the important villains of the piece. These characters will rarely fight, as they have others do that for them. Enough information is presented to allow for role-played encounters between the PCs and these characters. It may be an encounter in which one side or the other is in disguise, or it may be the PCs interrogating or being interrogated by an NPC.

It is important that the GM be familiar with the backgrounds and knowledge of these characters. The story depends greatly on the decisions and actions of these characters, as much as it does on the decisions and actions of the PCs.

Abbas, the leader of the HMA

Charismatic Hero 4/Smart Hero 4/Soldier 4: CR 12; 46-year old Male; HD 4d6+12 and 4d6+12 and 4d10+12; hp 92; MAS 16; Init +7; Spd 30 ft.; Def 17, touch 17, flatfooted 14; BAB +7/+2; Grap +8/+3; Atk +8/+3 melee (knife 1d4+1), or +11/+6 ranged (2d8+2, AKS-74U) or +10/+5 ranged (2d6, Browning HP); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +5, Ref +7, Will +4; AP 6; Rep +5; Str 12, Dex 16, Con 16, Int 12, Wis 13, Cha 15.

Skills: Balance +7, Bluff +13, Craft (writing) +6, Diplomacy +9, Disguise +11, Forgery +9, Gather Information +15, Intimidate +13, Investigate +5, Knowledge (civics) +5, Knowledge (current events) +7, Knowledge (popular culture) +5, Knowledge (streetwise) +13, Knowledge (tactics) +7, Knowledge (theology and philosophy) +9, Listen +5, Read Language (Arabic, English, Russian, Tajik), Research +9, and Speak Language (Arabic, English, Pashto, Russian, Tajik), Spot +5, Survival +9.

Feats: Advanced Firearms Proficiency, Brawl, Deceptive, Dodge, Educated (streetwise, theology and philosophy), Improved Initiative, Lightning Reflexes, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Reload, Simple Weapons Proficiency, Trustworthy

Talents (Charismatic Hero): Coordinate, Inspiration

Talents (Smart Hero): Savant (Knowledge [streetwise]), Strategy

Class Features (Soldier): Weapon Focus (AKS-74U), Weapon Specialization (AKS-74U), Tactical Aid

Occ: Rural (Balance, Survival)

Possessions: AKS-74U short assault rifle, 4 AKS-74U magazines, Browning Hi-Power, 2 HP magazines, combat knife, 2 fragmentation grenades, overcoat, street clothes.

Background: Abbas was born Abdul Meghdessian in Qurghon Khujand province. He was the son of farmers and spent his early years as a farmer. When the Soviets invaded Afghanistan, Abdul traveled there and joined the Mujahideen. Abdul Meghdessian became Abbas and learned how to wage a successful guerilla war against a technologically superior force. Even before the Soviet withdrawal, Abbas had left Afghanistan for Albenistan in the hopes of finding support among the disaffected there and in the other Central Asian republics.

Abbas joined Marat Burhonov in the creation of the Albenistan Liberation Organization. While the ALO committed some nuisance raids on Soviet targets within Albenistan, and aided in the creation of other organizations in the Central Asian republics, it had was of no real consequence by the time independence came in 1991. Marat Burhonov created his Albeni People's Liberation Army and Abbas disappeared.

After Albenistan's independence, Abbas took time to foster



support in the Afghanistan border region. He had the help of elements from within Afghanistan as well as nationalist and extreme religious organizations in the other republics. While the civil war raged, Abbas created the Albenistan Motherland Army (AMA). They protected the people living in the border region, most of whom were poor farmers and various disaffected itinerants of one sort or another.

It took many years, but Abbas proved patient. He controlled the border with Afghanistan. He allowed drug and weapon smugglers, as well as fugitives from international justice, to traverse his protected domain. The fees levied for this access and protection stuffed the AMA's coffers. When Abbas spent his accumulating wealth, he spent it on weapons.

After the elections in 2001, the AMA began attacks on government structures, vehicles and personnel. Abbas recruited among those who had supported the National Army for Freedom and Reconciliation or the Albeni People's Liberation Army. The rank and file from the civil war did not see the elections as addressing their concerns, not when they still lived in poverty. They believed the AMA propaganda that government corruption caused the destitution of Albenistan.

When the War on Terror began, a strange meeting took place in Khorforjan. Abbas sat down to tea with Lieutenant General Avaz Niyazov, a powerful officer within the Security and Intelligence Group (SIG). Lt. General Niyazov worried about the influence of the Western powers in Albenistan, and he felt the democratically elected government did not have the strength to stand up to the West. He agreed to help Abbas overthrow the current government. Niyazov intended to set up a military dictatorship. Abbas knew that but had plans of his own.

Along with SIG, Niyazov represented disaffected elements of the military and the State Security Police (SSP). The alliance of this rogue group and the AMA allowed Abbas carte blanche. He did not need to fear prosecution or arrest. He began to design a grand scheme and he recreated the AMA as Holy Motherland Albenistan (HMA), calling it a war against the decadent influence of the West and the corruption of the government. The HMA gained massive support in the border region, where AMA support had been the strongest, but also in the Autonomous Province of Qurghon Khujand, where the government exercised minimal control.

With the arrival of the Central Asian Stabilization Force – Albenistan (CASFOR-A), Abbas has felt threatened, and has decided that to succeed in toppling the Albenistan government he needs to drive out the foreign powers. As such, Abbas has decided to strike at CASFOR-A in Albenistan. As things turn out, CASFOR-A is too secure, and so the attack is aimed at the foreign non-governmental organizations (NGOs) in Khorforjan.

In Khorforjan, he will use the alias of Ali Ahmed Hussein, a Syrian national working for a charitable NGO called the International Aid and Assistance Conference. He has cards and a dummy office set up in Damascus. A call to the number will reach an answering service which will save a message on voice mail which Abbas can access. If anyone actually travels to the office, they will find it devoid of personnel. There is an office with office furniture but there are no files or other indications of work. If questioned, Abbas will say that he is in Albenistan preparing groundwork for a report on possible assistance Middle Eastern nations can provide.

Goal: Abbas wants to free Albenistan from what he sees as government corruption and the undue influence of the West.

Motivation: Abbas truly believes Albenistan cannot reach its full potential until it makes a complete break from its Soviet past, and that includes politicians and relationships from the days of the USSR—especially Abdul Umarov. He believes the West, meaning the democratic, developed nations of the world, are only interested in using Albenistan, and Albenistan can only receive fair treatment from a position of strength.

What He Knows: Abbas knows everything about the HMA plans in

Khorforjan and about the HMA organization through Albenistan. He knows a fair amount about the SIG conspirators but he is not immersed in their organization. He knows about Niyazov, now a general in the SIG headquarters in Isherbazi. He knows that the SIG conspiracy stretches into the military and SSP. He is aware of Colonel Olim Iskanov and Senior Lieutenant Yaqub Rakhmonov as the principal players in the SIG conspiracy in Khorforjan, but is not interested to know more.

What He Will Tell: Abbas will tell nothing. Unless drugs or coercive interrogation are used, Abbas will not break under regular questioning. His own life means nothing to him compared to the completion of his mission.

Tactics: While a trained and experienced combatant, Abbas will not enter into combat willingly but will seek to escape. His first inclination is to flee and seek help. If forced to fight, he will use mainly autofire while making a fighting withdrawal. He will fight defensively, using his move action to attempt to escape combat.

Boboyev, Abdurakhim, owner of Boboyev Construction and Sadirov Holdings, supporter of the HMA in Khorforjan

Smart Hero 4/ Charismatic Hero 4/Dedicated Hero 2: CR 10; 48-year old Male; HD 4d6+4 and 4d6+4 and 2d6+2; hp 55; MAS 12; Init +4; Spd 30 ft.; Def 14, touch 14, flatfooted 14; BAB +5; Grap +4; Atk +4 melee (1d4-1, combat knife), or +5 ranged (2d4, Skorpion Machine Pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +6, Ref +3, Will +6 AP 5; Rep +6; Str 9, Dex 10, Con 12, Int 14, Wis 12, Cha 15.

Skills: Bluff +13, Computer Use +6, Craft (mechanical) +9, Craft (structural) +9, Demolitions +6, Disable Device +6, Disguise +5, Forgery +7, Gather Information +9, Intimidate +9, Knowledge (business) +20, Knowledge (civics) +6, Knowledge (current events) +7, Knowledge (physical sciences) +11, Knowledge (popular culture) +6, Knowledge (streetwise) +10, Knowledge (technology) +6, Knowledge (theology and philosophy) +5, Profession +7, Read/Write Language (Arabic, Russian, English, and Tajik), Repair +5, and Speak Language (Arabic, English, Farsi, Russian, Pashto and Tajik).

Feats: Advanced Firearms Proficiency, Brawl, Deceptive, Dodge, Educated (business, physical sciences), Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency

Talents (Smart Hero): Savant (Knowledge [business]), Trick

Talents (Charismatic Hero): Coordinate, Inspiration

Talents (Dedicated Hero): Skill Emphasis (Bluff)

Occ: White Collar (Knowledge [business], Knowledge [physical science])

Possessions: Skorpion Machine Pistol, 2 Skorpion magazines, combat knife, street clothes.

Background: Boboyev is the son of an engineer and a government bureaucrat. His parents grew up under Stalin and learned well to restrain from criticizing the government. They whole-heartedly supported the Soviet leadership right up until Albenistan's independence, when they began to whole-heartedly support Abdul Umarov's government. They continue to do so, living in a small apartment with intermittent heat and water in Isherbazi.

Abdurakhim did not follow his parents' example. Even in university, where he studied structural engineering, he joined radical campus organizations and voiced opposition to the Soviet's in Central Asia. He spent five years in a labour camp soon after graduation. It broke his parents' hearts. They used what influence they had to shorten his term of incarceration. He learned from that point to only voice his opinions to those he truly trusted. That proved a very small number of people and his parents were not among them.

By 1991, when Albenistan gained its' independence, Boboyev had a relatively successful construction firm in Khorforjan. He and his wife had two daughters, both of whom attended private school in Moscow. At

first, Boboyev cursed the Soviet pull-out, even though that was exactly what he had agitated for in university. He had become a businessman and Soviets were good business. They paid good prices for shoddy work. Boboyev doubted the Albenistan government could do as much.

He was right. Further, civil war was bad for business, and that was what Umarov's government precipitated soon after independence. Boboyev moved his parents to Isherbazi, partly to protect them but also partly to silence their incessant pro-Umarov rants. With his parents out of the way, Boboyev began to funnel money to Marat Burhonov's Albeni People's Liberation Army (APLA). His support of the APLA protected him in Khorforjan, which the APLA controlled through most of the civil war. Though he did not prosper, Boboyev survived the civil war with his property and most of his fortune intact. Few could say as much.

While Burhonov played a part in the interim government and ran for president, that government did not look kindly on the supporters of the APLA from the civil war. Boboyev came under scrutiny again, and he endured what he considered harassment. When Umarov succeeded in legitimizing his presidential position and Burhonov did nothing to stop him, Boboyev lost faith in Burhonov and the APLA, then known as the Albeni People's Liberation Party. Boboyev took an interest in the embryonic Albenistan Motherland Army (AMA) and its leader, known as Abbas. Just as he had funneled money to the APLA, he began to secretly send money to the AMA.

The economic collapse hit Boboyev hard. As a means of supporting his lifestyle and power, he began to loan shark. He used muscle from the AMA, paying them a pittance, but seeing to their food and lodgings in Khorforjan. While the AMA helped Boboyev succeed in his criminal actions, Boboyev and his loan sharking helped the AMA gain a foothold in Khorforjan.

In the elections that followed the economic crisis, Boboyev supported the National Reconciliation Party, and Abbas welcomed this. While Abbas indicated no preference, it did Boboyev's image some good to appear as a supporter of democratic change. No matter who won, the AMA intended to bury them.

By 2001, Boboyev and his construction firm had regained their financial footing. Boboyev had prospered to the extent that he started a second company, an import-export company called Sadirov Holdings, which dealt mostly with Russian and Pakistani business interests. Sadirov Holdings also allowed the AMA to smuggle drugs and weapons through Khorforjan. Boboyev set up his brother-in-law, Muzaffar Hameed, as the manager of Sadirov.

In December of 2001, Abbas requested Boboyev's and Hameed's attendance at a meeting at an abandoned military base near Qalashar. It was here Boboyev learned of the participation in the AMA of Bahrom Hasanov. Boboyev had known Hasanov tangentially at best, and knew him as a respected businessman from Khorforjan. Boboyev had trouble believing that not only was Hasanov part of Abbas' AMA, but an important confidant of Abbas.

At that meeting, Abbas revealed the connection to the SIG rogue faction. Further, he announced a change of identity and purpose for the AMA. The AMA had become Holy Motherland Albenistan (HMA). The HMA would oppose the decadent influence of the West and the corruption of the government. Along with the SIG faction, the HMA was to fight to overthrow the government. Hasanov became Abbas' lieutenant in Khorforjan while Hameed was recruited as the main liaison with other HMA cells and SIG.

While feeling slighted, Boboyev couldn't argue that Hasanov and even Hameed had done more for the AMA-HMA than himself. Boboyev had mostly used the AMA for his own purpose. He rededicated himself to the HMA, realizing that if he were part of the group that overthrows the government, he would have power reaching far beyond Khorforjan. In HMA communications, Boboyev is known as Ali the Builder.

In his heart, Boboyev resents Abbas. He cannot accept that a farmer's son may one day govern Albenistan as a dictator. Hasanov, a university-educated businessman, Boboyev respects. Boboyev even respects his brother-in-law, Hameed, who has education and has proven capable at management. Boboyev often opposes Abbas' decisions simply because Abbas has made them and this resentment of Abbas will lead him to make poor decisions.

Goal: Boboyev's only real goal is self-aggrandizement. He is dedicated to the HMA because he has invested in it, so he works to insure a victory for the HMA. However, he would still consider it a victory for the HMA to becoming a ruling party in the existing political structure.

Motivation: Boboyev wants wealth and power. His original ideals have disappeared. To an extent, he does believe that Abdul Umarov and the Soviet-era politicians have stunted the economic growth of Albenistan, but this only matters to him because it has stunted his own economic growth. He is, however, loyal to Hasanov and Hameed out of friendship and family ties.

What He Knows: Boboyev has intimate knowledge of the HMA's plans and personnel in Khorforjan. He is a party to all meetings in which decisions are made. He is also aware of the participation of a SIG rogue faction and has contact with Colonel Olim Iskanov and Senior Lieutenant Yaqub Rakhmonov. He does not know who leads the SIG faction nor how deep the conspiracy goes, though he has heard that it involves the military and SSP.

What He Will Tell: Until the death of Hasanov due to Boboyev's ill-considered decision (see *Chapter 3: Countdown to Hell*, "The Holy Motherland Judas"), Boboyev might be willing to reveal information leading to Abbas capture. He would hate to contribute to the death of Ikrom Kamilov, one of his valued workers who is now Abbas' aide in Khorforjan, but his resentment of Abbas is stronger. Once Hasanov dies, Boboyev feels he has a debt to pay. His guilt will lead him to prefer death to revealing any information.

Tactics: Boboyev is not much of a fighter. If forced, he will autofire with his Skorpion while trying to make an escape. He considers survival his paramount goal, so surrender is always an option. He leads from the rear, always keeping an escape route open. He is more than willing to shoot an opponent in the back or do anything else that will give him an edge.

Hameed, Abdurmajid, bodyguard to Bahrom Hasanov and brother to Muzaffar Hameed.

Tough Hero 2/ Strong Hero 3/ Dedicated Hero 2: CR 7; 41-year old Male; HD 2d10+4 and 3d8+6 and 2d6+4; hp 52; MAS 15; Init +2; Spd 30 ft.; Def 18, touch 18, flatfooted 16; BAB +5; Grap +7; Atk +7 melee (knife 1d4+3), or +7 ranged (2d8, AKM); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +8, Ref +2 Will +3; AP 3; Rep +1; Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8.

Skills: Intimidate +5, Knowledge (streetwise) +9, Listen +5; Move Silently +4, Repair +5, Sense Motive 5; Spot +10, Speak Languages (Tajik), Survival +7

Feats: Advanced Firearm Proficiency, Brawl, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Streetfighting.

Talents (Tough Hero): Remain Conscious

Talents (Strong Hero): Extreme Effort, Melee Smash

Talents (Dedicated Hero): Skill Emphasis (Spot)

Occ: Criminal (Knowledge [streetwise], Move Silently)

Possessions: AKM assault rifle, 8 AKM magazines, combat knife, street clothes.

Background: Abdurmajid Hameed came from an urban family of office workers and school teachers. He grew up comfortable, if a little passionless. While he was still in high school, Albenistan gained

independence. He had often heard his brother, Muzaffar Hameed, say life would be better without the Soviets. With the Soviets gone, though, life did not get better. His brother-in-law, Abdurakhim Boboyev, seemed to do well, but he only seemed to care about money and business. While Abdurmajid liked money, he couldn't care less about business.

While he graduated high school with acceptable marks, his family could not afford to send him to university, which suited Abdurmajid fine. He didn't want to continue studying. Hameed attempted to find him work, but that didn't interest Abdurmajid either. He had friends on the street, and he knew how to make money.

The chaos of the civil war suited Abdurmajid and his group fine. Abdurmajid had some links to Marat Burhonov's Albeni People's Liberation Army (APLA), but mostly he worked with smugglers and extortionists. While his brother complained, he always accepted the money Abdurmajid offered. Boboyev was much more understanding of Abdurmajid's circumstances.

At the end of the civil war, Abdurmajid belonged to a gang of twenty thugs who controlled all the drugs and prostitutes in a three block area in the industrial sector. By this time, Abdurmajid had become friends with Bahrom Hasanov. Hasanov had worked as a weapons dealer during the civil war and had been forced to flee to Khorfojan to escape government persecution. Though not particularly tough or dangerous, Hasanov was honest with his friends and smart, two things Abdurmajid appreciated. Abdurmajid was able to help Hasanov by getting him in contact with some smugglers who worked along the Afghanistan border.

Boboyev, who had always been understanding of Abdurmajid's lifestyle, introduced him to Abbas, the leader of the Albenistan Motherland Army (AMA). Abdurmajid had little interest in rescuing Albenistan from Abdul Umarov's government or from the influence of the West. His meetings with Abbas led to another, more important meeting. Abdurmajid was reunited with his friend, Hasanov. Knowing Hasanov was an important figure in the AMA, Abdurmajid joined.

Slowly, Abdurmajid began to understand and accept Abbas' and Hasanov's desire to strengthen Albenistan. Abdurmajid even began to feel remorse for his criminal actions. When his brother joined the AMA, the two reconciled. Abbas had asked Abdurmajid to remain silent on Hasanov's involvement in the AMA, and Abdurmajid did so.

After a meeting in December of 2001, Abdurmajid's brother knew of Hasanov's involvement in the HMA. In fact, Hasanov had become the leader of the HMA in Khorforjan, a position that made him second only to Abbas. Abdurmajid was thrilled. He became a shadow for Hasanov, an unofficial bodyguard. Soon, Abbas made it official, allowing Abdurmajid to attend Hasanov at all times. The friendship remained, but the proximity to Hasanov and Abbas made Abdurmajid a fervent supporter of the HMA. He and his brother worked closely together, and Abdurmajid felt pride in the value Abbas and Hasanov placed on his brother.

Goal: Abdurmajid believes in the goals of the HMA, but his only real goal is to protect Hasanov. He feels greater loyalty to his brother, Muzaffar Hameed, and to Hasanov than the HMA, and without them, he might lose his devotion to the organization and its purpose.

Motivation: Abdurmajid values loyalty and intelligence. Both Hasanov and his brother, Muzaffar, have been loyal to him, even when they didn't agree with his actions. Both men are also well-spoken and intelligent, though Abdurmajid would regretfully admit he considers Hasanov the smarter of the two.

What He Knows: Abdurmajid knows very little other than that there is a plan for an attack on the Europeans in Khorforjan. He is aware that Abbas believes the time to move against the government is soon. He is also aware that there is a rogue faction in the government, including members of SIG, SPP and the military, who are aiding the HMA. He knows of the participation in the HMA of Hasanov, Boboyev, Muzaffar,

and Ikrom Kamilov.

What Will He Tell: Abdurmajid will tell nothing. He has nothing outside the HMA to be used against him, and he knows that Hasanov would never forgive a betrayal, even if its purpose was to save his life.

Tactics: Abdurmajid's first priority in combat will be to protect Hasanov. He will attempt to remove Hasanov from danger. If Hasanov is not involved, Abdurmajid will take some time to gauge his opponent(s). He is an experienced combatant and will be able to judge if he is outclassed. If he finds himself outnumbered or fighting superior opponents, he will make a fighting withdrawal, remaining defensive until out of combat.

Abdurmajid loves autofire. He is likely to use it even against a single opponent if he has plenty of ammunition. If he is low on ammunition, or he has expended more than half his current magazine, he will control his desire to autofire unless he faces multiple opponents and autofire would be useful.

Hameed, Muzaffar, HMA liaison and communications chief in Khorforjan

3 Dedicated Hero/2 Smart Hero/3 Tough Hero: CR 8; 44-year old Male; HD 3d6+3 and 2d6+2 and 3d10+3; hp 43; MAS 12; Init -1; Spd 30 ft.; Def 16, touch 16, flatfooted 16; BAB +5; Grap +5; Atk +5 melee (1d4, combat knife), or +5 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +5, Ref +2, Will +8; AP 4; Rep +4; Str 10, Dex 9, Con 12, Int 13, Wis 15, Cha 16.

Skills: Computer Use +4, Diplomacy +9, Knowledge (business) +9, Knowledge (civics) +7, Knowledge (current events) +5, Knowledge (streetwise) +9, Listen +9, Profession +8, Read/Write Language (Arabic, Russian, English and Tajik), Research +5, Search +9, Sense Motive +13, Speak Language (Arabic, Russian, English and Tajik), Spot +11.

Feats: Alertness, Attentive, Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Focus (Desert Eagle)

Talents (Dedicated Hero): Empathy, Skill Emphasis (Sense Motive)

Talents (Smart Hero): Savant (Knowledge [business])

Talents (Tough Hero): Damage Reduction 1/—, Robust

Occ: White Collar (Diplomacy, Knowledge [business])

Possessions: Street clothes, Desert Eagle pistol, 3 Desert Eagle magazines

Background: Muzaffar Hameed came from an urban family of office workers and school teachers. He grew up comfortable, though he had few great interests other than girls. He completed college and began working for a canned goods distribution company in Khorforjan.

Hameed complained, as did most people, during the Soviet era. Even though times were relatively good due to the Soviet spending in Albenistan, Hameed knew well enough that life was better elsewhere. He knew that the highest quality of life was not to be had in a Communist country.

While he didn't enjoy living in a Communist country, he did not voice his opinions openly. When his sister accepted the proposal of Abdurakhim Boboyev, Hameed was not pleased. Boboyev had spent time in prison for his radical beliefs. Luckily, Boboyev seemed to have grown out of that. He was focused on business, and he had a great head for it. Out of initial disdain, Hameed grew a grudging respect and then actual affection for his brother-in-law.

Soon after independence came the civil war. Hameed learned that Boboyev supported and even funded Marat Burhonov's Albeni People's Liberation Army (APLA). That surprised Hameed, so he and his brother-in-law sat down, alone, and talked about the situation in Albenistan. Boboyev didn't want to hurt his wife or her family, but he saw no real hope for improvement with the current government. To survive in Khorforjan, the family would need to take sides, and

Boboyev had already decided on which side he would stand.

Hameed came to agree with Boboyev's assessment of the situation. Further, Hameed started to believe that the government needed to fall not just for his family's sake, but for Albenistan's survival. He not only supported the APLA with donations, he actively participated. This scandalized his family. They feared what would happen when the civil war ended.

The civil war ended, but the government did not seek out Hameed or his family. While a supporter of the APLA, he had also worked for democratic change when Marat Burhonov changed the APLA to the Albeni People's Liberation Party and ran in the presidential elections.

While Hameed feared bringing suspicion on or government scrutiny of his family, his younger brother did little to help that situation. Abdurmajid Hameed had been involved in the APLA like his brother, though unlike his brother, he had no veneer of respectability, no job or other responsibility beyond the APLA. When the civil war ended and the APLA became the APLP, Abdurmajid had no further use for it. He became a common thug, running with gangs in Khorforjan, sometimes working with smugglers. Hameed lay awake at nights fearing the Security and Intelligence Group (SIG) or the State Security Police (SSP) would come knocking on his door late at night. Still, Abdurmajid was often the only source of income for the family.

Hameed worked wherever he could, doing whatever he could. Mostly, he worked for Boboyev and his brother-in-law had no worries about the government. Though outside of his construction firm, Boboyev had become involved in loan sharking, his connections with the Albenistan Motherland Army (AMA) protected him. The AMA was an organization with political goals, like the APLA, but its leader, Abbas, was willing to support criminal activity if it furthered his foothold in Khorforjan and increased the resources of the AMA. Boboyev steered Abdurmajid into the AMA and introduced Hameed to Abbas.

As with the APLA, Hameed became much more involved in the political aspirations of the AMA than Boboyev. This actually led to reconciliation between Hameed and Abdurmajid. While Hameed still would prefer Abdurmajid to avoid criminal activity, at least they both agreed with the principles of the AMA.

By 2001, Boboyev had a successful construction firm. His success led him to start a second company, an import-export company called Sadirov Holdings, which dealt mostly with Russian and Pakistani business interests. Sadirov Holdings also allowed the AMA to smuggle drugs and weapons through Khorforjan. Boboyev offered the position of manager to Hameed, who jumped at the chance.

In December of 2001, Abbas requested Boboyev's and Hameed's attendance at a meeting at an abandoned military base near Qalashar. Hameed was shocked to see Bahrom Hasanov at the meeting. Hasanov had been a friend of Abdurmajid some years previous. Hasanov had returned to Khorforjan and had some success as a businessman. Hameed learned Hasanov's successes were funded by the AMA.

At that meeting, Abbas revealed the connection to a SIG rogue faction. Further, he announced a change of identity and purpose for the AMA. The AMA had become Holy Motherland Albenistan (HMA). The HMA would oppose the decadent influence of the West and the corruption of the government. Along with the SIG faction, the HMA was to fight to overthrow the government. Hasanov became Abbas' lieutenant in Khorforjan while Hameed was recruited as the main liaison with other HMA cells and SIG. Hameed was surprised that Boboyev was not offered one of the positions, but in his heart he recognized Boboyev's loyalty to the HMA was not as strong as Boboyev's loyalty to himself.

Goal: Hameed wants to see a strong and prosperous Albenistan in which everyone has equal access to opportunities and justice. Oddly enough, he believes a dictatorship is a route to this goal.

Motivation: Hameed honestly believes that Abbas is a man who could rule a nation fairly. Hameed sees the corruption of both communism

and democracy. He realizes there will be a great temptation to abuse authority, but he believes Abbas can endure these temptations with the help of his core supporters.

What He Knows: Before the death of Hasanov, Hameed knows very little. He is aware that Abbas is in the city and can guess that he is using the New Office as his headquarters, but he knows nothing certain. He is aware that there are plans in the works for a major strike against the Europeans.

After Hasanov dies, Hameed is made aware of the plan. He does not know all the individuals involved in the plot, but he is aware of all the major players, including Abbas, Boboyev, Ikrom Kamilov and Colonel Olim Iskanov. Iskanov is the only member of the SIG rogue faction of which Hameed is aware.

What Will He Tell: Hameed will tell nothing until the last moment. As per *Chapter 3 Countdown to Hell*, "The Rats Leave the Ship," Hameed will finally crack in an attempt to save his family. They are more important to him than the HMA and they can be used against him. Other than to save his family, Hameed will not reveal any information willingly.

Tactics: Hameed is not a trained combatant, and it shows. He has lived among dangerous men, but he has never become one himself. He carries a Desert Eagle because he saw one carried by a particularly dangerous and competent thug in a recent British action-comedy movie. He has never used it, save for target practice. In a fight, he'll try to escape and summon help. If backed into a corner, he'll fight hard, but he won't fight to the death. Surrender is an option if he believes he'll receive fair treatment. He does not expect fair treatment from the SIG or SSP, but he does trust that the Europeans won't torture him.

Hasanov, Bahrom, Abbas' top man in Khorforjan

5 Smart Hero/3 Dedicated Hero/2 Tough Hero: CR 10; 46-year old Male; HD 5d6 and 3d6 and 2d10; hp 41; MAS 10; Init +5; Spd 30 ft.; Def 15, touch 15, flatfooted 14; BAB +4; Grap +3; Atk +3 melee (1d6-1, cane/club), or +5 ranged (2d4, Walther PPK); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +3, Ref +3, Will +8; AP 5; Rep +4; Str 9, Dex 12, Con 10, Int 16, Wis 16, Cha 15.

Skills: Bluff +6, Computer Use +9, Craft (electronic) +5, Craft (mechanical) +6, Craft (structural) +6, Decipher Script +10, Demolitions +9, Disable Device +8, Forgery +8, Intimidate +8, Knowledge (business) +16, Knowledge (civics) +11, Knowledge (current events) +11, Knowledge (popular culture) +5, Knowledge (streetwise) +12, Knowledge (tactics) +7, Listen +13, Profession +8, Read/Write Language (Arabic, English, Russian, and Tajik), Repair +10, Research +11, Search +5, Sense Motive +11, Speak Language (Arabic, English, Russian, and Tajik), Spot +15, Survival +7.

Feats: Alertness, Brawl, Combat Expertise, Gearhead, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Streetfighting, Studious

Talents (Smart Hero): Exploit Weakness, Plan, Savant (Knowledge [business])

Talents (Dedicated Hero): Aware, Skill Emphasis (Sense Motive)

Talents (Tough Hero): Robust

Occ: Entrepreneur (Bluff, Knowledge [business])

Possessions: Walther PPK, 2 PPK magazines, street clothes, walking stick/cane

Background: Bahrom Hasanov grew up in Tajikistan, the son of a government bureaucrat. Hasanov's family was not blinded by Soviet propaganda. His father had travelled abroad and knew that the command economy did not work. In secret, Hasanov's father told his son about the glories of the free market economy, where a smart man with connections could make millions.

Dreams of a free market sent Hasanov to prison. As a university student, Hasanov's denunciations of the Soviet command economy

put him into a labour camp. His family left him there to rot. When he came out, ten years later, he avoided his old acquaintances and decided to make a new life for himself in neighbouring Albenistan. As the principal language and culture was Tajik, Hasanov had no problem fitting in and gaining work.

Hasanov worked the system quite well during the Soviet occupation of Afghanistan. Through connections in the military and government, Hasanov acquired goods he then sold through merchants in Isherbazi and Khorforjan. He specialized in car parts and foreign electronics.

With independence in 1991, Albenistan no longer offered the opportunities to Hasanov it previously had. He improvised. His first business was imported cars. With the outbreak of civil war, he started to import weapons. His connections in the Russian military helped immensely. Since the government didn't really need weapons, he didn't do much business with them. When the war ended, Hasanov found himself very unpopular, save with the State Security Police (SSP) and the Security and Intelligence Group (SIG). Both were very interested in him and his business dealings.

Hasanov moved to Khorforjan and that proved his undoing. When the economic crisis hit, Hasanov couldn't weather it. He lost all the money he had accumulated and only survived by calling in favours. Suddenly, he no longer could collect favours and owed quite a few. The only person who stood by him was Abdurmajid Hameed, a thug whom Hasanov had befriended.

It was Abdurmajid who introduced Hasanov to smugglers who ran weapons from Russia through the Central Asian republics. Hasanov had previously disdained the smugglers as being unprofessional, but he had few choices for employment. Working along the border with Afghanistan, he came into contact with Abbas and the Albenistan Motherland Army (AMA). He respected Abbas as a man of principal and conviction, something Hasanov sorely lacked. The more he spoke with Abbas, the more he came to understand, accept and finally support Abbas' cause.

Hasanov became one of Abbas' trusted lieutenants. Hasanov saw the world much differently than Abbas, and Abbas valued this. Hasanov used AMA money to fund ventures in Khorforjan which brought him the veneer of a respectable businessman. He once again sold imported cars and motorcycles. He actually made money. His profit flowed back into the AMA, from which the initial investment had come.

In December of 2001, Abbas requested Hasanov's attendance at a meeting at an abandoned military base near Qalashar. Hasanov had known of the involvement of Abdurmajid's brother, Muzaffar Hameed, and Abdurakhim Boboyev, a local businessman with somewhat shady connections, but neither knew Hasanov as anything other than a simple entrepreneur.

It was at this meeting that Abbas revealed the AMA's connection to the SIG rogue faction and its transformation into Holy Motherland Albenistan (HMA). Hasanov steadfastly agreed with the organization's opposition to the decadent influence of the West and the corruption of the government. While Hameed was recruited as the main liaison with other HMA cells and SIG, Hasanov became Abbas' lieutenant in Khorforjan. He now works out of Sadirov Holdings with Hameed.

Hasanov went from a man fully committed to the free market economy to a man fully committed to instituting a dictatorship. The ideals for which Hasanov now fights are Abbas' ideals. He trusts Abbas completely.

Please note, Major Musulmongul Radjabov, who had no idea of Muzaffar Hameed's connection with the HMA was under the impression that Hasanov owned Sadirov Holdings. If the PCs played *the Qalashar Device* and interrogated Major Radjabov, Hasanov's lack of position with Sadirov Holdings may confuse the PCs. That is okay. The HMA have attempted to misinform even their "allies" in an attempt to maintain secrecy. It should be noted, Human Intelligence is rife with

inconsistencies.

Goal: Hasanov wants the HMA to completely overthrow and eliminate the current political leadership. He wants to do away with representative democracy, as it creates a government unwilling to make hard choices. He distrusts both Russia and the developed world and recognizes that Albenistan must change radically if it is to deal on an equal footing with the rest of the world.

Motivation: The same idealism that led to his arrest as a young man has driven him to become one of Abbas' closest confidants and a leader of the HMA. Hasanov believes fervently that Abbas solution to Albenistan's ills is the correct one, and that once Albenistan is saved, the rest of Central Asia could follow and create a new, better superpower.

Hasanov's loyalty is to Abbas, not the HMA. While at this time, the two are tightly linked, others could strip the HMA from Abbas and change its path. Should that happen, Hasanov would remain with Abbas.

What He Knows: Hasanov knows everything. Abbas hides nothing from him, valuing his input and insight. He is aware of the HMA plans in Khorforjan and about the HMA organization through Albenistan. He knows a fair amount about the SIG conspirators but he is not immersed in their organization. Abbas revealed to him that General Avaz Niyazov, with SIG headquarters in Isherbazi, leads the SIG rogue faction. He knows that the SIG conspiracy stretches into the military and SSP. He is aware of Colonel Olim Iskanov and Senior Lieutenant Yaqub Rakhmonov as the principal players in the SIG conspiracy in Khorforjan, and is not interested to know more.

What Will He Tell: He will tell nothing. He will resist all forms of interrogation to his utmost and will endure extreme levels of pain. He would rather die than reveal any secrets. There is nothing that could persuade him to cooperate with an operation against the HMA or Abbas. Even his own family is expendable.

Tactics: While Hasanov has lived among dangerous company in his life, he is not particularly dangerous himself. In any fight, he will attempt to escape. Surrender, for the most part, is not an option as that could lead to questioning and Hasanov fears he might reveal information, even inadvertently. While he will attempt to flee, if he cannot, he will fight to the death. If a better weapon is available, he will take it. While he only carries a PPK, that is for concealment and as an affectation. In a stand-up fight, he would prefer something heavier in his hand, like an AKM.

Iskanov, Colonel Olim, Commander of the SIG forces in Khorforjan and part of the rogue faction.

Smart Hero 3/Tough Hero 4/Soldier 5: CR 12; 51-year old Male; HD 3d6+9 and 4d10+12 and 5d10+15; hp 99; MAS 16; Init +1; Spd 30 ft.; Def 21, touch 18, flatfooted 20; BAB +7; Grap +7; Atk +7 melee (1d6, rifle butt), or +7 melee (1d4, combat knife), or +8 ranged (2d8, AKS-74); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +9, Ref +6, Will +6, AP 6; Rep +3; Str 10, Dex 13, Con 16, Int 13, Wis 14 Cha 15.

Skills: Computer Use +6, Decipher Script +7, Demolitions +12, Disable Device +7, Forgery +6, Hide +8, Intimidate +10, Investigate +10, Knowledge(civics)+9, Knowledge(current events)+5, Knowledge(popular culture)+3, Knowledge(streetwise)+10, Knowledge(tactics)+5, Listen +9, Profession +8, Read/Write Language(Russian, Tajik), Search +4, Speak Language(Russian, Tajik), Spot +12, and Survival +10.

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency(light), Brawl, Cautious, Combat Martial Arts, Dodge, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency

Talents (Smart Hero): Savant (Investigate), Trick

Talents (Tough Hero): Damage Reduction 1/—, Robust

Talents (Soldier): Weapon Focus (AKS-74), Weapon Specialization

(AKS-74), Tactical Aid, Improved Critical (AKS-74)

Occ: Military (Hide, Survival)

Possessions: AKS-74 carbine, 4 AKS-74 magazines, BDUs, combat knife, undercover vest armor

Background: Olim Iskanov is the son of a bureaucrat and grew up in a comfortable, middle-class family, or at least as close to middle-class as a Soviet republic could offer. He proved a capable and popular student. He attended the University of Isherbazi, and graduated with a law degree. Before he could further his plans of becoming a lawyer, he was offered a position with the KGB. One did not reject such an opportunity.

Iskanov, both adaptable and capable, became one of the KGB's chief assets in Central Asia. When the Soviets pulled out of Afghanistan, KGB activity in Central Asia diminished, and Iskanov wondered at his future. Then Albenistan gained independence. Iskanov seriously considered leaving Albenistan and moving to Russia, however he was well-aware of the general prejudice in Russia against the Central Asian republics.

He did not regret his decision to remain in Albenistan. Almost immediately, he was offered a commission in both the State Security Police (SSP) and the Security and Intelligence Group (SIG). He chose SIG, and became a lieutenant. Throughout the civil war, Iskanov hunted subversives. His actions brought him great renown and two promotions. At the end of the civil war, Iskanov was a captain and stationed in Khorforjan, where his talents were most needed.

Khorforjan was as much a lawless city after the civil war as it was during. Iskanov maintained watch on a number of subjects of interest. To him, criminals were a greater cause of concern, but his orders stated otherwise. Even in victory, it seemed the Umarov government neither forgot nor forgave. To Iskanov, such obstinacy was a mistake. Still, he followed his orders.

The economic crisis curtailed operations in Khorforjan. SIG recalled many of its best operatives to Isherbazi. It was in Isherbazi that Avaz Niyazov approached Iskanov. Niyazov was then a colonel and one of the rising stars in SIG. He had a long talk with Iskanov over many drinks and finally Iskanov began to speak his mind about the Umarov government. Niyazov, rather than reprimand him, recruited him into a rogue element of the government working to topple Umarov.

Since joining the rogue faction, Iskanov has risen from captain to colonel and he is being groomed for a position at headquarters in Isherbazi. Since Niyazov will likely gain a much better political appointment once Umarov is toppled, Iskanov sees himself as taking the center seat and commanding SIG. He administered Project HARVEST and the Qalashar facility at arm's length, leaving its administration to Major Musulmongul Radjabov. He had no idea completion of the Device was so close. Now that the moment to use the Device has arrived, Iskanov has some doubts and some fears, but he buries those and gets the job done as best he can.

Goal: The only future Iskanov can see for Albenistan is under the tight control of men of vision and ability. He considers himself one of those men. In order to reach this goal, Iskanov is willing to temporarily ally himself with men like Abbas, men he would otherwise prefer in a labor camp.

Motivation: Iskanov remembers the strength and power of the USSR, but he realizes that was mostly a façade. He wants to create a real nation of power, a nation that can chart its own independent course.

What He Knows: Iskanov knows everything. He has files on every single HMA supporter, sympathizer and agent in Khorforjan. He also has files on many others, like weapons' smugglers and political dissidents, whom are now the allies of the rogue faction, but whom will become the targets of SIG once Umarov and his cronies are removed. Further, deep in the counsels of the SIG rogue faction, Iskanov can name names. He has little knowledge of the penetration of the faction

into the SSP or the military, but he knows the men who will know.

What Will He Tell: Iskanov is ready to live to fight another day. He will sell out the HMA in order to protect the SIG rogue faction. He believes there is no place in Albenistan he could hide if he ratted out the rogue faction, so even the threat of his own demise won't persuade him to talk about SIG.

Tactics: Iskanov has lived the life of a spy, an investigator and a soldier. He will keep a cool head. If outnumbered or simply outfought, he will attempt to disengage and retreat to safety. He will make a withdrawal fighting defensively. He will seek help and return with superior numbers.

In combat, he will use autofire if faced with multiple opponents. He will use double tap on any leader or exceptionally dangerous opponent. He will always fight from cover and will not lead from the front. He is not afraid to engage in fisticuffs, and will use his carbine as a melee weapon in the heat of battle.

Kamilov, Ikrom, construction worker with Boboyev Construction and HMA terrorist

Tough Hero 2/ Strong Hero 3/ Fast Hero 2: CR 7; 32-year old Male; HD 2d10+4 and 5d8+10; hp 54; MAS 15; Init +2; Spd 30 ft.; Def 20, touch 20, flatfooted 18; BAB +5; Grap +7; Atk +7 melee (knife 1d4+3), or +7 ranged (2d8, AKM) , or +7 ranged (2d6, PM); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +6, Ref +4, Will +1; AP 3; Rep +0; Str 14, Dex 14, Con 15, Int 12, Wis 10, Cha 8.

Skills: Craft (structural) +4, Hide +8, Intimidate +7, Knowledge (streetwise) +9, Move Silently +8, Repair +7, Spot +5, Sleight of Hand +4, Speak Languages (Tajik), Tumble +6

Feats: Advanced Firearm Proficiency, Brawl, Dodge, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy, Streetfighting.

Talents (Tough Hero): Remain Conscious

Talents (Strong Hero): Extreme Effort, Melee Smash

Talents (Fast Hero): Evasion

Occ: Criminal (Knowledge [streetwise], Sleight of Hand)

Possessions: AKM assault rifle, 6 AKM magazines, Makarov PM, 2 PM magazines, combat knife, street clothes.

Background: Ikrom Kamilov's grew up on the streets of Isherbazi. The son of a manual laborer and a seamstress, he dropped out of school in order to run with a street gang. With the coming of the civil war, he and his friends made the best of the chaos. He lost contact with his family in those turbulent days and has no idea what happened to them. He did not welcome peace, and had to leave Isherbazi to escape criminal prosecution. Used to the big city, he settled in the second largest city in Albenistan, Khorforjan.

He quickly found himself in the thick of the criminal underworld. It was after the economic collapse that he came into contact with Abbas and the Albenistan Motherland Army (AMA). He couldn't care less about the government and actually preferred the decadent West, but he could sense the inner strength in Abbas and wondered if the man had ever known fear. When the chance came to work for Abbas along the border with Afghanistan, Kamilov took it.

Along the borders, Kamilov worked closely with Bahrom Hasanov. Kamilov respected Hasanov. Hasanov seemed to always survive. Even with all the hardship in his life, he was optimistic. He was also a criminal who had changed his ways, something Hasanov believed Kamilov could be. After a few years, Kamilov's outlook on life changed. He began to see criminals as weak. They always took the easy route, as he had. True strength lay in doing the right thing for the right reason. To Kamilov, the right thing became ridding Albenistan of the influences of the West. He saw the poverty all around the country. He regretted his actions as a young thug, taking from people who had little on which to survive.

Early in 2002, Kamilov returned to Khorforjan along with Hasanov. The AMA had become the HMA and plans were afoot. He gained a job with Abdurahkim Boboyev at Boboyev Construction and became Hasanov's main eyes and ears on the street. People remembered Kamilov and he had a lot of cachet with the criminal underworld. Kamilov became an important lieutenant, not only to Hasanov but also to Boboyev and Muzaffar Hameed.

Goal: Kamilov is a true believer. He believes Abbas and Hasanov can change Albenistan, can make it strong. He doesn't really understand how the Soviets and the West are to blame, but he trusts the intelligence of his superiors.

Motivation: Kamilov carries a lot of guilt over what he did as a youth. He is still pretty much a thug at heart, ready to solve problems with fists and firearms, but now he has a cause beyond himself.

What He Knows: Kamilov knows just about every important HMA member in Khorforjan, including Abbas, Hasanov, Boboyev, Hameed, and Abdurmajid. He knows about the SIG rogue faction and knows about the participation of Colonel Olim Iskanov, Captain Ikhbol Nurov, and Senior Lieutenant Yaqub Rakhmonov.

What Will He Tell: Kamilov will reveal nothing about the HMA or SIG rogue faction. He will endure torture and death before talking. Under extreme duress, should he break, he might reveal the existence of the SIG rogue faction and give up Senior Lieutenant Yaqub Rakhmonov, but this is highly unlikely.

Tactics: Kamilov is an experienced and cunning combatant. He will use autofire when facing tightly packed groups. When he has identified the leader, he will use double tap in an attempt to eliminate that individual. He will seek cover and will always attempt to attack with surprise. When numbers are overwhelming, he will fall back, but he has a weakness in that he considers himself an extremely capable fighter, so he is unlikely to fall back when only facing one or two opponents.

Kamilov will never surrender. He fears he might crack under interrogation.

Nurov, Captain Ikhbol, a member of the SIG rogue faction
Dedicated Ordinary 2/Strong Ordinary 2: CR 3; 45-year old Male; Medium-size Human; HD 2d6+2 plus 2d8+2; HP 20; Mas 13; Init -1; Spd 30 ft; Defense 13, touch 13, flatfooted 14; BAB +3; Grap +3; Atk +3 melee (1d6, rifle butt), or +3 melee (1d4, combat knife) or +2 ranged (2d8, AKS-74); FS 5 ft by 5 ft; Reach 5 ft; AL SIG rogue faction; SV Fort +5, Ref -1, Will +4; Rep +1; Str 10, Dex 8, Con 13, Int 12, Wis 15, Cha 14.

Skills: Gather Information +9, Intimidate +9, Investigate +5, Knowledge (streetwise) +4, Listen +9, Read/Write Language +2 (Russian, Pashto, Tajik), Sense Motive +9, Speak Language +2 (Russian, Pashto, Tajik), Spot +9

Feats: Advanced Firearms Proficiency, Alertness, Attentive, Personal Firearms Proficiency, Simple Weapons Proficiency

Occ: Law Enforcement (Gather Information, Intimidate)

Possessions: AKS-74 carbine, 4 AKS-74 magazines, BDUs, combat knife

Background: Captain Ikhbol Nurov was a low-ranking officer in the GRU—the Soviet Union's military intelligence department—when Albenistan gained independence. He believed he would have greater opportunities in his homeland than in the Russian military, which had an organizational prejudice against Central Asians. He immediately gained a commission with the Security and Intelligence Group.

Since that time, Nurov has received three promotions, finally reaching captain. He has been a capable if not inspired officer, and proved his bravery during the civil war, while not proving any ability at leading men. As such, with the civil war concluded, Nurov found himself behind a desk. Perhaps not the greatest officer in the SIG, he was capable enough and felt slighted. His promotion to captain almost

felt like a slap in the face, like a gold watch after 50 years of service—slight compensation bordering on derision.

When Colonel Iskanov returned to Khorforjan and took command, Nurov expected things would improve. Nurov had worked with Iskanov in Khorforjan after the civil war, and he believed Iskanov saw his value. He was not mistaken. When Colonel Iskanov approached Nurov to join the anti-government conspiracy, Nurov agreed with enthusiasm. He had often muttered angrily to himself about the government and its shortcomings, and finally those mutterings had found validation.

Goal: Now part of the rogue faction in the SIG, Nurov believes he is on the cusp of great things. He has no weighty opposition to the Umarov government, but feels personally slighted by his treatment. Though he will not admit as much, even to himself, this is much more about petty revenge than idealistic causes.

Motivation: Nurov is not an incapable man, but a man incapable of seeing his own flaws. That others see these flaws is simply proof of their prejudice.

What He Knows: Nurov knows surprisingly little. He is aware of some of the others involved in the anti-government conspiracy, specifically Colonel Iskanov and Senior Lieutenant Rakhmonov. He also knows the rogue faction is allied with the HMA, and that contact is made through Salimov's coffee house, but he has little concrete knowledge beyond that.

What Will He Tell: Not a man of great inner strength, threats will usually be enough to get Nurov to talk. Should Nurov find himself captured, in the hands of his enemies and threatened with torture, he will begin to offer up tidbits, first betraying Senior Lieutenant Rakhmonov, then revealing Salimov's coffee house as Rakhmonov's contact point with the HMA. Finally, he will offer up Colonel Iskanov. If his protestations that he knows nothing more are not accepted, and the threats continue, Nurov will offer false information and corroborating any information presented him, even if he has no idea as to its validity.

Tactics: Nurov is brave and he is a capable intelligence officer, but he is not much of a soldier. His weapon is for intimidation, not use. If it comes down to it, he will rely mostly on autofire. If unsupported by strong allies, he will make a fighting withdrawal, moving at the beginning of each round then autofiring.

Rakhmonov, Senior Lieutenant Yaqub, aide to Colonel Iskanov

Dedicated Ordinary 2/Fast Ordinary 2/Strong Ordinary 2: CR 5; 36-year old Male; Medium-size humanoid; HD 2d6+2 plus 2d8+2 plus 2d8+2; HP 19; Mas 8; Init +2; Spd 30 ft; Defense 20, touch 20, flatfooted 18; BAB +4; Grap +5; Atk +5 melee (1d6+1, rifle butt), or +5 melee (1d4+1, combat knife) or +6 ranged (2d8, AKS-74); FS 5 ft by 5 ft; Reach 5 ft; AL SIG rogue faction; SV Fort +3, Ref +4, Will +4; Rep +1; Str 13, Dex 14, Con 8, Int 12, Wis 15, Cha 10.

Skills: Hide +6, Investigate +5, Knowledge (civics) +3, Knowledge (current events) +3, Knowledge (history) +3, Knowledge (streetwise) +6, Knowledge (tactics) +6, Knowledge (technology) +3, Knowledge (theology and philosophy) +3, Listen +7, Move Silently +4, Read/Write Language +2 (English, Russian, Tajik), Repair +3, Sense Motive +6, Sleight of Hand +6, Speak Language +2 (English, Russian, Tajik), Spot +7

Feats: Advanced Firearms Proficiency, Alertness, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Occ: Military (Hide, Knowledge [tactics])

Possessions: AKS-74 carbine, 4 AKS-74 magazines, BDUs, combat knife

Background: Rakhmonov comes from near the border with Tajikistan. His parents were farmers and he was the third son. There was no money for his education. Knowing he was mostly a drain on his

family, Rakhmonov left soon after his 18th birthday. He worked as an itinerant laborer and a smuggler. He committed crimes and informed on criminals. By his 19th birthday he was in Isherbazi and the civil war raged. He applied to the Security and Intelligence Group stating that he had graduated from the University of Khorforjan, assuming the government would not be able to verify this. His ruse paid off.

Rakhmonov entered SIG just as the civil war was winding down. With the economic crisis, he felt certain he would lose his job. While he questioned the wisdom of arresting individuals whose only real crimes were opposition to the government, fear of losing his job goaded him to set aside his qualms. He earned himself a promotion and some small job security.

By the time Rakhmonov had become a senior lieutenant, he had worked in Isherbazi, along the border region with Afghanistan and even in the Autonomous Province of Qurghon Khujand. He had become disillusioned with the government. Umarov seemed more interested in securing power and ridding himself of rivals than in improving the nation. His transfer to Khorforjan introduced him to Colonel Iskanov. Iskanov had heard about Rakhmonov's dissatisfaction. When the colonel told him about the rogue faction, Rakhmonov decided to join immediately.

Goal: Rakhmonov really just wants to be useful and to make a difference. He has no faith in the existing government, and while he might wonder at the efficacy of a military dictatorship, how much worse could it be? He has great satisfaction in acting as an aid to Colonel Iskanov. While he might question the means used to topple the Umarov government, he sleeps soundly believing they are justified.

Motivation: Having seen much of the country during the civil war and the economic crisis, Rakhmonov is certain that the Umarov government cares less about the republic than the Soviet Union did. He does not believe that a government unwilling to put the needs of the people first should remain in power.

What He Knows: Rakhmonov knows a fair amount about the SIG rogue faction and its ties to the HMA. He can identify the rogue faction controllers in Khorforjan as Colonel Iskanov and Captain Nurov. Also, being as he is the liaison with the HMA, he can point to Ikrom Kamilov as a member of the HMA. He is also aware that a new player has entered the picture, and based on the messages he has passed, he believes this is Abbas, the man who leads the HMA.

What Will He Tell: Simple questioning or interrogation will not persuade Rakhmonov to tell anything. He is not fanatical, but does have a debt of loyalty to Colonel Iskanov and believes in the cause of the anti-government conspiracy. Extreme forms of interrogation may get him to talk, but even then, he will attempt to protect Colonel Iskanov. He will offer up Kamilov and even Nurov, but it would necessitate extreme duress for him to betray Iskanov.

Tactics: Rakhmonov is a canny fighter. He will use cover as much as possible. When attacking, he will double tap anyone within 4 range increments. If outnumbered, he will attempt a fighting withdrawal, always moving from one place of cover or concealment to another, turning and autofiring to keep his opponents off-balance.

Salimov, Imenaz, owner/operator of a coffee house just outside of the Blue Zone

Dedicated Ordinary 1/Charismatic Ordinary 1: CR 1; 55-year old Female; HD 1d6-1 plus 1d6-1; HP 6; Mas 8; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11; BAB +0; Grap +0; Atk +0 melee (1d3, fists), or +3 ranged (1d4, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +1, Ref +2, Will +3; Rep +4; Str 10, Dex 12, Con 8, Int 13, Wis 15, Cha 14.

Skills: Bluff +9, Diplomacy +9, Disguise +4, Gamble +4, Gather Information +7, Intimidate +4, Knowledge (business) +5, Knowledge (civics) +3, Knowledge (current events) +3, Knowledge (popular

culture) +2, Knowledge (streetwise) +6, Sense Motive +4

Feats: Deceptive, Simple Weapons Proficiency, Trustworthy

Occ: Entrepreneur (Bluff, Diplomacy)

Possessions: Purse, shabby business attire, wallet (including identity card, residency card and 100,000 dinars).

Background: When Imenaz married her husband, he already owned the coffee shop in Khorforjan. During the days of the Soviets, they did well. Not rich, they had enough money to live comfortably and considered having children. After independence, Imenaz's husband was a supporter of Marat Burhonov. During the civil war, government troops fired on a group of unarmed Burhonov supporters. Imenaz's husband was killed. Since that day, Imenaz has continued to run the coffee house, but has also supported anti-government forces. Since Abbas is now the most powerful anti-government figure, Imenaz supports the HMA.

Goal: Considered objectively, Imenaz's goal is really revenge. She hates the Umarov government because its forces killed her husband.

Motivation: While the death of Imenaz's husband was the catalyst, she has never supported Umarov, who she sees as just a carryover of the Soviet regime without the small amount of wealth the Soviets pumped into Khorforjan.

What She Knows: Imenaz actually knows very little. She knows the HMA contact (Ikrom Kamilov) and the SIG officer whom he contacts (Senior Lieutenant Yaqub Rakhmonov), though she doesn't know names. She knows some low level HMA supporters in Khorforjan, but not anyone important.

What Will She Tell: She would much rather die than talk. Threats and duress will have little effect.

Tactics: Imenaz is not about to engage in combat. She might fight back if someone is man-handling her or trying to drag her off to prison, but in most cases, she won't engage in combat.

Saparmurat, leader of HMA element hiding in the Ashanjube Internally Displaced Persons camp.

Smart Hero 2/ Strong Hero 2/ Tough Hero 2/ Soldier 2: CR 8; 47-year old Male; HD 2d6+2 and 2d8+2 and 4d10+4; hp 52; MAS 13; Init +2; Spd 30 ft.; Def 18, touch 18, flatfooted 16; BAB +5; Grap +6; Atk +6 melee (knife 1d4+2), or +8 ranged (2d8+2, AKM), or +8 ranged (2d6, M1911A1); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +7, Ref +4, Will +2; AP 4; Rep +1; Str 13, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills: Craft (pharmaceutical) +7, Craft (structural) +10, Disable Device +10, Forgery +7, Handle Animal +2, Intimidate +7, Listen +5, Knowledge (current events) +8, Knowledge (streetwise) +9, Knowledge (tactics) +7, Knowledge (theology and philosophy) +5, Navigate +7, Repair +6, Search +5, Speak Language (Arabic, Russian and Tajik), Spot +5, Survival +8

Feats: Advanced Firearm Proficiency, Brawl, Educated (Tactics and Theology & Philosophy), Personal Firearms Proficiency, Quick Reload; Weapon Focus (M1911A1)

Talents (Smart Hero): Savant-Knowledge (streetwise)

Talents (Strong Hero): Extreme Effort

Talents (Tough Hero): Robust

Talents (Soldier): Weapon Focus (AKM), Weapon Specialization (AKM)

Occ: Rural (Handle Animal, Survival)

Possessions: AKM assault rifle, 6 AKM magazines, combat knife, M1911A1, 2 M1911A1 magazines, worn clothing.

Background: Saparmurat comes from a small farming community in what is now the Autonomous Province of Qurghon Khujand. He was born Akezhan Saparmurat. Frustrated and aware that his family would always remain poor, Akezhan left Albenistan and joined the Mujahideen, becoming known simply as Saparmurat. He remained in

Afghanistan after the Soviet pull-out and even after Albenistan gained independence. Only the civil war drew him back.

During the civil war, Saparmurat joined the Albeni People's Liberation Army (APLA). While the leadership was not as capable or ruthless as Saparmurat would have liked, they often spoke of their high regard for him and his accomplishments. The flattery worked.

After the civil war, Saparmurat began to work with weapons smugglers moving Russian armaments through the Central Asian republics. Many of his contacts from his days in Afghanistan remained active and they trusted Saparmurat, so he flourished. He also met Bahrom Hasanov. While Hasanov wasn't much of a fighter, he had a quick mind. Through Hasanov, Saparmurat met another Mujahideen veteran, Abbas. Abbas' vision of Albenistan infected Saparmurat, and he becomes an adherent of Abbas' Albenistan Motherland Army (AMA). Saparmurat returned to Qurghon Khujand to lead AMA operations there.

When the AMA became Holy Motherland Albenistan (HMA), Saparmurat returned to the border region with Afghanistan. Refugee traffic offered the HMA a fertile ground for recruitment, and Saparmurat traveled among the various refugee camps and routes recruiting young men and criminals.

Goal: While Saparmurat professes the same goals as Abbas and the HMA, he wants a certain amount of chaos to remain. He has thrived amidst conflict and anarchy and he is not certain he could survive long in peace.

Motivation: Saparmurat retains his farmboy dream of making a difference, of shaking the corridors of power with his actions. He enjoys attacking authority literally. He also enjoys the adrenaline rush of combat.

What He Knows: Since he is involved in its planning, Saparmurat knows everything about the HMA timetable. He is also familiar with all the leaders of the HMA and knows Colonel Iskanov leads the rogue faction of SIG. He commands the HMA element in the Ashanjube camp and so knows everything about the HMA adherents there.

What Will He Tell: He won't talk willingly. Even under threat of torture and death, Saparmurat will remain silent. Drugs might work on him but extreme duress is unlikely to succeed. In Afghanistan, Saparmurat was questioned by the Soviets and he didn't crack.

Tactics: While one of the most experienced combat veterans in the HMA, Saparmurat has had no formal training. He knows enough to attack from surprise, and to withdraw from a superior force. He loves his autofire and this is his preferred mode of attack. He will lead from the front, but will not open himself to attack unnecessarily.

NPCs 5.3 – FRIENDS AND ACQUAINTANCES

Through this adventure, the PCs will need allies and sources of information. The following characters fill these roles. Some of them can be trusted, some of them cannot, but the PCs will need to learn who falls into which category themselves. The statistics provided are for ease of use, however these characters can generally be used in a narrative role and therefore their game stats are not of primary concern. Further, these characters can be altered or tailored to fit the circumstances as the GM sees fit. For example, if the PCs need a tough guy, Yaqub Dostiyeu could easily fill that role with a few minor changes. Conversely, Yaqub could fill that role without any changes to the character's statistics, he could simply win or lose fights as the GM sees fit in order to move the story forward.

A Clerk, any office worker or bureaucrat

Smart Ordinary 1 CR 0; HD 1d6; HP 4; Mas 10; Init +1; Spd 30 ft; Defense 11, touch 11, flatfooted 10; BAB +0; Grap -1; Atk -1 melee (1d3-1, unarmed), or +1 ranged (1d3, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL varies; SV Fort +0, Ref +1, Will +3; Rep +1; Str 8,

Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Skills: Computer Use +6, Craft (electronic) +4, Craft (writing) +6, Decipher Script +6, Knowledge (business) +8, Knowledge (civics) +8, Knowledge (current events) +6, Knowledge (history) +4, Knowledge (popular culture) +6, Knowledge (streetwise) +4, Knowledge (technology) +6, Profession +6, Research +8

Feats: Educated (Knowledge [business], Knowledge [civics]), Studious

Occ: White Collar (Computer Use, Knowledge [business])

Possessions: business casual street clothes, matches, pack of cigarettes, wallet with money, ID and credit cards.

Background: These NPCs are the clerks who work in the offices described or mentioned in this work. While it is extremely unlikely these NPCs will be used in anything other than a narrative role, statistics for an average clerk character are offered here.

Goal: For most of these characters, their goal is to get their next paycheck by performing as little work as possible.

Motivation: To get enough money to survive and maybe actually get ahead of the curve.

What He Knows: These characters know whatever the GM wants them to know. Usually they know nothing of importance.

What Will He Tell: Faced with intimidating PC-types, these guys will tell anything!

Tactics: Duck and cover. Stop, drop, roll and whimper.

Dostiyeu, Imomali guide, concierge and all around fixer for the PCs

Charismatic Ordinary 3; CR 2; 32-year old Male; HD 3d6; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11; BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed), or -2 ranged (1d4, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Employer; SV Fort +2, Ref +3, Will +2; Rep +3; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

Skills: Bluff +8, Diplomacy +10, Disguise +6, Gamble +3, Gather Information +10, Intimidate +8, Investigate +4, Knowledge (Business) +6, Knowledge (Civics) +6, Knowledge (Current Events) +8, Knowledge (Popular Culture) +8, Knowledge (Streetwise) +8, Knowledge (Theology and Philosophy) +4, Read/Write Language +2 (English, Russian, Tajik), Sense Motive +3, Speak Language +4 (Arabic, English, Pashto, Russian, Tajik)

Feats: Attentive, Confident, Simple Weapons Proficiency, Trustworthy

Occ: Entrepreneur (Bluff, Diplomacy)

Possessions: business casual street clothes, cell phone, day-planner, wallet with money, ID and credit cards.

Background: Imomali once hoped to study medicine. His family was thrilled at the thought. The conditions in Albenistan, and especially Khorforjan, made that impossible. Imomali had neither the money nor the connections to gain admittance into a university or to travel abroad to study. He worked hard as a laborer and then as a street vendor. With the money he made, he studied privately, learning Russian and then English. He went to work at an international trading company. He made much less than he had on the street.

With the War on Terror and the arrival of both foreign militaries and non-governmental organizations (NGOs), Imomali saw an opportunity. With his knowledge of Tajik, Russian and English, he began to work as an interpreter and then as a guide. As the NGO presence increased, Imomali's work likewise increased. He expanded his services, becoming a kind of all-around broker and concierge for NGO personnel. He knew his only credential was his reliability, so he treated everyone with whom he dealt, foreign and local, with honesty and civility. He gained a reputation as the "go-to guy" for many of the NGOs.

He now employs those in his family he trusts. They are well aware

that he prizes his reputation as a fair dealer very highly. Anyone who cheats or even misleads a client or supplier is summarily removed from the business.

Goal: Imomali's only real goal is success. He likes his job in that he is helping people. The NGOs in Khorforjan are helping to save Albenistan while they are helping to stimulate the local economy. Imomali finds satisfaction in facilitating both.

Motivation: Imomali comes from a hard-working family that just simply never got their head's above water. In the time of the Soviets, things were bad. Since independence, things have been worse. Imomali just wants to provide for his family. It's as simple as that.

What He Knows: While Imomali doesn't know anything concrete regarding the HMA or the rogue SIG faction, any rumor on the street, he'll hear. Since his reputation connects him to foreigners, no HMA supporter will tell him anything. However, the grapevine passes through plenty of people who will willingly share the information with Imomali.

What Will He Tell: He will tell anything he can. He is there to help the PCs. He won't be interested in risking his life, so he won't be doing any spying, but if he hears anything of interest, he'll be sure to pass it along.

Tactics: Imomali won't fight unless it is his last option. He's more likely to talk his way out of a fight, which he has done regularly. He's not a coward or fearful man, but he understands that getting into a fight is unlikely to profit him in any way.

Dostiyev, Yaqub driver and cousin of Imomali Dostiyev

Tough Ordinary 3: CR 2; 41-year old Male; HD 3d10; HP 17; Mas 10; Init +2; Spd 30 ft; Defense 14, touch 14, flatfooted 12; BAB +2; Grap +4; Atk +4 melee (1d3+2, unarmed), or +0 ranged (1d4, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Family; SV Fort +2, Ref +3, Will +2; Rep +1; Str 14, Dex 15, Con 10, Int 8, Wis 12, Cha 13.

Skills: Craft (mechanical) +1, Drive +8, Pilot +4, Repair +3, Speak Language +2 (English, Russian, Tajik)

Feats: Brawl, Dodge, Simple Weapons Proficiency, Vehicle Expert

Occ: Blue Collar (Craft [mechanical], Drive, Repair)

Possessions: cell phone, day-planner, street clothes, wallet with money and ID.

Background: Yaqub is the older cousin of Imomali Dostiyev. He's had precious little education, but did okay for himself and his family as a laborer and a taxi driver. When Imomali became successful working for the NGOs, Yaqub felt some envy, but not much. He knew how hard Imomali worked for his success. When Imomali asked if he wanted to start his own taxi company, driving around NGO staff, Yaqub worried. He didn't consider that a stable opportunity. Imomali talked him into it and helped him to buy his van. Now, Yaqub feels an incredible debt to his cousin. The money is good, the work is relatively easy and his language skills have even improved. Yaqub can't praise his cousin enough. He always backs his cousin's decisions, mainly because they have always been right. He has also taken Imomali's work ethic to heart. Honesty and civility are indispensable to Yaqub.

Goal: Yaqub used to just want to keep his head above water. Now he has dreams. He wants to one day own a taxi company. Imomali thinks this is a great idea, at least for now. Yaqub has set his sights on success, but he's tied his hopes to his cousin.

Motivation: Yaqub was never one to hold success against a person who deserves it, but he feels a certain amount of guilt that he had at first envied his cousin and then questioned his business decisions. His family ties have always been strong, but now that is linked to gratitude and frank admiration.

What He Knows: Yaqub still has many of the friends he made as a taxi driver and laborer, so he is more likely to hear the "word on the street" than his cousin. People are also more likely to talk to him. While he

understands English and Russian very well, he rarely speaks anything but Tajik. People tend to think he can't communicate with foreigners, and so they trust him a little bit more than his cousin.

What Will He Tell: Anything that might effect or be of use to a client, Yaqub will pass on to Imomali. If he hears anything he thinks the PCs need to know, he'll give that information to Imomali to pass on. If necessary, he will communicate directly with the PCs, though he is very nervous doing so. He is not as outgoing as his cousin.

Tactics: While Yaqub is not the type to look for a fight, if it's simply fisticuffs, he won't back away. If there are guns, knives or even just clubs involved, Yaqub will follow his cousin's example and steer clear if at all possible. He won't stand by and see his fares or clients threatened or harassed. He'll try to get them out of danger first, secondly he'll try to defuse the situation and as a last resort, he'll stand alongside his clients against aggressors.

Haydarov, Bahridin chief of police for Khorforjan

Dedicated Ordinary 2/Tough Ordinary 2/Charismatic Ordinary 1: CR 4; 53-year old Male; HD 2d6+2 plus 2d10+2 plus 1d6+1; HP 17; Mas 8; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14; BAB +2; Grap +2; Atk +2 melee (1d6, club), or +4 ranged (2d6, Makarov PM); FS 5 ft by 5 ft; Reach 5 ft; AL Khorforjan City Government; SV Fort +4, Ref +3, Will +4; Rep +3; Str 10, Dex 14, Con 8, Int 12, Wis 15, Cha 13.

Skills: Bluff +4, Diplomacy +3, Gather Information +11, Intimidate +9, Investigate +7, Knowledge (Civics) +5, Knowledge (Current Events) +5, Knowledge (Streetwise) +7, Knowledge (Tactics) +3, Listen +6, Sense Motive +6, Spot +8

Feats: Alertness, Attentive, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy

Occ: Law Enforcement (Gather Information, Intimidate)

Possessions: Makarov PM, uniform

Background: Bahridin Haydarov worked as a police officer and a homicide detective in Isherbazi before become deskbound. He worked his way up from a beat cop, though he has fostered political connections that have helped him to advance his career. He now has the top office in Khorforjan, and he intends to leave an impression, make a name for himself and all that. He actually has ideas about rooting out corruption. His subordinates nod vigorously when he mentions these ideas, but later they ridicule his naivety.

While Haydarov is not enamored of the idea of having a bunch of foreigners in 'his' city, he does respect the fact that Brigadier Michael Williams, commanding officer of the UN's Central Asian Stabilization Force – Albenistan in Khorforjan, will call him before undertaking any operation in the city. Of course, sometimes that notification comes only minutes before the action itself, but the thought is there.

Goal: While Haydarov knows he won't be able to stop crime, he wants to at least increase the respectability of the police force in Khorforjan.

Motivation: Haydarov became a police officer because he really wants to make a difference and protect public order. He may be a little barbaric by Western standards, but he's considered quite progressive by most of the law enforcement community in Albenistan.

What He Knows: He has a fair idea that Abdurahkim Boboyev, Bahrom Hasanov, and Muzaffar Hameed belong to, or at least support the HMA. He has no idea of the anti-government conspiracy, nor is he aware of how powerful and dangerous the HMA have become.

What Will He Tell: He will not share his suspicions regarding Boboyev, Hasanov, and Hameed as he has no proof. He will offer whatever information and aid is necessary in order to help CASFOR-A or other elements attempting to protect Khorforjan and make his life easier.

Tactics: While his days of fighting are long since past, if cornered, Haydarov will draw his trusty old Makarov. He really isn't interested in melee combat and so his philosophy is that any fight can easily become

a gun fight.

Khadr, Abdel-Rahmen Jordanian reporter with Al Jariidah, an Arabic newspaper out of Beirut

Charismatic Ordinary 2/Smart Ordinary 2: CR 3; 36-year old Male; HD 2d6 plus 2d6; HP 14; Mas 10; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12; BAB +2; Grap +1; Atk +1 melee (1d3-1, unarmed), or -1 ranged (1d4, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Al Jariidah newspaper; SV Fort +2, Ref +3, Will +3; Rep +3; Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 15.

Skills: Bluff +6, Computer Use +5, Craft (writing) +7, Decipher Script +7, Diplomacy +8, Disguise +6, Gather Information +11, Intimidate +6, Knowledge (Civics) +4, Knowledge (Current Events) +9, Knowledge (History) +4, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +10, Profession +4, Read/Write Language (Arabic, English, French, Persian, Tajik), Research +8, Search +6, Speak Language (Arabic, English, French, Persian, Tajik)

Feats: Brawl, Educated [Knowledge [Current Events], Knowledge [Streetwise]], Simple Weapons Proficiency, Studious, Trustworthy

Occ: Investigative (Gather Information, Knowledge [Streetwise])

Possessions: business casual street clothes, camera, cell phone, day-planner, hand-held cassette recorder, wallet with money, ID and credit cards.

Background: Khadr grew up in Jordan, the third son of a relatively affluent father. He attended university in London and Paris before returning home. His time abroad open his eyes and his mind. While he still had prejudice against the state of Israel and the interference of the West in the Middle East, he believed that democracy and equitable rule of law were good things, things to which the nations of the Middle East should aspire.

His education and his attitude led him into journalism. His parents were less than pleased, but he actually made a career for himself and was able to afford a house. There came a time of limited fame when his family actually bragged of their relationship with him.

Even though many newspapers in the Middle East are far more liberal than they are usually given credit for, Khadr still tended to ruffle feathers and cause problems with his 'call them as I see them' approach to journalism. The one man this didn't worry was Ibrahim Issa Mohamed, who owned Al Jariidah, an Arabic newspaper based in Beirut, Lebanon. Mohamed hired Khadr in the summer of 2001 and sent him into Central Asia to report on the ex-Soviet republics, many of which had large Muslim populations. Khadr was in Albenistan during 9/11, and has not left since.

His reputation and his religion have gained him access to many figures wanted by the Umarov government, including supporters of the HMA. The problem for Khadr is that he knows too much and too many people. When Color Sergeant Stephen Azari arrived, under the guise of a project manager for an Islamic charity organization, Khadr made the mistake of giving him an honest appraisal of Khorforjan and its various factions. The next night he found himself the guest of Captain David Sloane and his Increment section, including Azari. Sloane turned Khadr with a mixture of threats and bribes.

Khadr now fears that the HMA have figured out that he has been turned. He has become very quiet and very selective about the information he passes on to Sloane and the means for passing that information.

Goal: Khadr's main goal in life has been to tell the truth to the world through the media. His goal in Khorforjan during this adventure is to stay alive. He is a man of principle, but he has been tricked into a position in which he fears his life is in danger. As noble as he sees his calling, his principles are not strong enough to overcome his fear of death.

Motivation: While he would never admit it, Khadr wants fame, or at least recognition. He has actually rarely been in a position of real

danger. He has never reported from a war zone, though he has done stories in the Palestinian Authority and pre 9/11 Afghanistan, so he has been in dangerous situations. Still, he now fears that the HMA or possibly the Increment will kill him. He wants to think of himself as a brave man, but he is not.

What He Knows: Khadr has a general knowledge of the HMA, but he is not deep in their councils. He knows that Abdurakhim Boboyev and Muzaffar Hameed are men of authority, but he does not know Abbas is in Khorforjan or that the real power is Bahrom Hasanov. His contact with the HMA is through Ikrom Kamilov. Kamilov is the only HMA operative that Khadr could surrender. He could offer his suspicions regarding the rest, but he has nothing solid. He knows that Colonel Olim Iskanov is the commander of the SIG forces in Khorforjan, but does not know that he is part of the rogue faction. Khadr knows of the anti-government conspiracy, but he has no solid leads or any real information on it.

What Will He Tell: Before betraying the PCs, Khadr won't reveal anything. He will mention his suspicions regarding Boboyev and Hameed, but will emphasize the fact that he has nothing certain. He is ready to make a deal with the HMA, planning to say that Western spies have approached him. He's ready to sell out Sloane or the PCs without having really considered what that will likely lead to, or the repercussions of that act. If he is captured by the PCs or CASFOR-A after he has attempted to betray the PCs, he will offer everything he knows in an attempt to avoid prison or worse. He will even turn and allow the PCs or CASFOR-A to use him as a double agent.

Tactics: Khadr will run if he can, surrender if he cannot. He'll only fight to save his life, if he is absolutely certain he's about to be killed. Other than that, he's a reporter, not a fighter.

Rose (Zuhro Abdurahimova) Rohat Hotel owner/proprietor

Charismatic Ordinary 2: CR 1; 40-year old Female; HD 2d6; HP 7; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11; BAB +1; Grap +0; Atk -4 melee (1d4-1, improvised weapon), or -2 ranged (2d4, PPK); FS 5 ft by 5 ft; Reach 5 ft; AL Family; SV Fort +2, Ref +3, Will +1; Rep +3; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

Skills: Bluff +7, Diplomacy +9, Gather Information +9, Intimidate +7, Knowledge (Business) +7, Knowledge (Civics) +4, Knowledge (Current Events) +7, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +6, Listen +3, Profession +5, Read/Write Language +2 (English, Russian, Tajik), Speak Language +4 (Arabic, English, Russian, Tajik, Uzbek), Spot +3

Feats: Alertness, Simple Weapons Proficiency, Trustworthy

Occ: Entrepreneur (Diplomacy, Knowledge [Business])

Possessions: business attire, purse, wallet (including identity card, driver's license, residency card, Walther PPK, and 250,000 dinars).

Background: Rose has always been involved in the hospitality industry, though in the Soviet days, she felt somewhat constrained. With independence and a trumpeted shift to a market economy, Rose thought everything would change. It didn't. Not for many years. She and her husband Sam have struggled. The civil war brought one good thing, the Rohat Hotel. The previous owner of the Khorforjan People's Tourism Hotel fled Khorforjan, trading the hotel for Sam's small truck. Through the civil war and the economic crisis, Rose has played it shrewd and careful. Finally, with the arrival of the NGOs and CASFOR-A, and therefore the arrival of foreign currency, Rose saw her chance and she took it. The profit she has made has been reinvested into the Rohat, making it one of the finest hotels available, and a center of the foreign community in the Blue Zone.

Goal: While many might think Rose wants money, what she really wants is success. How does one measure success but in money?

Motivation: Rose always felt constrained in the time of collectivism and command economy. Now she has a chance to prove herself, and

she intends to do it. Having never had children, Rose invests in the hotel like it was her child.

What She Knows: Rose knows everything going on in the street. She tends to be quiet because she is listening and thinking. She probably should have been a police officer or intelligence analyst because when she puts her mind to it, she notes connections others miss. She has many hypotheses which she won't share. She knows nothing concrete, but if there is a rumor, she knows it and has thought about it.

What Will He Tell: She won't tell anything unless suitably motivated. If her husband or her hotel are under threat, she will use information against the threatening force, be that the HMA, the PMCs, CASFOR-A or the PCs. She does not react well to threats. She may reveal information for money, but she is more interested in building alliances that she can depend on if a threat materializes.

Tactics: While Rose carries a PPK, she carries it for its deterrent factor. She has only practiced with it a couple of times and if it became necessary to use it, she certainly isn't capable with it. Further, she is not ready for or interested in combat. She will attempt to flee any combat and call for assistance. In the Blue Zone, almost all the PMCs know her as do the SIG troops in the area. She has cultivated connections with these groups specifically for the time when trouble comes.

Sam (Shamsiddin Abdurahimov) Rohat Hotel owner/proprietor

Dedicated Ordinary 2: CR 1; 42-year old Male; HD 2d6-2; HP 5; Mas 8; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12; BAB +1; Grap +2; Atk +2 melee (1d3+1, unarmed), or -3 ranged (1d4, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Family; SV Fort +1, Ref +0, Will +4; Rep +2; Str 12, Dex 10, Con 8, Int 15, Wis 14, Cha 13.

Skills: Bluff +6, Diplomacy +8, Gamble +7, Gather Information +3, Knowledge (Business) +5, Knowledge (Civics) +4, Knowledge (Streetwise) +5, Listen +5, Read/Write Language +2 (Arabic, Russian, Tajik), Speak Language +5 (Arabic, English, German, Japanese, Russian, Tajik), Spot +4

Feats: Heroic Surge, Simple Weapons Proficiency, Trustworthy

Occ: Entrepreneur (Bluff, Diplomacy)

Possessions: business attire, wallet (including identity card, driver's license, residency card and 250,000 dinars).

Background: Sam is more than ready to admit that his wife, Rose, is the brains of the operation. That's what initially attracted him to her. She is his best friend and trusted confidante. After they married, he ran a cartage business while Rose worked as a manager at a local hotel. In order to survive the harsh conditions after independence, Sam sold off most of his trucks. The last truck he traded for the Rohat Hotel. While he has his doubts about buying a hotel during a civil war, Rose was adamant. They had a rough time until the foreigners came and Rose set up the hotel to cater specifically to the foreign clientele. Since that time, Sam and Rose have prospered. Sam gives all the credit to Rose, forgetting his contributions and his excellent business sense.

Goal: While Rose is still pushing for greater success, Sam is aiming at strengthening the foundation of what they have. He spends many off hours advancing relations with other local businesses.

Motivation: Sam fears that the hotel's success has the permanency of a house of cards. Should the foreigners leave, the hotel needs to shift focus quickly.

What He Knows: Sam has more contact with the local business community than Rose. While she knows everything happening on the street, Sam is more connected with the economic and political life of the city and the province. If the local business community has knowledge of or interest in a subject, so does Sam.

What Will He Tell: Like Rose, Sam uses the information as a type of support currency. He passes on pieces to those he is cultivating alliances with. If he believes the PCs may be the source of either further

and expanded patronage or possibly protection, he will surreptitiously help them.

Tactics: Sam is not much of a fighter. He will certainly engage in fisticuffs if pushed, but that is not his style. He will attempt to talk his way out of any confrontation. He is not above fleeing and calling for assistance. If faced with firearms, he will meekly surrender unless a chance for escape presents itself.

Shelkovenko, Ardag disgruntled police officer who attacks PMCs.

Strong Ordinary 1/Tough Ordinary 1: CR 1; 38-year old Male; HD 1d8+2 plus 1d10+2; HP 15; Mas 15; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12; BAB +1; Grap +3; Atk +3 melee (1d6+2, nightstick), or +2 ranged (2d6, Makarov PM); FS 5 ft by 5 ft; Reach 5 ft; AL Khorforjan Police Force; SV Fort +4, Ref +1, Will -1; Rep ; Str 14, Dex 13, Con 15, Int 10, Wis 8, Cha 12.

Skills: Intimidate +5, Knowledge (Current Events) +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2, Read/Write Language (Tajik), Speak Language (Tajik), Spot +2

Feats: Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Occ: Law Enforcement (Intimidate, Knowledge [Streetwise])

Possessions: Makarov PM, 4 PM magazines, nightstick, police uniform, tactical radio

Background: Shelkovenko survived the Soviets, the civil war and the economic crisis. He's worried he won't survive the arrival of the West. He grew up under the Soviets in the kind of home that should not have existed in a socialist paradise. With Albenistani independence, he honestly didn't expect anything different. He wasn't disappointed. During the civil war he fought for Umarov's government, which meant that when peace broke out, he lost his job. Luckily, the economic crisis stirred up plenty of crime in Khorforjan, his hometown, and the police chief happened to be a friend, so Shelkovenko, with his military experience, became a police officer.

Khorforjan isn't too bad for a police officer. The criminals usually shoot at other criminals and the political dissidents are aiming for buildings and big wigs rather than the cop on the street. Still, things haven't been so rosy for Shelkovenko. The new police chief, Bahridin Haydarov, doesn't like him very much and has actually threatened to prosecute cops taking bribes. To make matters worse, Private Military Contractors have been hired by the government to protect all the Westerners in the Blue Zone. It seems Albenistani cops are not to be trusted.

Fears for his job and a loss of income if he couldn't take bribes led Shelkovenko to drink a little bit more than was good for him a little earlier than usual. Oddly enough, he—as well as some other police officers in Khorforjan—carries grenades in his car. Shelkovenko used one of these grenades while perpetrating an act that pushes the envelope of drunken idiocy.

Goal: To keep his job. Given his actions, this might be hard to imagine.

Motivation: Somewhere in the haze of alcohol, he had one. The next morning, it was gone and he was in jail.

What He Knows: Absolutely nothing, other than vodka and more vodka followed by yet more vodka and a chaser of vodka does not mix.

What Will He Tell: A tale of woe to anyone who will listen. After all, it's not his fault!

Tactics: Apparently, his tactics consist of drinking most of the day, then driving by and throwing a grenade. If he makes an Intelligence check against DC 10, he'll remember to pull the pin.

NPCs 5.5 – CENTRAL ASIAN STABILIZATION FORCE –ALBENISTAN

The command element for CASFOR-A is stationed at Camp Parker, just outside Khorforjan. The relationship between CASFOR-A and the city is complex. While both the provincial and municipal government are happy to have the resources of CASFOR-A to call on when necessary, no one in the city is happy to have a foreign group exercising such great influence in the area.

While the main characters from CASFOR-A are stated out below, it is suggested that they are used in a narrative capacity only. Should the CASFOR-A Quick Reaction Force (QRF) be involved in a fight, it is unnecessary to run combat for each of the troops, the vehicles, commanders, etc. Rather, use these characters as a story element. If they need to hold off the enemy for 12 rounds, that's what they do. If it seems dramatic to have Captain Avery take a bullet, that's fine. There's no need to roll to hit and assess damage. If the GM thinks Avery should be wounded or killed, Avery is wounded or killed.

The NPCs are listed in order of precedence. It should be noted that while Captain Sloane and his Increment team are outside the command structure, Sloane is considered senior to Captain Avery. However, should both Brigadier Williams and Major Walters be incapacitated, Captain Avery would take command of CASFOR-A.

Brigadier Michael Williams Commanding Officer, CASFOR-A

2 Smart Hero/ 2 Charismatic/ 2 Dedicated/ 2 Soldier/ 3 Negotiator: CR 11; 52-year old Male; HD 2d6 plus 2d6 plus 2d6 plus 2d8 plus 2d8; hp 39; MAS 10; Init +6; Spd 30 ft.; Def 21, touch 18, flatfooted 19; BAB +6; Grap +6; Atk +6 melee (1d4, combat knife), or +8 ranged (2d6, Browning HP); FS 5 ft. by 5 ft.; Reach 5 ft.; AL RMC; SV Fort +8, Ref +7, Will +10; AP 5; Rep +5; Str 10, Dex 14, Con 10, Int 16, Wis 12, Cha 14

Skills: Bluff +11, Computer Use +10, Craft (electronic) +6, Craft (mechanical) +6, Craft (structural) +6, Craft (writing) +6, Demolitions +7, Diplomacy +16, Disguise +4, Gather Information +13, Knowledge (behavioral sciences) +5, Knowledge (civics) +10, Knowledge (current events) +11, Knowledge (history) +6, Knowledge (popular culture) +5, Knowledge (streetwise) +9, Knowledge (tactics) +13, Knowledge (technology) +5, Knowledge (theology and philosophy) +5, Intimidate +11, Listen +6, Navigate +10, Profession +6, Read/Write Language (English, French, Russian), Research +7, Sense Motive +9, Speak Language (English, French, Russian), Spot +6, Survival +8

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Deceptive, Double Tap, Educated (civics, tactics), Far Shot, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, Trustworthy.

Talents (Smart Hero): Linguist

Talents (Charismatic Hero): Coordinate

Talents (Dedicated Hero): Skill Emphasis (Diplomacy)

Class Features (Soldier): Weapon Focus (L85), Weapon Specialization (L85)

Class Features (Negotiator): Conceal Motive, React First

Occ: Military (Navigate, Survival)

Possessions: FN Browning Hi-Power autoloader pistol; 4 Browning HP magazines; BDUs; binoculars, electro-optical; combat knife; tactical radio; undercover vest armor.

Background: Brigadier Williams has risen through the ranks of the British Army, having begun his career early in 1968. He has moved through most of the units, including a stint with the SAS. He has been involved in NATO and United Nations operations previously, which is why he was chosen as the commander of CASFOR-A. Williams has worked with the Royal Marines Commando before, and the officers of

the RMC trust him even if he is Army.

Brigadier Williams is decisive, but open to opinion. He prefers to get as much information as possible before making a decision, but he also has battlefield experience, meaning he can make a snap decision when necessary. He trusts his subordinates to follow their orders. He does not want to micro-manage, though he likes to be informed of progress and problems.

Goal: While Brigadier Williams would like to bring all his men home unharmed, he's aware that would necessitate keeping them out of harm's way, meaning he could not complete his mandate. To Williams, the mission is paramount. He will not sacrifice men needlessly, though he is willing to order men into a possibly lethal situation.

Motivation: The brigadier has plenty of experience with insecure areas and he believes strength and resolve are necessary. It has become a belief among certain elements that inflicting casualties will lead to a withdrawal of Western forces. If given the choice, Williams will prove this wrong while wreaking vengeance on those who attacked his men.

What He Knows: Williams is aware of the HMA and of their involvement in Ashkashem and Qalashar. He has not been made aware of the type of weapon developed in Qalashar. He knows there is an anti-government faction within the Security Intelligence Group. He does not know who supports the HMA or the rogue faction. He knows Sloane and his Bravo Section are Increment, but he also knows Sloane's reputation and is happy to have the captain operate independently, though if necessary, the brigadier would shut the captain down.

What Will He Tell: He shares information with Sloane when he deems it necessary. He will do the same with another Increment section. He will not, however, offer any information to anyone outside CASFOR-A or the United Kingdom's forces.

Tactics: Williams will never be in a position in which he will engage in combat alone. If he does find himself in a firefight, he'll snatch up an L85A2 if one is handy. If not, he'll Double Tap with his trusty HP. With an L85A2, he'll act in a support capacity, using autofire to keep the enemy off-balance.

Major James Walters Officer In Charge, CASFOR-A security element

3 Dedicated Hero/3 Smart Hero/4 Soldier/3 Infiltrator: CR 13; 38 year-old Male; HD 3d6+9 and 3d6+9 and 4d10+12 and 3d8+9; hp 91; MAS 16; Init +3; Spd 30 ft.; Def 20, touch 20, flatfooted 17; BAB +7/+2; Grap +8/+3; Atk +8/+3 melee (1d4+1, combat knife), or +11/+6 ranged (2d8+2, C8 SFW); FS 5 ft. by 5 ft.; Reach 5 ft.; AL RMC; SV Fort +9, Ref +10, Will +7; AP 6; Rep +3; Str 12, Dex 16, Con 16, Int 14, Wis 12, Cha 13

Skills: (modifiers in parentheses include armor penalty) Balance +9 (+7), Computer +8, Escape Artist +7 (+5), Decipher Script +8, Demolitions +7, Disable Device +14, Hide +12 (+10), Intimidate +6, Investigate +8, Knowledge (behavioral sciences) +5, Knowledge (current events) +6, Knowledge (history) +8, Knowledge (popular culture) +4, Knowledge (streetwise) +10, Knowledge (tactics) +6, Listen +14, Move Silently +14 (+12), Navigate +7, Profession +3, Read/Write Language (Arabic, English, Tajik), Search +7, Sense Motive +3, Speak Language (Arabic, English, Tajik), Spot +12, Survival +7

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Blind-Fight, Double Tap, Educated (history, streetwise), Far Shot, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy

Talents (Smart Hero): Exploit Weakness, Savant (Disable Device)

Talents (Dedicated Hero): Aware, Skill Emphasis (Disable Device)

Talents (Soldier): Tactical Aid, Weapon Focus (C8 SFW), Weapon Specialization (C8 SFW)

Talents (Infiltrator): Improvised Implements, Sweep

Occ: Military (Hide, Move Silently)

Possessions: C8 SFW carbine (illuminator; scope, electro-optical); 4 SFW magazines; SIG Sauer P226; 2 P226 magazines; BDUs; binoculars, electro-optical; combat knife; load-bearing vest; tactical radio; undercover vest armor.

Background: Major Walters is the leader of the security element for CASFOR-A. He is a veteran Royal Marines Commando with experience in the Brigade Patrol Troop (previously known as the Arctic and Mountain Warfare Cadre) and the Special Boat Service. Brigadier Williams has worked with Walters before and chose him specifically for this mission. Walters is well-liked and trusted by his men. He also commands the QRF elements, though he is very hands-off during tactical situations, relying on his commanders.

Major Walters is educated, well-spoken and always considerate when dealing with the Albenistani populace. He speaks Tajik without an accent and is well-versed in Muslim traditions and the Koran. Walters can understand why many of the locals harbor ill-will toward CASFOR-A, and so he is very careful not to add any fuel to that particular fire. As such, he is certain to be sparing with the use of the QRF, usually leaving small situations to the local authorities.

If the PCs are from the UK's Special Forces Group, there is a good chance Walters will know them. They will also likely know Walters from his time with the SBS.

Goal: Walters wants to leave as slight an operational footprint as possible. He wants to secure the area, but he sees CASFOR-A as support for the local authorities. The Albenistanis need to feel that they can clean up their own messes, and if CASFOR-A is considerate of this, there is more likelihood that the government will be willing to seek international help in the future.

Motivation: Walters is a bit of an adrenaline junky. He likes stability missions and peace-keeping operations because they offer excitement and pressure but also present a humanitarian goal. It helps others see the military as something other than a band of killers.

What He Knows: Walters is very close to Sloane, and he is aware of the names Boboyev and Colonel Iskanov. He knows that Abbas is the leader of the HMA and that Sloane has suspicions that the HMA are up to some major project in Khorforjan.

What Will He Tell: Walters will discuss nothing with anyone outside the chain of command. If Sloane requests the presence of the PCs or indicates they are involved in the Increment operation, Walters will accept that and consider the PCs "in the loop."

Tactics: Walters would like to lead from the front, but he knows that is no longer his job. If in conflict, he will direct combat and liaise with command. He is not gung-ho and if things get too hairy, he will be ready to pull his team out. He is not squeamish though, and if a fight erupts, he'll use everything at his disposable to insure CASFOR-A comes out on top.

If forced into combat, he'll Double Tap opponents. He will also be ready to lend assistance to any fallen troops.

Captain Mike Avery Officer, CASFOR-A Khorforjan QRF

2 Strong Hero/ 2 Charismatic Hero/ 1 Dedicated Hero/ 3 Soldier: CR 8; 36 year-old Male; HD 2d8 plus 2d6 plus 1d6 plus 3d10; hp 35; MAS 10; Init +2; Spd 30 ft.; Def 23, touch 18, flatfooted 21; BAB +5; Grap +7; Atk +7 melee (1d4+2, combat knife), or +8 ranged (2d8+2, L85A2) or +6 ranged (2d6, Browning HP); FS 5 ft. by 5 ft.; Reach 5 ft.; AL RMC; SV Fort +7, Ref +6, Will +3; AP 4; Rep +3; Str 14, Dex 15, Con 10, Int 10, Wis 12, Cha 13

Skills: Diplomacy +8, Gather Information +6, Intimidate +8, Knowledge (streetwise) +3, Knowledge (tactics) +4, Listen +6, Navigate +6, Read/Write Language (English), Repair +3, Sense Motive +4, Speak Language (English, French, German), Spot +6, Survival +7.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Double Tap, Far



Shot, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency.

Talents (Strong Hero): Melee Smash

Talents (Charismatic Hero): Coordinate

Talents (Dedicated Hero): Skill Emphasis (Diplomacy)

Class Features (Soldier): Weapon Focus (L85), Weapon Specialization (L85)

Occ: Military (Knowledge [tactics], Navigate)

Possessions: L85A2 assault rifle; 4 L85A2 magazines; FN Browning Hi-Power autoloader pistol; 2 Browning HP magazines; BDUs; combat knife; compass; flashlight; light-duty vest armor; load-bearing vest; maps, local; multi-purpose tool; PLGR (precision, lightweight GPS receiver); squad radio; tactical radio.

Background: Avery has had a fifteen year career with the RMC. Many expect that he will one day lead 40 Commando. He regularly works alongside Major Walters and the two trust each other implicitly. Captain Avery has had extensive experience in peace-keeping and stability operations so he is well-versed in the protocols for an operation like CASFOR-A

Captain Avery is a quiet, stoic individual. He does not complain, though he will bring any difficulty affecting his men to his commanding officer's attention. He is cool under fire and he is able to spread his composure among his men. Over the tactical radio, he will speak loud enough to be heard, but excitement or anger never touches his voice.

Goal: Avery is very concerned for his men. He does not like to put them in harm's way, though he is aware this is his job. He is very careful, very precise and deliberate in the field. He can make quick decisions when necessary, but even then he delivers orders with crisp assurance.

Motivation: Though quiet, Avery is very emotionally tied to his unit and his men. The RMC is his family and he feels somewhat like an older brother, with his men as his siblings or perhaps his bratty, snot-nosed nephews.

What He Knows: Captain Avery has noted the change in atmosphere since Bravo Section's arrival, though he has been officially told that the four shooters are attached to 14 Independent Intelligence Company. Avery is aware of the HMA and that it seems to be gearing up for an operation. With Sloane and his crew in Khorforjan, Avery has a good idea he is likely at the nexus for the next action.

What Will He Tell: He will relay information to his commanding officer and will give his men all the information they need to stay safe. He is, however, very strict about operational security. He will be very close-lipped with the PCs even if he believes they are with the Detachment.

Tactics: Avery will stay near the forefront of combat, but far enough back that he feels he is getting a good idea of the ebb and flow of the entire situation. He will be focused on taking in all his men's positions, finding the enemy positions, and directing the action. If he gets into it, he Double Taps. If he notes a concentration of enemy, he'll spray off a couple of autofires.

Captain Mark Stewart Officer, CASFOR-A Khorforjan QRF

3 Strong/5 Soldier: CR 8; 38 year-old Male; HD 3d8+6 plus 5d10+10; hp 56; MAS 14; Init +2; Spd 30 ft.; Def 20, touch 17, flatfooted 18; BAB +6/+1; Grap +7/+2; Atk +7/+2 melee (1d4+1, combat knife), or +9/+4 ranged (2d8+2, L85A2), or +8/+3 ranged (2d6, Browning HP); FS 5 ft. by 5 ft.; Reach 5 ft.; AL RMC; SV Fort +7, Ref +6, Will +3; AP 4; Rep +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 10

Skills: (modifiers in parentheses include armor penalty) Demolitions +5, Drive +7, Knowledge (tactics) +3, Navigate +5, Read/Write Language (English), Repair +3, Speak Language (English), Spot +6, Survival +5, Swim +4 (+2).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light),

Combat Martial Arts, Double Tap, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency.

Talents (Strong Hero): Extreme Effort, Melee Smash

Class Features (Soldier): Improved Critical (L85), Tactical Aid, Weapon Focus (L85), Weapon Specialization (L85)

Occ: Military (Navigate, Survival)

Possessions: L85A2 assault rifle; 4 L85A2 magazines; FN Browning Hi-Power autoloader pistol; 2 Browning HP magazines; BDUs; combat knife; compass; flashlight; load-bearing vest; maps, local; multi-purpose tool; PLGR (precision, lightweight GPS receiver); squad radio; tactical radio; undercover vest armor.

Background: Captain Stewart has been around a little longer than Captain Avery, but isn't likely to advance much farther. It isn't that Captain Stewart is a bad soldier, but he is a tactical commander rather than a strategic one. He would be the first to admit it. He could see himself a major, but wouldn't particularly care if he retired a captain.

Stewart is man's man. He thrives in the field and in the military environment. He enjoys a pint, talks sports and can mule in the field with the best of them. He has tight control of his emotions. He is, however, aware that the world is a changing place. He keeps watch over his boys for any "mental fatigue" or post-traumatic stress disorder. He's seen it before and he knows he'll see it again. He doesn't consider this a weakness as he's seen some very high-speed door-kickers affected by it.

Goal: Stewart gets the job done with the least muss and the least fuss. It's all smiles and candy for those with a wave and a hello, and it's a whole kit of trouble for anyone offering a dustup.

Motivation: Stewart has found his place in the world. He loves soldiering, and he's good at it. His men like him, his commanding officer respects him and he feels good at the end of the day. He can look himself in the mirror at the end of the day and say "I did some good" without lying.

What He Knows: He knows there's trouble brewing in Khorforjan. He's expecting a lot of shouting and shooting soon enough. He knows the trouble will come from the HMA. Other than that, he doesn't know much. He trusts he'll be told what he needs to know.

What Will He Tell: Well, he doesn't know anything everyone else in CASFOR-A hasn't already figured out, so he isn't careful what he says.

Tactics: In combat, Captain Stewart will be leading his men more then fighting, so he rarely is in the thick. He needs to maintain his operational awareness. If push does come to shove, Stewart will engage using Double Tap. He'll use cover to his advantage and keep moving, either forward or back.

Lieutenant Richard Grey Officer In Charge, SBS element

1 Smart Hero/ 2 Fast Hero/ 2 Strong Hero/ 4 Soldier/ 1 Infiltrator/ 2 CT Assaulter: CR 12; 32 year-old Male; HD 1d6+1 plus 2d8+2 plus 2d8+2 plus 4d10+4 plus 1d8+1 plus 2d8+2; hp ; MAS 10; Init +6; Spd 30 ft.; Def 26, touch 23, flatfooted 23; BAB +8/+3; Grap +9/+4; Atk +9/+4 melee (1d4+2, combat knife), or +12/+7 ranged (2d8+2, HK53) or +11/+6 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL RMC; SV Fort +5, Ref +8, Will +1; AP 6; Rep +1; Str 13, Dex 16, Con 13, Int 12, Wis 12, Cha 10

Skills: (modifiers in parentheses include armor penalty) Computer Use +2, Craft (electronic) +2, Craft (mechanical) +2, Craft (structural) +2, Decipher Script +2, Demolitions +6, Disable Device +8, Hide +8 (+6), Intimidate +6, Knowledge (behavioral sciences) +3, Knowledge (civics) +2, Knowledge (current events) +3, Knowledge (tactics) +6, Listen +3, Move Silently +8 (+6), Navigate +4, Read/Write Language (Arabic, English, Russian), Repair +2, Search +1, Speak Language (Arabic, English, Russian, Tajik), Spot +10, Survival +4, Swim +4 (+2), Tumble +4 (+2).

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Dodge, Double Tap, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Reload, Simple Weapon Proficiency, Stealthy.

Talents (Smart Hero): Linguist

Talents (Fast Hero): Evasion

Talents (Strong Hero): Melee Smash

Class Feature (Soldier): Tactical Aid, Weapon Focus (HK53), Weapon Specialization (HK53)

Class Feature (Infiltrator): Sweep

Talents (CT Assaulter): Breaching, CQD

Occ: Military (Hide, Move Silently)

Possessions: H&K HK53 short assault rifle (illuminator; laser sight, removable suppressor), 6 HK53 magazines, SIG Sauer P226 autoloader pistol, 2 P226 magazines, combat knife; binoculars, electro-optical; chem-lights (5); compass; flashlight; handcuffs, zip-tie (25); load-bearing vest; maps, local; multi-purpose tool; night vision goggles; PLGR (precision, lightweight GPS receiver); rope (synthetic, 75 ft); squad radio; tactical radio; undercover vest armor.

Background: Lieutenant Grey spent his time with RMC before joining the Special Boat Service. He still has many connections and contacts in 40 Commando so he was a natural choice to lead the troop when an SBS element was requested by Brigadier Williams. Grey has worked with Williams and Walters before, and knows Avery and Stewart. While there hasn't been a lot of action for the SBS operators, Sloane has been asking for Grey's assistant regularly. The operators are doing lots of undercover work in the city, getting a feel for the rough areas, listening to the whispers and warnings.

Grey is a quiet, softly sarcastic officer with a touch of the mischievous school boy. He plays pranks, tells naughty jokes and spouts off about footie. In the field, he becomes a complete professional. He trusts his NCOs, leads from the front and will put himself rather than his men at risk. He's a junior officer and most of his men have more experience in the field than him. He knows that, so he commands with a very light hand. Still, he is in command and will not allow that to be forgotten.

Goal: This is Grey's first real command. He is the command officer on site for the SBS. He wants to bring back all his boys but he also wants to get blooded.

Motivation: Grey has a need to prove himself. It's what led him into the SBS. He also has a strong ethical streak. He wants to be involved in a project that will make a positive difference in people's lives.

What He Knows: Grey knows almost everything. He believes that Abdurahkim Boboyev and Muzaffar Hameed are men of authority in the HMA. He knows that Sloane has put Boboyev under surveillance and is trying to keep tabs on Hameed. Grey knows Sloane is investigating the local SIG officers and has put Colonel Olim Iskanov under signals surveillance.

What Will He Tell: Grey will reveal nothing except to Sloane or Brigadier Williams. He is very security conscious. If ordered by Brigadier Williams or told by Sloane to present information, Grey will still do so with great reluctance. If the PCs are from the Special Forces Group, Grey will likely know them, and so he won't be worried about sharing information with them.

Tactics: Grey doesn't much like autofire. He'll Double Tap, always using cover and always using Dodge against the most dangerous opponent. He'll be the first into a fight and the last out of it. He isn't stupid, and he's not going to keep his men in a fight they can't win or that will likely lead to a death in the ranks.

Captain Terry Wright 5th SFG, Operational Detachment Alpha Commander

2 Smart Hero Hero/ 2 Dedicated Hero/ 2 Charismatic Hero/ 2 Negotiator/ 2 Soldier: CR 10; 39 year-old Male; HD 2d6+2 plus 2d6+2

plus 2d6+2 plus 2d8+2 plus 2d10+2; hp ; MAS 10; Init +2; Spd 30 ft.; Def 21, touch 18, flatfooted 19; BAB +5; Grap +5; Atk +5 melee (1d4, combat knife), or +8 ranged (2d8+2, M4A1), or +7 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SF; SV Fort +9, Ref +6, Will +9; AP 5; Rep +5; Str 10, Dex 14, Con 12, Int 16, Wis 15, Cha 14

Skills: Bluff +10, Computer Use +8, Decipher Script +8, Diplomacy +12, Demolitions +8, Disable Device +8, Forgery +8, Gather Information +12, Intimidate +9, Knowledge (behavioral sciences) +6, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (history) +4 Knowledge (popular culture) +4, Knowledge (streetwise) +9, Knowledge (tactics) +5, Listen +12, Navigate +8, Read/Write Language (Arabic, English, Farsi), Repair +6, Research +8, Sense Motive +10, Search +4, Speak Language (Arabic, English, Farsi, Tajik), Spot +12, Survival +8

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Burst Fire, Combat Expertise, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, Track, Trustworthy.

Talents (Smart Hero): Linguist

Talents (Dedicated Hero): Empathy

Talents (Charismatic Hero): Coordinate

Class Features (Negotiator): Conceal Motives, React First

Class Features (Soldier): Weapon Focus (M4), Weapon Specialization (M4)

Occ: Military (Navigate, Survival)

Possessions: M4A1 carbine (illuminator; laser sight; scope, electro-optical; removable suppressor), 6 M4A1 magazines, SIG Sauer P226 autoloader pistol, 4 P226 magazines, combat knife; binoculars, electro-optical; chem-lights (5); compass; flashlight; handcuffs, zip-tie (25); load-bearing vest; maps, local; multi-purpose tool; night vision goggles; PLGR (precision, lightweight GPS receiver); rope (synthetic, 75 ft); squad radio; tactical radio; undercover vest armor.

Background: Capt. Wright has almost twenty years experience in the military. He started in the Rangers than moved into Army Special Forces. He has operated throughout the Middle East and Central Asia. When the US SOCOM wanted observers attached to CASFOR-A, Capt. Wright's knowledge of Tajik led to his selection. He is very interested in observing the RMC interoperability with both the multi-national CASFOR-A and the local authorities. So far, Wright is impressed. He also enjoys working alongside Lt. Grey and the SBS operators.

Wright has a very open, winning smile and has proved very popular among the locals. Those locals who know him call him Terry. While a devout Christian, Wright has great respect for the Albenistani Muslims. He has read through the Koran and can quote it to good effect.

Goal: Wright has been attached to CASFOR-A as it is operating very close to the Afghani border. He has orders to assist in any fashion required. So far, that has been mostly riding out with patrols and being a contact figure for the locals.

Motivation: Capt. Wright is a crusader in the sense that he wants to do good deeds. He believes his present mission will accomplish this as CASFOR-A has already increased the security in Khorforjan and with continued effort, may be able to extend that along the border.

What He Knows: Sloane has not been entirely forthcoming with the US Army Special Forces personnel. Still, Wright attends briefings regularly so he is aware of the situation in regards to the HMA. He has surmised, as has everyone in the camp, that the increasing tension in Khorforjan is HMA-based. He is not aware, however, of the anti-government conspiracy or of the Security Intelligence Group's involvement in that.

What Will He Tell: He has little to tell, but what he does know he will not share with anyone outside of CASFOR-A. He may pass along general warnings to Manuel Gonzalez with Global Shield Security Services, as Manny was once Special Forces.

Tactics: Wright picks his targets carefully. He will use Burst Fire until

he is low on ammunition. He will always use cover and concealment. He will never remain static in combat, especially if there is the chance the enemy could flank him.

Sergeant First Class Jeff Vandembush 5th SFG, Engineer NCO

2 Smart Hero/ 2 Dedicated Hero/ 2 Fast Hero/ 2 Infiltrator/ 2 Soldier: CR 10; 35-year old Male; HD 2d6+4 plus 2d6+4 plus 2d8+4 plus 2d8+4 plus 2d10+4; hp 63; MAS 14; Init +2; Spd 30 ft.; Def 26, touch 23, flatfooted 23; BAB +5; Grap +6; Atk +6 melee (1d4+1, combat knife), or +9 ranged (2d8+2, M4A1), or +8 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SFG; SV Fort +6, Ref +10, Will +5; AP 5; Rep +3; Str 12, Dex 16, Con 14, Int 15, Wis 13, Cha 12

Skills: (modifiers in parentheses include armor penalty) Computer Use +3, Craft (electronic) +3, Craft (mechanical) +4, Craft (structural) +3, Decipher Script +4, Demolitions +14, Disable Device +8, Hide +6 (+4), Knowledge (civics) +3, Knowledge (current events) +4, Knowledge (earth and life sciences) +2, Knowledge (physical sciences) +5, Knowledge (tactics) +3, Listen +8, Move Silently +6 (+4), Navigate +5, Read/Write Language (Arabic, English), Repair +5, Speak Language (Arabic, Dari, English, Pashto, Tajik), Spot +8, Survival +6, and Tumble +5 (+3).

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Burst Fire, Cautious, Double Tap, Far Shot, Point Blank Shot, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents (Smart Hero): Linguist

Talents (Dedicated Hero): Empathy

Talents (Fast Hero): Evasion

Class Features (Infiltrator): Improvised Implements, Sweep

Class Features (Soldier): Weapon Focus (M4), Weapon Specialization (M4)

Occ: Military (Demolitions, Survival)

Possessions: M4A1 carbine (illuminator; laser sight; scope, electro-optical; removable suppressor), 6 M4A1 magazines, SIG Sauer P226 autoloader pistol, 4 P226 magazines, combat knife; binoculars, electro-optical; chem-lights (5); compass; flashlight; handcuffs, zip-tie (25); load-bearing vest; maps, local; multi-purpose tool; night vision goggles; PLGR (precision, lightweight GPS receiver); rope (synthetic, 75 ft); squad radio; tactical radio; undercover vest armor.

Background: Vandembush is another ex-Ranger who joined Army Special Forces. Like Wright, he has been operating in the Middle East and Central Asia for almost a decade and speaks fluent Tajik. He worked alongside Manuel Gonzalez in the Special Forces, so he is Manny's main contact with CASFOR-A. It was Vandembush who acquired the M14 DMR for Manny.

Vandembush is an observer. He talks little and is always very careful with his speech. He will listen and only enter a conversation when specifically requested. Some people consider him shy, others arrogant. He's neither really. He is simply more comfortable listening than talking.

Goal: Vandembush is always looking for something new, something different. This is his first chance to work under British command in a UN operation, so he's quite excited about the whole experience.

Motivation: Vandembush's defining characteristic is curiosity. It pushed him through school and pushed him into the Special Forces. It's helped him on every operation he's been on. That same natural curiosity makes every new experience a treasure.

What He Knows: Vandembush has put together a lot of information that he has overheard and has formulated a hypothesis. He knows the HMA are involved in an operation in or around Khorforjan, but he believes there is another actor involved. Based on what he's heard, he's guessing it's a force in the government. He expects a military coup d'etat, but he can't quite figure out how that is going to work into the

HMA's plans, unless one or the other is keeping an agenda secret. He's interested to see how this will all turn out.

What Will He Tell: He's willing to discuss his theories with anyone who might be able to offer him more information or at least a different analysis. He won't be discussing anything with anyone outside of CASFOR-A though he would dearly love to sit down with Manny and hash out his ideas.

Tactics: Vandembush will try to ghost through a fight. After firing, he'll try to use concealment, cover and Move Silently to occupy a new location without the enemy realizing his new position. He will not remain static. He'll try to synchronize his movement with others in his unit, using their attacks to cover his movement and finding positions which will allow him to cover flanks or otherwise protect his comrades. Vandembush will use Double Tap on targets beyond 4 range increments and Burst Fire on targets at or within 4 range increments.

Standard RMC Trooper

Tough Ordinary 3/Fast Ordinary 2/Strong Ordinary 2: CR 6; HD 3d10+6 plus 2d8+4 plus 2d8+4; HP 49; Mas 15; Init +1; Spd 30 ft; Defense 23, touch 20, flatfooted 21; BAB +5; Grap +7; Atk +7 melee (1d4+2, combat knife), or +7 ranged (2d8, L85A2); FS 5 ft by 5 ft; Reach 5 ft; AL RMC; SV Fort +6, Ref +5, Will +2; Rep +1; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: (modifiers in parentheses include armor penalty) Climb +6 (+4), Hide +8, Intimidate +2, Knowledge (tactics) +4, Move Silently +8 (+6), Navigate +4, Repair +2, Spot +5, Survival +4, Swim +6 (+4), and Tumble +6 (+4).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Combat Martial Arts, Far Shot, Personal Firearms Proficiency

Occ: Military (Knowledge [tactics], Navigate)

Possessions: L85A2 assault rifle; 6 L85A2 magazines; 4 fragmentation grenades; 2 smoke grenades; BDUs; combat knife; compass; flashlight; load-bearing vest; maps, local; multi-purpose tool; tactical radio; undercover vest armor.

Background: These soldiers have completed one of the toughest, most strenuous military training regimes in the world. They are considered a cut above the standard soldier—tougher, smarter, more deadly. The Royal Marines Commando has a higher operational tempo than most other military units in the United Kingdom, so a majority of the soldiers have seen action of one sort or another.

Goal: For everyone, something a little different. For most, they want to survive their rotation, take care of their brothers-in-arms and complete their mission.

Motivation: These soldiers are not killers and they are not thugs. They have orders they will follow. War is chaos and fear, so mistakes happen. Overall, the RMC Troopers will fight when necessary. They are not suicidal, but understand—for the most part—that theirs is not a normal job.

What He Knows: Everyone on the base is aware of the HMA. The rumor is that the insurgents have something extremely nasty planned. Most of the troopers believe the fuse has been lit and are now waiting for the fireworks.

What Will He Tell: While they might spout off and spread rumor and gossip, most of the soldiers don't know anything of extreme significance. Plenty will exhibit verbal diarrhea given enough alcohol.

Tactics: Unless in an extremely untenable position, most RMC Troopers will keep their cool and place their shots prudently. They will conserve their ammunition, pick their targets carefully while using any cover offered. They fight as a team, attempting to maintain battlefield awareness. When faced with a nice, tight pack of targets, autofire is a lovely option. If they need to shake things up a bit, there's always a grenade.

NPCS 5.5 – THE INCREMENT, BRAVO SECTION

Bravo Section is the Increment unit in place in Khorforjan. If the PCs come from the United Kingdom's Special Forces Group, they will know all these operators, at least by reputation. If the PCs meet any of the Bravo Section operators, there is a good chance the Bravo Section operators will recognize the PCs. Any attempt at identification by either side receives a +10 circumstance bonus.

The backgrounds of these characters were adapted from backgrounds written by the playtesters. I would like to thank Sandy Mackay (WO2 Dacks), Brad Clark (CSgt Azari) and Chris Pockett (SSgt Barlowe).

These characters are also presented in the RPG Charity product *Heroes for Hope*. The product offers a detailed background, description, plot hooks and quotes for each of the characters. Also, the proceeds for this product go to Oxfam. While *Heroes for Hope* is not necessary to use Bravo Section in the adventure, it would be a good investment for a GM as it presents a large number of characters for fantasy, modern and future campaigns.

Captain David Sloane, Commanding Officer of the Increment's Bravo Section

Smart Hero 4/ Fast Hero 3/ Soldier 2/ Infiltrator 3/ CT Assaulter 3: CR 15; 41-year old Male; HD 4d6+4 plus 3d8+3 plus 2d10+2 plus 3d8+3 plus 3d8+3; hp 101; MAS 13; Init +6; Spd 30ft.; Def 28, touch 25, flatfooted 26; BAB +9/+4; Grap +9/+4; Atk +9/+4 melee (1d4, combat knife), or +12/+7 ranged (2d8+2, C8 SFW), or +11/+6 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SIS Increment; SV Fort +8, Ref +12, Will +6; AP 7; Rep +5; Str 11, Dex 15, Con 13, Int 16, Wis 14, Cha 15.

Skills: (modifiers in parentheses include armor penalty) Balance +6 (+4), Bluff +10, Computer Use +10, Craft (chemical) +5, Craft (electronic) +5, Craft (mechanical) +5, Craft (pharmaceutical) +5, Craft (structural) +5, Decipher Script +7, Demolitions +11, Disguise +10, Disable Device +13, Escape Artist +8 (+6), Forgery +10, Hide +14 (+12), Intimidate +8, Investigate +5, Knowledge (behavioral sciences) +7, Knowledge (business) +4, Knowledge (civics) +7, Knowledge (current events) +7, Knowledge (earth and life sciences) +4, Knowledge (history) +6, Knowledge (physical sciences) +4, Knowledge (popular culture) +6, Knowledge (streetwise) +10, Knowledge (tactics) +9, Knowledge (technology) +5, Knowledge (theology and philosophy) +5, Listen +14, Move Silently +14 (+12), Navigate +14, Read/Write Language (Arabic, English, German, and Tajik), Research +5, Search +4, Sense Motive +10, Speak Language (Arabic, English, German, and Tajik), Spot +14, Survival +10.

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Burst Fire, Cautious, Dodge, Double Tap, Improved Initiative, Meticulous, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Reload, Simple Weapons Proficiency, Stealthy

Talents (Smart Hero): Exploit Weakness, Linguist

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Class Features (Soldier): Weapon Focus (C8 SFW/M4), Weapon Specialization (C8 SFW/M4)

Class Features (Infiltrator): Sweep, Improvised Implements

Talents (CT Assaulter): CQD, Breach

Occ: Adventurer (Bluff, Disable Device)

Possessions: Diemaco C8 Special Forces Weapon carbine (illuminator; laser sight; scope, electro-optical; removable suppressor); 6 C8 SFW magazines; SIG Sauer P226 autoloader pistol; 2 P226 magazines; combat knife; binoculars, electro-optical; chem-lights (5); compass; flashlight; maps, local; load-bearing vest (mesh vest); multi-purpose tool; night vision goggles; PLGR (precision, lightweight GPS receiver); rope (synthetic, 75 ft); squad radio; tactical radio; undercover vest armor.

Possessions, Undercover: H&K MP5K submachine gun (+11/+6 ranged, 2d6; illuminator; laser sight); 6, 15-round MP5K magazines; SIG Sauer P226 autoloader pistol in concealed carry holster; 2 P226 magazines; combat knife; binoculars, electro-optical; chem-lights (5); compass; day pack (appears as large camera bag, contains MP5K and other equipment); flashlight; PLGR (precision, lightweight GPS receiver); maps, local; multi-purpose tool; night vision goggles (if working at night); tactical radio; undercover vest armor.

Background: Captain David Sloane is the kind of man who cultivates mystery. He never speaks of his childhood. On occasion, Sloane will tell of his time in the PARAs, but for the most part, Sloane seems to have sprung full-grown from nothingness when he joined the military.

Sloane began his long and quietly illustrious career with 2 PARA. He saw his first action in 1982 during Operation CORPORATE—the battle to retake the Falkland Islands. By 1991 and the Gulf War, Sloane was a captain and had been moved into a headquarters position. As a desk did not suit his temperament, Sloane decided to attempt SAS selection. Though it presented him with his greatest physical and mental challenge, he succeeded in his initial attempt.

Sloane remained with the SAS as long as he could. Officers tended to be rotated out with regularity, but Sloane stayed under the radar. By 2000, Sloane was looking at a return to unit. While he respected the PARAs, he could not imagine returning there. A second option was presented. Sloane accepted a position with 14 Independent Intelligence Company, known as the Detachment.

It was through the Detachment that Sloane was assigned to the Increment in Albenistan. He and Lt. Cameron Sykes of the SAS were the first operators to begin what turned out to be an extensive Special Intelligence Service operation in Central Asia.

If you wish to learn more about Captain David Sloane, a full background and description are offered in RPG Charity's *Heroes of Hope*, available at RPG Now and DriveThru RPG. *Heroes of Hope* is a charitable project.

Goal: Sloane's goal is the same as it has always been, be the best soldier possible and complete the mission. Very mission-oriented, Sloane is more than capable of sacrificing himself and his men. His Increment section is well-aware of this, but they recognize that Sloane asks more of himself than of them. He has inspired almost fanatical loyalty from his Bravo Section. Lt. Cameron Sykes also thinks very highly of Sloane, having worked with him both in the SAS and through the Increment.

Motivation: Sloane is part crusader, part action junky. He would not have guessed as much about himself until his first actual combat with 2 PARA. He proved not only capable, but out-standing. Sloane does not panic, ever. Physically, there are many men faster and stronger, but Sloane is a great combat leader because he always uses his head and his wits never leave. He has also completely buried his ego. If someone else can do something better or has a better plan than he, Sloane will completely surrender control. Sloane is about getting the job done, whatever it takes.

Sloane also believes he can make a difference in the world. In his time in the military, he has seen much suffering and much of what he considers evil. He has also seen military forces alleviate suffering and destroy evil. He knows that the military is limited, and that too often it is only used when politically expedient. As politicians can duck responsibility when using the Increment, they are likely to deploy it to deal with a problem the army itself cannot, for political or public relations reasons, address.

What He Knows: Very little happening in Khorforjan has passed Sloane's notice. Through Khadr, he has gained a general knowledge of the HMA. He suspects that Abdurahkim Boboyev and Muzaffar Hameed are men of authority. As such, he has put Boboyev under surveillance and is trying to keep tabs on Hameed. He would do more, but he has

limited resources. He is not aware of Khadr's relationship with Ikrom Kamilov, but has his suspicions regarding Khadr's loyalties.

Since learning of the Security and Intelligence Group's involvement at the Qalashar Facility, Sloane has begun to investigate the local SIG officers. He suspects Colonel Olim Iskanov is involved, but has no proof. He has placed Iskanov under signals surveillance.

What Will He Tell: He will reveal everything he knows to another Increment operator. Otherwise, he is very circumspect when offering information. He has not told Brigadier Michael Williams or Major James Walters of CASFOR-A everything he knows. They have accepted this, understanding the need for operational security.

Tactics: Sloane tends to use burst-fire often. He will always target the leader of any group of opponents. He uses whatever cover is available and prefers to keep moving. He does not like to provide a stationary target. If faced with a large number of tightly grouped opponents, Sloane might use autofire, but he is much more likely to thin out the crowd with a couple of burst-fire attacks. Sloane is always aware of his allies and will not leave anyone behind. He will protect a wounded comrade and remove that individual from danger if there is no other help available. More commonly, Sloane will provide covering fire while Azari administers first aid.

Warrant Officer 2nd Class Joel Dacks, Second in Command and intelligence officer

Smart Hero 3/ Dedicated Hero 2/ Charismatic Hero 2/ Soldier 3/ Infiltrator 2: CR 12; 36-year old Male; HD 3d6+3 plus 2d6+2 plus 2d6+2 plus 3d10+3 plus 2d8+2; hp 61; Mas 12; Init +2; Spd 30 ft.; Def 23, touch 20, flat-footed 21; BAB +8/+3; Grp +8/+3; Atk +8/+3 melee (1d4, combat knife) or +11/+6 ranged (2d8+2, C7 assault rifle) or +10/+5 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL 14 Intel Coy/Increment; SV Fort +8, Ref +10 Will +7; AP 6; Rep +5; Str 11, Dex 14, Con 12, Int 15, Wis 14, Cha 16.

Skills: (modifiers in parentheses include armor penalty) Bluff +10, Computer Use +6, Craft (electronic) +5, Craft (writing) +5, Demolitions +4, Diplomacy +9, Disable Device +9, Disguise +10, Decipher Script +5, Escape Artist +4 (+2), Gather Information +10, Hide +10 (+8), Intimidate +8, Investigate +5, Knowledge (art) +5, Knowledge (behavioral sciences) +6, Knowledge (civics) +5, Knowledge (current events) +5, Knowledge (history) +6, Knowledge (streetwise) +7, Knowledge (tactics) +6, Knowledge (technology) +5, Knowledge (theology and philosophy) +5, Listen +5, Move Silently +11 (+9), Read/Write Language (English, Hebrew, German, French, Russian, Tajik), Research +6, Search +7, Sense Motive +8, Speak Language (English, Hebrew, German, French, Russian, Tajik), Spot +5, Survival +7, and Tumble +8 (+6).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Cautious, Combat Martial Arts, Deceptive, Dodge, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Trustworthy

Talents (Smart): Linguist, Plan

Talents (Dedicated): Skill Emphasis (Gather Information)

Talents (Charismatic): Fast Talk

Class Features: (Soldier): Weapon Focus (C7/M16), Weapons Specialization (C7/M16)

Class Features (Infiltrator): Improvised Implements, Sweep

Occ: Military (Hide, Move Silently)

Possessions: Diemaco C7 assault rifle (illuminator; laser sight; scope, electro-optical; suppressor, removable); 8 C7 magazines; SIG Sauer P226; 4 P226 magazines; combat knife; binoculars, electro-optical; chem-lights (5); compass; flashlight; map, area; load-bearing vest (mesh vest); multi-purpose tool; night vision goggles; PLGR (precision, lightweight GPS receiver); rope (synthetic, 75 ft); satcom (portable satellite radio); tactical radio; undercover vest armor.

Possessions, Undercover: H&K MP7 personal defense weapon (+10/+5 ranged, 2d4; illuminator; laser sight, removable suppressor); 6, 20-round MP7 magazines; SIG Sauer P226 autoloader pistol in concealed carry holster; 2 P226 magazines; combat knife; day pack (appears as camera bag, contains MP7 and other equipment); binoculars, electro-optical; chem-lights (5); compass; flashlight; PLGR (precision, lightweight GPS receiver); maps, local; multi-purpose tool; night vision goggles (if working at night); tactical radio; undercover vest armor.

Background: Dacks' father and grandfather survived Sobibor, though his grandfather died before Dacks' birth. His father, Isaac, was a moderately successful art dealer and his mother, Melda, was an art historian. As a young man in London, Dacks proved rebellious, using his fists to answer any racial slurs aimed his way.

Dacks studied music at the University of Tel Aviv. In Israel, his outlook on life changed. He realized that though he had fought much of his life, he had been sheltered from some of the world's real cruelties. He married his wife, Sonia, a cellist and Bene-Israel Jew from India, and then returned to England. Sonia was already aware what his next step would be.

As soon as he could, Dacks joined the 2nd Battalion, the Parachute Regiment. His intelligence and drive were noticed and he was trained for languages, operations and intelligence. Promotions came quickly and he soon found himself a sergeant in the Pathfinder Platoon.

Just after returning from Sierra Leone, Joel was offered a promotion, but it came with strings attached. The Detachment—14 Independent Intelligence Company—had a joint operation with the US and Israel within the Middle East and they wanted Dacks as part of the team. It was in the Detachment that Dacks met Sloane. When the Increment was assembling a team for Albenistan, Sloane requested Dacks' participation.

If you wish to learn more about Warrant Officer 2nd Class Joel Dacks, a full background and description are offered in RPG Charity's *Heroes of Hope*, available at RPG Now and DriveThru RPG. *Heroes of Hope* is a charitable project.

Goal: Dacks is mission-oriented, much like Sloane, but he considers himself incapable of ordering an individual to undertake an operation likely to end in that individual's death. It is one reason Dacks is happy he is not an officer. However, Dacks is willing to give his life to complete a mission in which he believes. He would be reluctant to do so—he loves his wife and daughter very much—but he believes that his position imposes a responsibility, and that responsibility cannot be ignored.

Motivation: Dacks has come to see the necessity of armed struggle in protecting the innocent. He does not see killing in combat as murder and even were it considered so, he would judge the spiritual damage a sin might cost him an acceptable price to pay. While the military can enforce the will of a tyrant, it usually, though certainly not always, requires a military to overthrow that same tyrant and to protect the innocent from such individuals. Dacks has seen the difference a highly-trained, highly-motivated unit of soldiers can make. He understands that as a soldier he is not free to pursue the causes dearest to him, but he also understands that he and his comrades have done far more good than harm.

Dacks' encounters with prejudice and outright racism have created a strong bond between he and Azari. While Azari is a Muslim and Dacks is a Jew, this does not affect their relationship. Both understand the difficulties the other has faced. They have connected on a level closed to Sloane and Barlowe.

What He Knows: Dacks knows everything that Sloane does. Any information that Dacks learns will be passed on to Sloane.

What Will He Tell: Dacks will not share any information unless permitted by Sloane, his commanding officer.

Tactics: Dacks will engage a target at 10 range increments if possible. He will use cover if at all available and will attack with double tap. If facing a tightly-packed group of adversaries, he would be willing to use autofire. He is always aware of his comrades and will immediately move to provide protection for a wounded ally or innocent. If he is working alongside Azari, he will cover while Azari provides medical treatment.

Color Sergeant Stephen Azari, marksman and combat medic

Dedicated Hero 4/ Fast Hero 2/ Soldier 2/ Infiltrator 1/ Spec Ops Marksman 3: CR 12; 35-year old Male; HD 4d6+4 plus 2d8+2 plus 2d10+2 plus 1d8+1 plus 3d8+3; hp 63; Mas 12; Init +7; Spd 30 ft.; Def 27, touch 24, flat-footed 24; BAB +8/+3; Grp +9/+4; Atk +9/+4 melee (1d3+1, unarmed strike) or +9/+4 melee (1d4+1, combat knife) or +14/+9 ranged (2d10+2, L115A1) or +11/+6 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SBS/Increment; SV Fort +4, Ref +10, Will +4; AP 6; Rep +5; Str 12, Dex 16, Con 12, Int 13, Wis 14, Cha 10.

Skills: (modifiers in parentheses include armor penalty) Craft (pharmaceutical) +9, Knowledge (earth and life sciences) +5, Knowledge (streetwise) +7, Knowledge (tactics) +7, Hide +13 (+11), Listen +6, Move Silently +11 (+9), Navigate +5, Read/Write Language (Arabic, Dari, English, Farsi, Tajik), Sense Motive +5, Speak Language (Arabic, Dari, English, Farsi, Tajik), Spot +14, Survival +8, Treat Injury +20, and Tumble +8 (+6).

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Dead Aim, Double Tap, Far Shot, Improved Initiative, Medical Expert, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency.

Talents (Dedicated): Healing Knack, Healing Touch 1

Talents (Fast): Evasion

Class Features (Soldier): Weapon Focus (L115A1), Weapon Specialization (L115A1)

Class Features (Infiltrator): Sweep

Talents (Spec Ops Marksman): Careful Aim, Personal Weapon Focus (L115A1)

Occ: Emergency Services [Knowledge [earth and life sciences], Treat Injury]

Possessions: L115A1 Long Range Large Caliber Rifle (scope, electro-optical; suppressor, removable); 6 L115A1 magazines; SIG Sauer P226 autoloader pistol; 2 P226 magazines; combat knife; binoculars, electro-optical; 5 chem-lights; compass; flashlight; maps, local; load-bearing vest (mesh vest); multi-purpose tool; night vision goggles; PLGR (precision, lightweight GPS receiver); rope (synthetic, 75 ft); squad radio; tactical radio; undercover vest armor.

Possessions, Undercover: H&K HK53 short assault rifle (+11/+6 ranged, 2d8; illuminator; laser sight), 4, 30-round HK53 magazines; SIG Sauer P226 autoloader pistol in concealed carry holster; 2 P226 magazines; combat knife; day pack (appears as small, tourist backpack, contains HK53 and other equipment); binoculars, electro-optical; chem-lights (5); compass; flashlight; PLGR (precision, lightweight GPS receiver); maps, local; multi-purpose tool; night vision goggles (if working at night); tactical radio; undercover vest armor.

Background: Azari is the child of immigrants from Iran. His father had been an officer in the Shah's military and he expected the incoming religious regime to have vengeance on its mind. While England was cosmopolitan, plenty of prejudice remained. Stephen had a rough time growing up in Liverpool. Though he encountered plenty of racism, Azari also had a mixed group of friends. He was blind to color and blind to religion. Though he was a practicing Muslim, he was not fanatical or overly devout.

After graduating high school, Azari joined the Royal Marines Commando. Completing training at the head of his class, Azari excelled at two particular skills—medicine and marksmanship. Knowing that he

would need to choose one specialty, he chose medicine. His exemplary service and aptitude led to sniper training and finally a position with the elite Brigade Patrol Troop, also known as the Arctic and Mountain Warfare Cadre.

When he believed he had learned all the RMC had to teach him, he applied for the Special Boat Service. He failed in his initial attempt at selection as he was suffering from a serious injury. A year later, completely recovered, he succeeded. With the SBS, Azari operated covertly throughout the Middle East and former Yugoslavia as well as overtly in East Timor. His service also brought him into contact with Captain David Sloane. It was at Sloane's recommendation that the Increment recruited Azari for its operation in Albenistan.

If you wish to learn more about Color Sergeant Stephen Azari, a full background and description are offered in RPG Charity's *Heroes of Hope*, available at RPG Now and DriveThru RPG. *Heroes of Hope* is a charitable project.

Goal: Azari is honestly out to change the world. It is this active optimism that first attracted Sloane's attention. Azari truly believes that he can help improve people's lives. He does understand that often his actions and inactions lead to further problems, but occasionally everything works out. Azari also wishes to constantly improve his skills, especially marksmanship and combat medicine. As a marksman, Azari can act as a guardian angel, protecting his team from on high. As a medic, Azari can aid his wounded comrades.

Motivation: Though prejudice and racism does not seem to have affected Azari, it has made him determined to prove himself. He pushes himself to the extreme in an effort to better himself and confirm his worth in his own mind. Still, he realizes he will not be the best at everything. As an operator for both the SBS and the Increment, he has—for the most part—established his superiority to the vast majority of people. He will continue to push himself, to demand perfection even though he recognizes he can never reach it.

Azari's encounters with prejudice and outright racism have created a strong bond between he and Dacks. While Azari is a Muslim and Dacks is a Jew, this does not affect their relationship. Both understand the difficulties the other has faced. They have connected on a level closed to Sloane and Barlowe.

What He Knows: Azari knows everything that Sloane does. Any information that Azari learns will be passed on to Sloane.

What Will He Tell: Azari will not share any information unless permitted to by Sloane, his commanding officer.

Tactics: Azari prefers to engage a target at 10 range increments. He will take the time to aim his shots. Once a target moves to within 100 feet, Azari will switch to his sidearm. With his P226, Azari will regularly double tap. If undercover and using his HK53, Azari will always double-tap targets. If an ally or innocent is wounded during combat, Azari will immediately move to administer first aid. His team knows enough to provide him cover and protection in such an instance.

Staff Sergeant Jerry Barlowe, demolitions expert, driver and spotter

Smart Hero 3/ Fast Hero 3/ Soldier 3/ Infiltrator 3/ CT Assault 2: CR 14; 35-year old Male; HD 3d6+3 plus 3d8+3 plus 3d10+3 plus 3d8+3; hp 71; Mas 12; Init +3; Spd 30 ft.; Def 26, touch 23, flat-footed 23; BAB +8/+3; Grp +10/+5; Atk +10/+5 melee (1d4+2, combat knife) or +12/+7 ranged (2d8+2, C7 assault rifle) or +11/+6 ranged (3d6, M203 grenade launcher) or +11/+6 ranged (2d6, P226) ; FS 5 ft. by 5 ft.; Reach 5 ft.; AL SAS/Increment; SV Fort +6, Ref +11, Will +7; AP 7; Rep +3; Str 14, Dex 17, Con 12, Int 13, Wis 14, Cha 10.

Skills: (modifiers in parentheses include armor penalty) Computer Use +4, Craft (chemical) +5, Craft (electronic) +4, Craft (mechanical) +5, Craft (structural) +5, Demolitions +19, Disable Device +11, Drive +13, Escape Artist +6 (+4), Gather Information +3, Hide +13 (+11),

Intimidate +3, Knowledge (earth and life sciences) +3, Knowledge (physical sciences) +3, Knowledge (streetwise) +4, Knowledge (tactics) +7, Knowledge (technology) +4, Listen +8, Move Silently +13 (+11), Read/Write Language (English, Russian, Tajik), Repair +6, Search +5, Sense Motive +5, Speak Language (English, Russian, Tajik), Spot +10, Survival +5, and Tumble +8 (+6).

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Burst Fire, Cautious, Double Tap, Exotic Firearms Proficiency (grenade launchers), Far Shot, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Stealthy

Talents (Smart): Savant (Demolitions), Trick

Talents (Fast): Evasion, Uncanny Dodge 1

Class Features (Soldier): Weapon Focus (C7/M16 assault rifle), Weapon Specialization (C7/M16 assault rifle)

Class Features (Infiltrator): Improvised Implements, Sweep

Talents (CT Assaulter): Breach, CQD

Occ: Military (Demolitions, Drive)

Possessions: Diemaco C7 assault rifle (underslung M203 grenade launcher, illuminator; laser sight; scope, electro-optical; suppressor, removable); 8 C7 magazines; 8 40mm fragmentation grenades; SIG Sauer P226; 4 P226 magazines; combat knife; binoculars, electro-optical; chem-lights (5); compass; flashlight; map, area; load-bearing vest (mesh vest); multi-purpose tool; night vision goggles; PLGR (precision, lightweight GPS receiver); rope (synthetic, 75 ft); satcom (portable satellite radio); tactical radio; undercover vest armor.

Possessions, Undercover: H&K MP5K submachine gun (+11/+6 ranged, 2d6; illuminator; laser sight), 6, 15-round MP5K magazines; SIG Sauer P226 autoloader pistol in concealed carry holster; 2 P226 magazines; combat knife; day pack (appears as camera bag, contains MP5K and other equipment); binoculars, electro-optical; chem-lights (5); compass; flashlight; PLGR (precision, lightweight GPS receiver); maps, local; multi-purpose tool; night vision goggles (if working at night); tactical radio; undercover vest armor.

Background: Jerry Barlowe grew up the son of a seamstress and a tradesman working for a demolitions company. When an accident put his father on disability, Barlowe decided to support his family. Unable to find steady work he enlisted in the military. Barlowe gained a posting with 59 Commando Squadron, Royal Engineers.

Barlowe's professionalism and grace under pressure led to a position in 59 Commando's Reconnaissance Troop, in which he operated alongside the Brigade Patrol Troop, Tactical Air Control and Y Troop Radio Reconnaissance in 3 Commando Brigade Royal Marines' Brigade Reconnaissance Force.

Deployed to Sierra Leone as part of Op PALLISER, Barlowe had a chance to work alongside the operators of the 22nd Special Air Service Regiment. On return to the United Kingdom, he attempted SAS selection, possibly the most grueling physical and mental test an individual could undergo.

He succeeded on his first attempt.

Barlowe met Captain David Sloane while in the SAS, and when Sloane needed a team for Albenistan, he requested Barlowe. Lt. Cameron Sykes has often worked alongside Barlowe, and has immense respect for the multi-talented operator.

If you wish to learn more about Staff Sergeant Jerry Barlowe, a full background and description are offered in RPG Charity's *Heroes of Hope*, available at RPG Now and DriveThru RPG. *Heroes of Hope* is a charitable project.

Goal: Barlowe is all about completing the mission. This is tempered by his desire to protect and assist the members of his team. Also being a man of strong ethics, Barlowe has a fervent desire to protect innocents. While he is a bit of an idealist, his time in the military has led to a streak of dry, cynical humor. He wants to believe the best about others, but also expects to learn the worst.

Motivation: Barlowe is a team-player while also being an individual of outstanding bravery. This often leads him to put himself at risk in order to aid or protect other members of his team. This has been noted and appreciated by his mates in the SAS and by his current Increment section. Barlowe sees the team as a family, and he has strong familial ties.

What He Knows: Barlowe knows everything that Sloane does. Any information that Barlowe learns will be passed on to Sloane.

What Will He Tell: Barlowe will not share any information unless permitted to by Sloane, his commanding officer.

Tactics: Barlowe prefers to engage targets at extreme distances. Any target beyond 4 range increments, Barlowe will double tap. If the targets are closely-packed, he is likely to use his M203. Barlowe will use burst fire on targets at or within 4 range increments. He usually acts as a spotter for Azari, so will check his fire in accordance with Azari's needs. Once Azari has switched to his sidearm, Barlowe will take a more active role, attempting to block attacks. Further, at any point that Azari moves to administer medical aid, Barlowe will provide covering fire and will, if no other cover exists, shield the patient and Azari with his own body.

NPCs 5.6 – THE NON GOVERNMENTAL ORGANIZATION STAFF

Non-Governmental Organizations are an important aspect in the modern humanitarian assistance landscape. Large charities, some the size of international corporations, have the resources and manpower to attack problems and disasters that were once the purview of the nation-state. These NGOs are an important part of Khorforjan as they are the reason the government delineated the Blue Zone. As such, the populace of Albenistan has a love-hate relationship with these humanitarian entities. For the most part, the citizens of Khorforjan appreciate the aid and support the NGOs offer, but they hate both their reliance on foreign assistance and the influence these same foreign organizations have on the national and provincial governments.

Please note, the following NPC blocks do not include possessions as this would be extremely sparse and redundant. These NPCs would all have street clothes, ID and money. Some might have cell phones or special equipment, as the GM sees fit.

de Wit, Vincent health specialist with the Central Asian Development Group.

Smart Ordinary 2/Charismatic Ordinary 1: CR 2; 42-year old Male; HD 2d6 plus 1d6; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11; BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed), or -2 ranged (1d3, improvised weapons); FS 5 ft by 5 ft; Reach 5 ft; AL Central Asian Development Group; SV Fort +1, Ref +2, Will +3; AP 1; Rep +3; Str 8, Dex 12, Con 10, Int 15, Wis 13, Cha 14.

Skills: Bluff +7, Computer Use +6, Craft (chemical) +5, Craft (pharmaceutical) +5, Diplomacy +9, Disguise +4, Gather Information +10, Investigate +6, Knowledge (business) +4, Knowledge (civics) +8, Knowledge (current events) +6, Knowledge (earth and life sciences) +9, Knowledge (physical sciences) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +4, Knowledge (technology) +4, Profession +2, Read/Write Language +4 (Arabic, Dutch, English, Russian, Tajik), Research +7, Speak Language +4 (Arabic, Dutch, English, Russian, Tajik)

Feats: Deceptive, Educated (Knowledge [civics], Knowledge [earth and life sciences]), Simple Weapons Proficiency, Trustworthy

Occ: Academic (Gather Information, Knowledge [earth and life sciences], Read/Write Language)

Background: Mr. de Wit is in Khorforjan on a fact-finding mission for the Central Asian Development Group. As a health specialist, he is

studying the public health threats posed in Khorforjan and especially in the Ashanjube camp. He is working alongside Nigel Jenkins at the Special Commission on Humanitarian Relief in Central Asia compound and can be found there. He has made a visit to the Ashanjube camp and can return there if the PCs request his presence.

Goal: Mr. de Wit is here to attempt to put into place some simple protocols that will help to curb the major health problems related to poor sanitation. His suggestions are simple and inexpensive.

Motivation: Mr. de Wit has seen the squalor and suffering common to most conflict zones and it appalls him. He believes there is a responsibility inherent to citizenship in a rich, developed nation, and he is attempting to meet that responsibility.

What He Knows: Mr. de Wit's knowledge pertains to the poor sanitation in much of Khorforjan, especially the industrial sector and the Ashanjube camp. He is not blind to the political instability, but he really has no special knowledge of the situation.

What Will He Tell: He will discuss anything with anyone.

Tactics: Mr. de Wit is not about to sully himself with combat. He is more likely to get himself killed by ignoring a very real threat. He will, however, face death with composure.

Jenkins, Nigel interim Head of Mission for the Special Commission on Humanitarian Relief in Central Asia (HRCA).

Smart Ordinary 1/Charismatic Ordinary 2: CR 2; 51-year old Male; HD 1d6-1 plus 2d6-2; HP 8; Mas 8; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11; BAB +1; Grap +1; Atk +1 melee (1d3, unarmed), or +2 ranged (1d3, improvised); FS 5 ft by 5 ft; Reach 5 ft; AL HRCA; SV Fort +1, Ref +3, Will +3; AP 0; Rep +3; Str 10, Dex 12, Con 8, Int 13, Wis 15, Cha 14.

Skills: Bluff+8, Computer Use+5, Diplomacy+10, Disguise+4, Gather Information +8, Investigate +3, Knowledge (Behavioral Sciences) +3, Knowledge (business) +3, Knowledge (civics) +9, Knowledge (current events) +9, Knowledge (history) +5, Knowledge (popular culture) +7, Knowledge (streetwise) +7, Read/Write Language (English, French, Russian), Speak Language (English, French, Russian)

Feats: Deceptive, Educated (Knowledge [civics], Knowledge [current events]), Simple Weapons Proficiency, Trustworthy

Occ: White Collar (Diplomacy, Knowledge [civics])

Background: The interim Head of Mission for the HRCA is a British ex-diplomat who quit the Foreign Service after seeing the horrors of ethnic cleansing in the Balkans. If the PCs' cover is that of NGO personnel, Nigel's experience will lead him to suspect they are false. He will receive a +10 miscellaneous modifier to resist any attempt to fool him into thinking the PCs are NGO staff. If he believes they are not NGO staff, he will take the PCs aside at the first opportunity to confront them with his suspicions. He will inform them that this isn't good, as it can threaten the security of the real NGO workers. He wants them gone, but if he learns of their mission, he will help as best he can. He has good relations with Dr. Kazhegeldin and Dr. Shah. He has met the camp leaders and they trust him to some degree.

Goal: Nigel is striving to create some kind of order, some kind of security in the region. He is experienced enough to know a full-fledged Western democracy with rule of law and responsible government is not about to sprout up overnight, but he is trying to create an area where people are safe to pursue a livelihood and raise a family.

Motivation: Nigel saw the hell rampant insecurity can create. He never wants to see that again. Unfortunately, he is becoming cynical and questioning the ability of any organization to curb inhumanity.

What He Knows: Nigel has heard plenty of rumors. He knows there is trouble brewing in the Ashanjube camp, but he doesn't know the specifics. He realizes the Blue Zone is causing a rift between the Albanistani population and the people there to help them.

What Will He Tell: He will tell anything to anyone. He has no special

or secret information.

Tactics: Nigel will not resort to combat. He would rather someone kill him than force him to lower himself to the level of a primitive—as he puts it.

Legendre, Jean-Paul the International Humanitarian Organization project coordinator in Khorforjan.

Smart Ordinary 2/Charismatic Ordinary 1: CR 2; 43-year old Male; HD 2d6 plus 1d6; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11; BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed), or +2 ranged (1d3, improvised); FS 5 ft by 5 ft; Reach 5 ft; AL IHO; SV Fort +1, Ref +2, Will +6; Rep +3; Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15.

Skills: Computer Use +3, Craft (electronic) +3, Craft (visual art) +3, Craft (writing) +3, Decipher Script +3, Diplomacy +10, Gather Information +7, Intimidate +5, Investigate +6, Knowledge (Behavioral Sciences) +4, Knowledge (business) +8, Knowledge (civics) +8, Knowledge (current events) +4, Knowledge (earth and life sciences) +3, Knowledge (physical sciences) +3, Knowledge (popular culture) +4, Knowledge (streetwise) +3, Knowledge (theology and philosophy) +3, Read/Write Language (French, English, Russian), Speak Language (Dutch, French, English, Russian)

Feats: Educated (Knowledge [business], Knowledge [civics]), Iron Will, Simple Weapons Proficiency, Trustworthy

Occ: White Collar (Diplomacy, Knowledge [civics])

Background: Jean-Paul comes from France and is the IHO project coordinator in Khorforjan. Jean-Paul worked in the business world for many years after his graduation from university and it left him feeling empty. After a divorce and a bout with depression, he took on a job with the IHO and his life changed completely.

If he believes the PCs are NGO staff, he will be very cooperative and friendly, sharing what information he knows about the situation in Khorforjan. His main job is the continued supply and maintenance of the Ashanjube Internally Displaced Persons camp. He works closely with Dr. van Halsema of GMAG and Nigel Jenkins of the HRCA. He is the unofficial leader of the NGO staff in Khorforjan.

Goal: Jean-Paul strives for a certain amount of order in chaos. He fights to maintain civility even when surrounded by barbarism. Though the camp is a place of barely regulated anarchy, he believes it can be administered and made reasonably efficient. An efficient system will insure those that need help have better access to it.

Motivation: Jean-Paul believes his work gives his life meaning. This is his immortality. He will be remembered by those he has helped and by the IHO organization.

What He Knows: Jean-Paul is well aware of the danger outside the Blue Zone. He knows that while the NGOs are here to help the people, there remains suspicion and fear of foreigners. And he knows that the HMA has a great amount of support here. He maintains relationships with Ted Romer, Brigadier Michael Williams and Nigel Jenkins in the hopes of remaining informed about the security situation. He hopes that if necessary, he might be able to call in a favor if the camp is threatened.

What Will He Tell: He will tell everything he knows if he believes the PCs are NGO staff or that they are in a position to help the NGOs. He will be less forthcoming if he believes the PCs are military or mercenary.

Tactics: Jean-Paul will only fight if he believes he is in mortal danger. At that point, he will do what he needs to do to get away.

Neath, Ron volunteer with IHO.

Smart Ordinary 1/Strong Ordinary 1: CR 1; 25-year old Male; HD 1d6+1 plus 1d8+1 plus 3; HP 14; Mas 13; Init ; Spd 30 ft; Defense 11, touch 11, flatfooted 11; BAB +1; Grap +2; Atk +2 melee (1d3+1,

unarmed), or +1 ranged (1d3, improvised); FS 5 ft by 5 ft; Reach 5 ft; AL IHO; SV Fort +2, Ref +0, Will +0; Rep +1; Str 12, Dex 10, Con 13, Int 15, Wis 8, Cha 14.

Skills: Computer Use +6, Craft (chemical) +5, Craft (pharmaceutical) +5, Decipher Script +4, Investigate +4, Knowledge (Behavioral Sciences) +4, Knowledge (civics) +4, Knowledge (current events) +4, Knowledge (earth and life sciences) +9, Knowledge (history) +4, Knowledge (physical sciences) +9, Knowledge (popular culture) +4, Knowledge (streetwise) +5, Knowledge (technology) +4, Read/Write Language (English, French, Russian), Research +7, Speak Language (English, French, Russian, Tajik)

Feats: Educated [Knowledge [earth and life sciences], Knowledge [physical sciences]], Simple Weapons Proficiency, Toughness

Occ: Student [Knowledge [earth and life sciences], Knowledge [physical sciences], Research]

Background: A Canadian volunteer with IHO, Ron is a biology graduate planning on entering medical school. Wanting to see some of the world and maybe do some good before entering medical school, Ron applied for a position with the IHO. This is his first assignment. He's more than a little overwhelmed, but he is starting to adjust to his circumstances. Due to his background, Ron sometimes assists Dr. Shah on his visits to the Ashanjube camp.

Goal: Young and inexperienced, Ron just wants to help people. He has the enthusiasm and optimism of someone who still believes a single person can change the world.

Motivation: Underlying his compassion is a sense of guilt. Ron realizes he has the life he lives because of the accident of his birth. He knows a year or two working in the IHO will not erase his debt to the world, but it is a start.

What He Knows: Ron is still overwhelmed by his experiences. The only information he could offer is that Dr. Shah has mentioned how the mood of the camp has darkened.

What Will He Tell: He's willing to tell anyone anything.

Tactics: Ron has a touch of bravado and won't back down. He will listen to the advice of other, wiser individuals. If it gets down to it, Ron's ready to get into some fisticuffs, but guns and knives are a little out of his league.

Salim, Abdurrahman project manager for International Islamic Physicians.

Smart Ordinary 1/Charismatic Ordinary 2/Dedicated Ordinary 1: CR 3; 38-year old Male; HD 1d6+1 plus 2d6+2 plus 1d6+1; HP 19; Mas 12; Init ; Spd 30 ft; Defense 12, touch 12, flatfooted 12; BAB +1; Grap ; Atk melee (1d3-1, unarmed), or +1 ranged (1d3, improvised); FS 5 ft by 5 ft; Reach 5 ft; AL IIP; SV Fort +4, Ref +2, Will +4; AP 0; Rep +4; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15.

Skills: Bluff +6, Computer Use +7, Diplomacy +11, Gather Information +8, Intimidate +4, Investigate +3, Knowledge (Behavioral Sciences) +5, Knowledge (business) +5, Knowledge (civics) +7, Knowledge (current events) +5, Knowledge (popular culture) +5, Knowledge (streetwise) +8, Profession +6, Read/Write Language (English, Punjabi , Russian, Urdu), Sense Motive +8, Speak Language (Chinese, English, Punjabi , Russian, Urdu)

Feats: Attentive, Educated [Knowledge [civics], Knowledge [current events]], Simple Weapons Proficiency, Trustworthy

Occ: White Collar (Computer Use, Diplomacy)

Background: Abdurrahman Salim comes from Pakistan. He is in Khorforjan on a fact-finding mission for the NGO International Islamic Physicians (IIP). He works as a project manager at IIP and his specific mission in Khorforjan is to assess the Ashanjube camp and determine if IIP should contribute to the project and if so, how.

Goal: Abdurrahman strives to help those innocents caught in the middle of political unrest. He works mainly with Displaced and Internally

Displaced Persons.

Motivation: Abdurrahman is a devout Muslim who believes he can best live his life helping alleviate the suffering around the world. He does not appreciate the government in his own country, so he has become an expatriate, working out of IIP's home office in Istanbul.

What He Knows: Abdurrahman is a recent arrival, but he has already noted the problems at the Ashanjube camp. He has seen it before. He has no solid proof, but he believes armed groups of criminals or revolutionaries have infiltrated the camp.

What Will He Tell: He is willing to share his thoughts with any other NGO personnel. If he learns the PCs are military, he will not share any knowledge with them or cooperate in any manner. In fact, he will do his best to make their life difficult. Whatever the PCs tell him, he won't believe them, having experienced the deceptions military personnel regularly use to attain their goals.

Tactics: Abdurrahman will not willingly fight. He will first try to defuse the situation and then try to flee. If he believes his life is in immediate peril, he will fight back, but he has no training in doing so.

Shah, Dr. Abdulaziz doctor working with the Global Medical Assistance Group.

Smart Ordinary 1/Dedicated Ordinary 2: CR 2; 41-year old Male; HD 1d6 plus 2d6; HP 11; Mas 10; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12; BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed), or -2 ranged (1d3, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Global Medical Assistance Group; SV Fort +2, Ref +1, Will +5; AP 1; Rep +2; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Skills: Craft (chemical) +6, Craft (pharmaceutical) +10, Diplomacy +3, Gather Information +3, Investigate +6, Knowledge (behavioral sciences) +4, Knowledge (business) +4, Knowledge (civics) +4, Knowledge (current events) +4, Knowledge (earth and life sciences) +8, Knowledge (physical sciences) +6, Knowledge (popular culture) +4, Profession +4, Read/Write Language +4 (Arabic, English, French, Russian, Tajik), Research +6, Sense Motive +6, Speak Language +4 (Arabic, English, French, Russian, Tajik), Treat Injury +10

Feats: Medical Expert, Simple Weapons Proficiency, Surgery, Trustworthy

Occ: Doctor [Knowledge [earth and life sciences], Treat Injury]

Background: Dr. Shah is the only Albenistani doctor working with the Global Medical Assistance Group. He is well-respected in Khorfojan and is always welcomed at the Ashanjube camp. He has no love for CASFOR-A, but he hates the HMA and its use of terror. He is patriotic and loves his country, but believes the West has more to offer Albenistan than a gaggle of disaffected terrorists. Dr. Shah studied medicine in Islamabad and London.

Goal: Dr. Shah is merely trying to live up to the "do no harm" creed of his profession. Right now, in Khorforjan, with so many conflicting demands, he sometimes isn't certain that's possible.

Motivation: Dr. Shah is a patriot who wishes to see his nation flourish and he sees part of the road to this as good public health. The citizens must be healthy and strong.

What He Knows: He knows there are problems at the Ashanjube camp, and that there are HMA supporters in the city. He doesn't know who exactly the HMA supporters are, but he has heard the names Boboyev and Hameed tossed around. He knows of Makhmadruzi and his criminal tendencies and he has suspicions regarding Saparmurat, who he has seen around the camp

What Will He Tell: He's willing to share his concerns with other NGO staff, but not with the military or the representatives of the Western media, which he considers manipulative and prejudiced.

Tactics: Dr. Shah will rely on his good standing in the community and his persuasive manner if caught in a tense situation. He will defend himself if forced, but will always seek an avenue of escape.

van Halsema, Doctor Diderik, doctor with Global Medical Assistance Group.

Smart Ordinary 2: CR 1; 43-year old Male; HD 2d6; HP 7; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11; BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed), or -2 ranged (1d3, improvised); FS 5 ft by 5 ft; Reach 5 ft; AL GMAG; SV Fort , Ref +1, Will +4; Rep +1; Str 8, Dex 12, Con 10, Int 14, Wis 15, Cha 13.

Skills: Craft (pharmaceutical) +9, Knowledge (behavioral sciences) +7, Knowledge (business) +4, Knowledge (civics) +4, Knowledge (current events) +5, Knowledge (earth and life sciences) +7, Knowledge (physical sciences) +7, Knowledge (popular culture) +5, Knowledge (technology) +5, Knowledge (theology and philosophy) +4, Profession +7, Read/Write Language (Dutch, English, German), Research +7, Speak Language (Dutch, English, German, Russian), Treat Injury +9

Feats: Medical Expert, Simple Weapons Proficiency, Surgery

Occ: Doctor (Craft [pharmaceutical], Treat Injury)

Background: A Dutch citizen, Dr. van Halsema oversees the operations of the Global Medical Assistance Group (GMAG). He is known at most of the local hospitals and at the Ashanjube Internally Displaced Persons camp. He was involved in the initial months of the camp's operation, working alongside the International Humanitarian Organization. GMAG continues to supply a part of the medical services at the camp. Dr. van Halsema is hoping to increase the work of GMAG in Khorforjan, having judged that the humanitarian crisis will continue unabated.

Goal: Dr. van Halsema's goal in this situation is the same as his goal in all such situations—get help to the people who need it. He is extremely pragmatic about reaching his goal, and knows that often he will need to make alliances with people or organizations he detests.

Motivation: Dr. van Halsema is motivated out of sheer compassion. He is one person who has not thrown up his hands and given up on the world. He has seen the difference even a small number of dedicated physicians can make and this fuels his impregnable optimism.

What He Knows: Dr. van Halsema has heard rumors of unsavory individuals have taken up residence in the Ashanjube camp. He is also aware that recently the denizens of the camp are less willing to talk to him. Having been present in many conflict zones, he anticipates danger and has made his concerns known to Brigadier Michael Williams and Nigel Jenkins.

What Will He Tell: If he believes the PCs are actual NGO staff or are attached to CASFOR-A, he will share his concerns. He will certainly get the PCs in contact with Dr. Abdulaziz Shah, who would be better able to get information from out of the camp.

Tactics: He will offer any aggressor the steely stare of a man unafraid. He has been shot, stabbed and beaten with iron pipes. Not much scares the guy but he is not a fighter.

NPCs 5.7 – THE ASHANJUBE INTERNALLY DISPLACED PERSONS CAMP

The Ashanjube camp is home not only for displaced and internally displaced persons, a faction of the HMA has taken root here. The leading denizens of the camp are listed below, as well as Dr. Muhammad Kazhegeldin, a physician from Khorforjan who spends time at the camp. Some important events in the adventure timeline (Chapter 3, *Countdown to Hell*) occur at the Ashanjube camp, so it is a good idea for the GM to be very familiar with the characters residing there.

Ahad, Abdul, leader of group of Afghani DPs

Charismatic Ordinary 3: CR 2; 43 year-old Male; HD 3d6+3; HP

14; Mas 12; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11; BAB +1; Grap +0; Atk +0 melee (1d3-1, unarmed), or -3 ranged (1d3, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Afghani Refugees; SV Fort +3, Ref +2, Will +3; Rep +5; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15.

Skills: Bluff +8, Diplomacy +10, Gamble +4, Gather Information +10, Handle Animal +5, Intimidate +10, Knowledge (current events) +7, Knowledge (popular culture) +7, Knowledge (streetwise) +7, Speak Language +3 (Arabic, English, Pashto, Urdu), Survival +8

Feats: Brawl, Confident, Renown, Simple Weapons Proficiency, Trustworthy

Occ: Rural (Handle Animal, Survival)

Background: Ahad comes from Ghazni province in Afghanistan. He has become the leader of the 122 families that have arrived from northern Afghanistan. He has no living family, all of them having died since the Soviet pull-out. Unlike many, including most of those that he leads, he doesn't despise the Soviets as much as he despises the Mujahideen, the Taliban and the Northern Alliance. All of the Afghani groups have caused him suffering while the Soviets never did. This was one reason why he chose a camp in Albenistan rather than Pakistan. The camps in Pakistan still have many Taliban sympathizers. Ahad is looking to start a completely new life. The biggest problem is that Albenistan is only marginally more secure than Afghanistan. Ahad is uncertain what his next step can or should be. He likes Dr. Shah but he trusts Dr. Kazhegeldin, as the latter has no ties to foreign groups.

Goal: Ahad's goal is to find safe haven for the families now under his care. Ahad never had such great responsibility previously and it is wearing him down.

Motivation: Having lost all his family, Ahad became a man with little to lose. When the War on Terror came to Afghanistan, and few of his neighbours could decide what to do, Ahad clearly saw the options and was able to make decisions with little second-guessing. He became a leader and so far, has been as successful as any leader in his position could be.

What He Knows: Ahad knows the Ashanjube camp intimately. He knows of Saparmurat, Makhmadruzi and their thugs. He could point out each and every one of the Camp Toughs.

What Will He Tell: He will tell nothing because he fears reprisals. He does not believe anyone will do anything about the HMA element. He has seen this before in other camps.

Tactics: Ahad is in no shape to be fighting anyone. He will count on his persuasiveness. If he cannot defuse the situation, he will attempt to escape or die with dignity.

Gulzaman, Afghani Displaced Person

Tough Ordinary 3: CR 2; 36 year-old Male; HD 3d10+6; HP 23; Mas 15; Init -1; Spd 30 ft; Defense 11, touch 11, flatfooted 12; BAB +2; Grap +3; Atk +3 melee (1d3+1, unarmed), or -3 ranged (1d3, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Family and Clan; SV Fort +4, Ref +0, Will +3; Rep +1; Str 12, Dex 8, Con 15, Int 10, Wis 14, Cha 13.

Skills: Diplomacy +3, Gather Information +3, Intimidate +4, Investigate +2, Knowledge (streetwise) +3, Navigate +2, Repair +3, Sense Motive +4, Speak Language +3 (Arabic, Dari, English, Pashto), Survival +10

Feats: Attentive, Guide, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy

Occ: Rural (Repair, Survival)

Background: Gulzaman fled Faryab in the north of Afghanistan due to tribal problems. He travels with his wife, Bibi Marim, and their four young children. Gulzaman is a conservative Muslim and his wife wears a green burkha (the traditional dress that covers the body from head to foot, leaving only a narrow slit for the eyes), but he is not a supporter

of the Taliban or of any group that would use violence. He and his family have been displaced for almost three years now, and their health is extremely poor. Gulzaman is somewhat of a leader among the Afghans, but he defers to Ahad.

Goal: His goal right now is to simply survive. He wants a future for his children but he wonders if that is at all possible.

Motivation: Gulzaman was unwilling to support the Northern Alliance against the Taliban and this caused problems within his tribe. Before it erupted into violence, Gulzaman fled with his family. He questions the moral rigidity that led him to become displaced and he is now cynical. He trusts Ahad but does not think it is possible to find peace and security anywhere.

What He Knows: Gulzaman knows the Ashanjube camp intimately. He knows of Saparmurat, Makhmadruzi and their thugs. He could point out each and every one of the Camp Toughs.

What Will He Tell: He has spoken with Ahad but not speak to anyone else about the HMA because he fears reprisals. He does not believe anyone will do anything about the HMA element. He has seen this before in other camps.

Tactics: Gulzaman is not much of a fighter, but if his family is threatened he will do what he can. If there is a firearm nearby, he'll try to get his hands on it. If that's not successful, he'll use whatever is at hand.

Teishiyev, Pulat, leader of Internally Displaced Persons in Ashanjube camp

Charismatic Ordinary 2/Tough Ordinary 1: CR 2; 58 year-old Male; HD 2d6+4 plus 1d10+2; HP 19; Mas 15; Init -1; Spd 30 ft; Defense 11, touch 11, flatfooted 12; BAB +1; Grap +1; Atk +1 melee (1d3, unarmed), or -4 ranged (1d3, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; AL Albenistani Refugees; SV Fort +5, Ref +1, Will +1; Rep +2; Str 10, Dex 8, Con 15, Int 12, Wis 13, Cha 14.

Skills: Bluff +7, Diplomacy +9, Gather Information +9, Handle Animal +8, Intimidate +7, Investigate +3, Knowledge (civics) +3, Knowledge (current events) +4, Knowledge (popular culture) +3, Knowledge (streetwise) +4, Knowledge (theology and philosophy) +3, Listen +3, Sense Motive +3, Speak Language +3 (English, Russian, Tajik, Uzbek), Spot +5, Survival +7

Feats: Alertness, Attentive, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy

Occ: Rural (Handle Animal, Survival)

Background: Teishiyev comes from the Qurghon Khujand. He led a group of ethnic Tajik families out of the area in response to recent government military activity. Caught in the middle of the battle, the families fled. As much as he hates the Albenistani government and the West, Teishiyev is secretly happy CASFOR-A is present. He feels this will offer more security. He is not happy at the overwhelming number of Afghans in the Ashanjube camp. Still, he has a working relationship with Ahad and Gulzaman, and he respects both men.

At this time, he is a supporter of the HMA. Once the HMA shows its true colors by assassinating Ahad and Gulzaman, Teishiyev will turn on them. He will realize they are no better—and in fact worse—than the government they oppose.

Goal: Teishiyev wants to return home. He sees the camp as a temporary situation. After talking with Ahad and Gulzaman, his desire to return to a safe and secure home is stronger. He does not see how this goal conflicts with his support of a militaristic anti-government force.

Motivation: Teishiyev does remember life before the civil war and the economic crisis. He remembers being able to raise a family in safety and security. It does not seem that long ago.

What He Knows: He knows the Ashanjube camp intimately. He knows of Saparmurat, Makhmadruzi and their thugs. He could point out each and every one of the Camp Toughs, having given some support and

shelter to them.

What Will He Tell: Until the HMA reveals their cold-blooded ruthlessness, he won't tell anything. Once Ahad and Gulzaman are murdered, he will tell the authorities, NGO staff and CASFOR-A everything he knows.

Tactics: Teishiyev is past his days as a fighter. He will try to talk his way out of a fight and if that doesn't work, he'll try to flee.

Kazhegeldin, Dr. Muhammad, a local doctor from the Khorfojan Municipal Hospital

Smart Ordinary 1/Dedicated Ordinary 1/Charismatic Ordinary 1 CR 2; 41 year-old Male; HD 1d6+1 plus 1d6+1 plus 1d6+1; HP 15; Mas 12; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 size, +0 Dex, +1 class); BAB +0; Grap -1; Atk -1 melee (1d3+1, unarmed), or +0 ranged (1d3+0, improvised weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +3, Ref +1, Will +4; Rep +4; Str 8, Dex 10, Con 12, Int 14, Wis 15, Cha 13.

Skills: Computer Use +4, Craft (chemical) +6, Craft (pharmaceutical) +8, Diplomacy +5, Gather Information +3, Investigate +4, Knowledge (behavioral sciences) +4, Knowledge (business) +4, Knowledge (civics) +4, Knowledge (current events) +4, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +8, Knowledge (popular culture) +4, Profession +6, Read/Write Language +2 (English, Russian, Tajik), Research +6, Sense Motive +5, Speak Language +4 (English, Pashto, Russian, Tajik, Uzbek), Treat Injury +10

Feats: Educated (Knowledge [earth and life sciences], Knowledge [physical sciences]), Medical Expert, Simple Weapons Proficiency, Surgery

Occ: Doctor (Knowledge [earth and life sciences], Treat Injury)

Background: Dr. Kazhegeldin studied medicine at the State Science Academy in Isherbazi and then in Moscow. He returned home to find Albenistan in chaos. Much to his credit, he didn't leave for a more profitable locale but joined in the reconstruction effort, attempting to keep Khorforjan Municipal Hospital from oblivion. He has, for the most part, succeeded. He dreams that one day Albenistan will again prosper and Khorforjan will be a peaceful, secure place for families.

Goal: Dr. Kazhegeldin simply wants Khorforjan returned to a level of civilization in which people don't openly carry assault rifles on the street and where all people—but especially infants, children and the elderly—have access to health care.

Motivation: Dr. Kazhegeldin remembers when Albenistan was a place of order and civilization, if not wealth. He does not wish to see Albenistan pre-eminent among nations, he simply wants a safe, secure nation of moderate success.

What He Knows: Dr. Kazhegeldin has heard plenty of rumors, but he pays little attention to them. He is not interested in what he considers the abstract politics and petty squabbling of the various groups.

What Will He Tell: He will discuss in detail the trials and tribulations of the Displaced Persons (DPs) and Internally Displaced Persons (IDPs), as well as the needs of the hospital. He does not know much about the HMA or its aims, but he realizes they use terror and threaten force, which he opposes.

Tactics: Dr. Kazhegeldin will not engage in combat. He will face death with bravery and composure, but he's not about to engage in fisticuffs.

Makhmadruzi, criminal and HMA supporter

Tough Ordinary 2/Strong Ordinary 1/Fast Ordinary 1 CR 3; 33 year-old Male; HD 2d10+4 plus 1d8+2 plus 1d8+2; HP 29; Mas 15; Init +1; Spd 30 ft; Defense 17, touch 17, flatfooted 16; BAB +2; Grap +4; Atk +4 melee (1d4+2, knife), or +3 ranged (2d8, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +5, Ref +2, Will +1; Rep +0; Str 15, Dex

12, Con 15, Int 8, Wis 13, Cha 10.

Skills: Climb +5, Hide +3, Intimidate +3, Knowledge (streetwise) +2, Spot +3, Survival +4

Feats: Advanced Firearms Proficiency, Brawl, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Occ: Rural (Climb, Survival)

Possessions: AKM, 8 AKM magazines, knife, street clothes.

Background: Makhmadruzi has attached himself to the camp. Like the other IDPs, he comes from the Qurghon Khujand. Unlike the others, he's not an IDP, rather he is an itinerant criminal, now working for the HMA and Saparmurat. He joined the IDPs as a type of "fixer," someone who could help them solve their problems. Everything, of course, had a price, and by the time he had arrived at the Ashanjube camp, he wasn't trusted by anyone. When Saparmurat and the HMA Camp Toughs arrived, he latched on to them as a way of maintaining his underworld prestige.

Everyone in the camp knows him, including the NGO staff, and no one trusts him. Not everyone is aware of his connection to the HMA, but his criminal actions have alienated most.

Goal: Makhmadruzi wants a sense of power and control. While not king of the hill, he considers himself at least a prince.

Motivation: A man of no importance, Makhmadruzi wants to feel important. Without the intelligence or drive to make something of himself in society, he left society and joined the underworld, where his amorality is a huge asset.

What He Knows: He knows everything about the camp, about Saparmurat and the HMA Camp Toughs, but he doesn't actually know anything about the HMA in Khorforjan or their plans. He knows the location of the HMA rendezvous camp, and he knows that this is where Saparmurat meets with his connections from Khorforjan, but he doesn't know who that contact might be.

What Will He Tell: He won't willingly reveal any information, but he is susceptible to duress. Though a person willing to inflict pain on another, he fears pain himself.

Tactics: In the camp, he doesn't usually carry his AKM around. He will flee any confrontation when he is alone and will attempt to summon help and get his hands on his weapon. With AKM in hand, he will autofire like there is no tomorrow . . . until he runs out of ammo of course.

NPCs 5.8 – THE PRIVATE MILITARY CONTRACTORS

The Private Military Contractors (PMCs) of Global Shield Security Services are common throughout the Blue Zone. While many would call them mercenaries, the PMCs would take offence at this classification. While military contractors, they are hired to provide security rather than engage in offensive military operations. To the PMCs this is an important distinction, especially as the term mercenary carries such negative connotations. Calling a PMC a mercenary is a good way to start a brawl at worst or a heated discussion at best.

While the PMCs do not have the powers of arrest, they will detain suspects or opponents and contact the authorities. If they are attacked with weapons, such as firearms or explosives, they will react with lethal force. Such an attack, according to the PMC contract with the Republic of Albenistan, is considered a military engagement. As such, any prisoners from such an engagement will be handed over to CASFOR-A rather than the local authorities.

Ted Romer, supervisor, PMCs of Global Shield Security Services
Tough Hero 3/ Fast Hero 2/Soldier 3/Infiltrator 3/Gunslinger 2:
CR 13; 52 year-old Male; HD 3d10+6 plus 2d8+4 plus 3d10+6 plus

3d8+6 plus 2d10+4; hp 99; Mas 14; Init +2; Spd 30ft.; Def 26, touch 23, flatfooted 24; BAB +7/+2; Grap +8/+3; Atk +8/+3 melee (1d4+1, combat martial arts), or +10/+6 ranged (2d8+2, M4A1), or +10/+5 ranged (2d6, Glock 17); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Global Shield; SV Fort +7, Ref +12, Will +7; AP 6; Rep +2; Str 12, Dex 15, Con 14, Int 10, Wis 14, Cha 10.

Skills: (modifiers in parentheses include armor penalty) Disable Device +3, Escape Artist +5 (+3), Hide +10 (+8), Intimidate +6, Knowledge (streetwise) +3, Knowledge (tactics) +3, Listen +9, Move Silently +10 (+8), Read Language (English, Russian), Sleight of Hand +8, Speak Language (English, Russian, Tajik), Spot +12, Survival +8, and Tumble +8 (+6).

Feats: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Burst Fire, Combat Martial Arts, Dodge, Double Tap, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Stealthy

Talents (Tough Hero): Damage Reduction 1/-, Robust

Talents (Fast Hero): Evasion

Class Features (Soldier): Weapon Focus (M4/C8), Weapon Specialization (M4/C8)

Class Features (Infiltrator): Improvised Implements, Sweep

Class Features (Gunslinger): Close Combat Shot, Weapon Focus (Glock 17)

Occ: Military (Hide, Knowledge [tactics])

Possessions: M4A1 carbine (illuminator; laser sight; scope, electro-optical); 6 M4A1 magazines; Glock 17 autoloader pistol; 2 Glock magazines; combat knife; compass; flashlight; maps, local; multi-purpose tool; PLGR (precision, lightweight GPS receiver); tactical radio; undercover vest armor.

Background: Romer entered the Marines right out of high school. Romer became a career NCO. His success led him into Force Recon. At the age of 45, he took an early retirement package. For a few years he worked as a security consultant, then the War on Terror began. Demand for experienced military personnel was high. Romer took a position with Global Shield. Though never an officer in the Marines, Romer was given a command. He proved an extremely capable leader. When Global Shield received the contract for supervising security in the Blue Zone in Khorforjan, Global Shield management immediately offered it to Romer.

Romer is basically a good guy. He's professional, honest and brave. While most might label him a mercenary, he prefers the term private military contractor, especially since he doesn't live like a mercenary. He keeps his men on a tight leash. In Khorforjan, he demands the same discipline and order he remembered from Force Recon.

Goal: Romer's goal is to maintain order in Khorforjan. This means not only keeping the peace but dispensing justice when necessary. He cannot show favoritism to the NGOs, government forces or his own men. Everyone is treated the same and he demands extreme restraint of his men.

Motivation: After leaving the military, Romer realized he loved that lifestyle. It wasn't the combat, it was the camaraderie. He is very comfortable with the discipline and structure of a military life. He also believes in the military virtues, such as courage and honor.

What He Knows: Romer doesn't know anything for certain, but he can smell something is happening. He maintains contact with CASFOR-A and keeps Major James Walters well-informed regarding the activities of the PMCs and the information he has collected.

What Will He Tell: He is more than willing to give warnings and aid to NGO staff, but if he learns the truth about the identity of the PCs, he'll take them into his confidence. He will be aware that they will not be able to share information with him, but if he is able to aid them in completing their mission, he will have averted a huge disaster and maintained peace and order.

Tactics: At the first sign of combat, Romer will call for support from his men at Global Shield. Romer will engage targets beyond 4 range increments with Double Tap. Once targets are at 4 range increments or closer, Romer will use Burst Fire. If in an enclosed area, Romer will switch to his Glock and Double Tap opponents.

Manuel Gonzalez, second-in-command (2IC) for Global Shield
Strong Hero 3/ Soldier 3/ Infiltrator 2/Gunslinger 3: CR 11; 42 year-old Male; HD 3d8+3 plus 3d10+3 plus 2d8+2 plus 3d10+3; hp 64; Mas 12; Init +2; Spd 30ft.; Def 23, touch 20, flatfooted 21; BAB +8/+3; Grap +8/+3; Atk +8/+3 melee (1d4+2, combat martial arts), or +12/+7 ranged (2d10+2, M14), or +11/+6 ranged (2d6, 92SF); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Global Shield; SV Fort +6, Ref +10, Will +6; AP 5; Rep +2; Str 10, Dex 15, Con 12, Int 14, Wis 14, Cha 10.

Skills: (modifiers in parentheses include armor penalty) Bluff +5, Climb +2, Craft (structural) +6, Disable Device +8, Hide +8 (+6), Intimidate +5, Jump +2 (0), Knowledge (current events) +6, Knowledge (streetwise) +6, Knowledge (tactics) +6, Move Silently +12 (+10), Read/Write Language (Arabic, English, Russian), Repair +6, Sleight of Hand +8, Speak Language (Arabic, English, Russian), Spot +10, Swim +2 (0), Survival +8, and Tumble +10 (+8).

Feats: Armor Proficiency (light), Blind-fight, Combat Martial Arts, Dead Aim, Double Tap, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency

Talents (Strong Hero): Improved Melee Smash, Melee Smash

Class Features (Soldier): Weapon Focus (M14), Weapon Specialization (M14)

Class Features (Infiltrator): Improvised Implements, Sweep

Class Features (Gunslinger): Close Combat Shot, Weapon Focus (Beretta 92SF)

Occ: Military (Hide, Move Silently)

Possessions: M14 Designated Marksman Rifle (illuminator; laser sight; scope, electro-optical); 6 DMR magazines; Beretta 92SF autoloader pistol; 2 92SF magazines; combat knife; compass; flashlight; maps, local; multi-purpose tool; PLGR (precision, lightweight GPS receiver); tactical radio; undercover vest armor.

Background: Known as Manny, Gonzalez is Romer's right-hand man. Though they had not worked together previous to Global Shield, Romer and Manny have forged a strong bond of trust and professionalism. Manny has never revealed his past affiliations except that he began his military career in the Rangers. While the rumors place him as Delta, Manny was actually in the 5th Special Forces Group and then moved into the CIA's Special Activities Division. He stopped taking CIA missions just before 2001. After seeing so much activity in the special operations community, Manny started to feel old. When Global Shield approached him about a contract, he decided it would be a good way to get back in the field. He has enjoyed his time in Albenistan, finding it much less stressful than some of his previous operations with the CIA.

Manny knows Captain Terry Wright and Sergeant First Class Jeff Vandembush from his days in the Special Forces. He passes information to them and has been able to acquire equipment through them.

Goal: To Manny, the Khorforjan operation is as much a hobby as a serious operation. The dangers and difficulties he has faced so far pale in comparison to his previous work. Still, it makes him feel active and useful.

Motivation: While Manny had thought early retirement would be fun, he easily grew bored. He likes the challenge presented by a military—or paramilitary—operation.

What He Knows: Manny has kept his ears open, and he is very approachable. As such, he has heard the rumors and gossip floating around the NGOs. He has also noted a change in the attitude of the SIG troops and local police with whom he works. He can tell something is

in the air, but he can't say for certain what that might be.

What Will He Tell: Manny is more than forthcoming with information. He is always trying to help out the NGO staff, and so will offer up any information he might know if he thinks it will help. If he learns the true nature of the PCs' appearance in Khorforjan, he will become a willing participant, not asking questions as he is a firm believer in operational security. He will seek out what information he can on the PCs behalf.

Tactics: At the first sign of combat, Manny will call for support from the Global Shield PMCs. Manny engages targets as soon as they are within 10 range increments. He will take the time to use Dead Aim. If the target is advancing on Manny's position and moves to within 5 range increments, Manny will no longer use Dead Aim, but will use full attacks to make two Double Tap attacks. In enclosed spaces, Manny will use his Beretta, always attacking with Double Tap. Manny is not an idiot, and will withdraw if outclassed or outnumbered.

Robert Jennings, third-in-command (3IC) for Global Shield

Fast Hero 4/ Soldier 5: CR 9; 41 year-old Male; HD 4d8+8 plus 5d10+10; hp 67; Mas 14; Init +3; Spd 30ft.; Def 24, touch 21, flatfooted 24; BAB +6/+1; Grap +7/+2; Atk +7/+2 melee (1d4+1, combat knife), or +10/+5 ranged (2d8+2, M16), or +9/+4 ranged (2d6, 92SF); FS 5 ft. by 5 ft.; Reach 5 ft.; AL Global Shield; SV Fort +6 Ref +8 Will +4; AP 4; Rep +1 Str 12, Dex 16, Con 14, Int 10, Wis 14, Cha 8.

Skills: (modifiers in parentheses include armor penalty) Demolitions +6, Drive +6, Escape Artist +6 (+4), Hide +11 (+9), Intimidate +5, Knowledge (tactics) +4, Listen +5, Move Silently +11 (+9), Navigate +4, Read/Write Language (English), Speak Language (English), Spot +6, Survival +10, and Tumble +9 (+7)

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Burst Fire, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Reload, Simple Weapons Proficiency, Stealthy

Talents (Fast Hero): Evasion, Uncanny Dodge

Class Features (Soldier): Improved Critical (M16), Tactical Aid, Weapon Focus (M16), Weapon Specialization (M16)

Occ: Military (Knowledge [tactics], Survival)

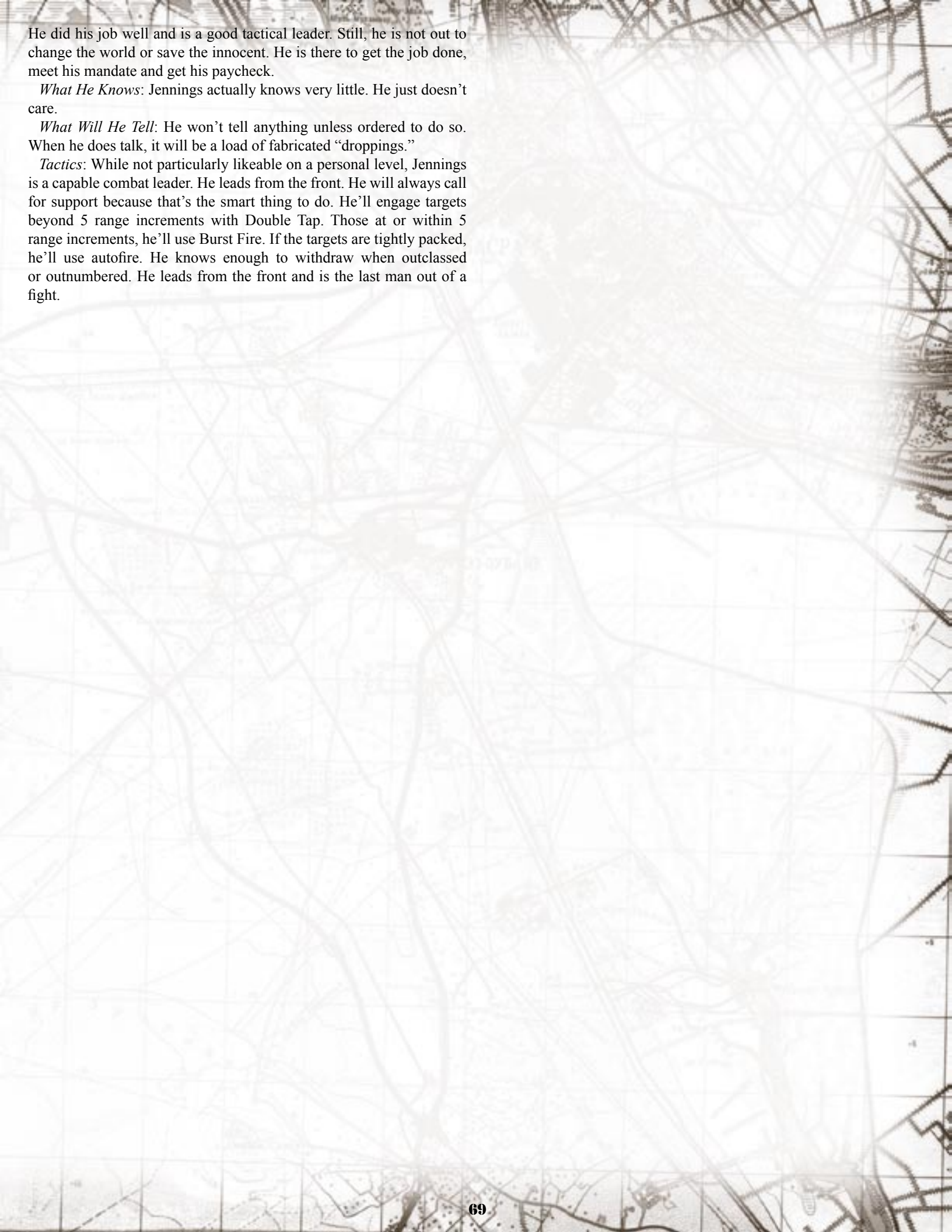
Possessions: M16A2 assault rifle (illuminator; laser sight); 6 M16 magazines; Beretta 92SF autoloader pistol; 2 92SF magazines; combat knife; compass; flashlight; maps, local; multi-purpose tool; PLGR (precision, lightweight GPS receiver); tactical radio; undercover vest armor.

Background: Robert Jennings came to Global Shield right out of the US Marines. An NCO, he jumped ship when he heard about the money to be made in the PMC industry. Albenistan is his first operation as a PMC. He received his position as 3IC due to his extensive experience with the Marines, including multiple combat operations.

If Jennings thinks the PCs are with an NGO, he'll treat them with disdain and likely make jokes at their expense in front of the other PMCs. If Jennings learns who they really are, he'll pass that information around the PMCs, which means it will soon hit the street. He'll do this because he's jealous. He never made it into Force Recon or Special Forces or any other high-speed, low-drag unit. He tolerates Romer and Manny because that's his job, but he'll work out his frustration by blowing the PCs' cover.

Goal: Jennings knows he's the odd man out in the command structure. He's not a crusader and he's not an adrenaline junky—Jennings is actually a mercenary. He is there for the money and that's it. He could care less if the whole country devolved into anarchy. While professional, Jennings enjoys his power a little too much. He is not liked outside of Global Shield, and those PMCs to whom words like duty, honor and valor actually mean something, don't like him either.

Motivation: Jennings never did well in school and joined the military in the early 1980s, when conflict didn't look likely. To him, it was a job.



He did his job well and is a good tactical leader. Still, he is not out to change the world or save the innocent. He is there to get the job done, meet his mandate and get his paycheck.

What He Knows: Jennings actually knows very little. He just doesn't care.

What Will He Tell: He won't tell anything unless ordered to do so. When he does talk, it will be a load of fabricated "droppings."

Tactics: While not particularly likeable on a personal level, Jennings is a capable combat leader. He leads from the front. He will always call for support because that's the smart thing to do. He'll engage targets beyond 5 range increments with Double Tap. Those at or within 5 range increments, he'll use Burst Fire. If the targets are tightly packed, he'll use autofire. He knows enough to withdraw when outclassed or outnumbered. He leads from the front and is the last man out of a fight.

APPENDIX 1: PLOT HOOKS

So what happens if the characters are not a part of the Increment, or even part of the military? If the PCs have completed the Qalashar Device, the hook that got them involved there can usually be extended here. If the PCs have already proved themselves as capable, extraordinary individuals, the Increment or the NATO Special Actions Group could recruit the team on a temporary basis—the organization’s resources are stretched thin and they need outside help. If the PCs are already attached to a Department 7 organization, it has been made aware of the threat in Khorforjan. In an ongoing campaign, Abbas and the HMA could have ties to whatever opposing force the PCs combat. If none of these hooks fit, here are some other options.

1. Simply choose a different MacGuffin. A MacGuffin is a term coined by Alfred Hitchcock to refer to the thing that sets the plot in motion, like the briefcases in *Pulp Fiction* and *Ronin*. For this adventure, the MacGuffin is the Qalashar Device, however, changing this into—for example—a rare antiquity the HMA are smuggling out of Albenistan would create a good “Dr. Jones” style of adventure. Maybe it’s a shipment of drugs that is heading toward Europe or Asia and the PCs are Interpol agents looking to stop it, or members of a rival drug gang looking to snatch it. While the biological attack will not happen, everything else still can. The HMA are still involved in setting up car bombs and attacking CASFOR-A. Both the HMA and CASFOR-A may wonder how the PCs are involved, and the PCs might find themselves the target of either or both.

2. If the PCs are mercenary types, Ted Romer makes them an offer they can’t refuse and they become private military contractors with Global Shield Security Services. Manuel Gonzalez has got wind of something heavy going on and the PCs are hired as a type of special actions team. The PMCs fear the danger relates to the HMA, but they have no solid proof or leads. Manuel has contact with Major Walters and through this connection, the PCs could come into contact with Captain Sloane, who decides they may be of some use. Maybe Manuel has noted that Khadr runs with a shady crowd and the PCs are set loose on him to get information. Maybe Sloane allows the PCs to learn that Iskanov might be involved some how, hoping to use the PMCs as a kind of auxiliary resource.

3. The PCs are representatives of the Umarov government, either Albenistanis or mercenaries brought in from outside the nation. The government has suspicions that Colonel Iskanov may be involved in the conspiracy. The State Security Police have uncovered the conspiracy within their own ranks and their interrogation of subjects has cast suspicion on Colonel Iskanov. Further, surveillance may have tipped the SSP off to Abdel-Rahmen Khadr’s connection to the HMA. This gives the PCs a lead. As the PMCs are paid by the government, the PCs may be able to use them as a resource.

4. The PCs are NGO staff or supporters sent to Khorforjan to investigate the situation there. This could allow for a wide range of PC types. Doctors, security specialists, project managers and even reporters or celebrities attached to the NGO could logically be a part of this initial contact team. Perhaps Manuel Gonzalez or even Captain Sloane warns the group of the possibility of grave danger in Khorforjan. If these are humanitarians, they will want to help defuse the situation

VEHICLES TABLE

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	DEF	Hard	HP	Size	Purchase DC	Res.
Armored Sedan	1	4	325 lb.	-2	-2	230 (23)	8	8	34	H	36	Lic (+1)
Armored Suburban	1	8	500 lb.	-4	-4	175 (17)	8	8	40	G	36	Lic (+1)

in any way they can. For a reporter, this would make a heck of a story, and an exclusive no less. Maybe the action movie star who is attached to the charity gets it into his head that he’s an action hero in real life.

5. The PCs are part of the SIG rogue faction, however they have retained some ethics and scruples and cannot accept the possible deaths of hundreds of thousands of innocent civilians to “further the cause.” They are trying to stop the plan with only a minimum of information (contact with the HMA is made through Colonel Iskanov’s office) and without getting caught by their SIG associates. They may need to make an alliance of necessity with CASFOR-A or the PMCs.

APPENDIX 2: EQUIPMENT

PERSONAL EQUIPMENT

Satcom: This is a man-portable satellite communications terminal. In order to contact a satellite, that satellite must be in line-of-sight, meaning the satcom cannot communicate with a satellite that is beyond the horizon. Most satcom terminals can be used as computer modems and have encryption capabilities. An example of a satcom would be the AN/PRC 137F Satellite Communications Terminal.

Squad Radio: This is a man-portable radio used for long-range communications, such as with the unit’s base. The squad radio is also used to communicate with other units and vehicles when on a joint operation. Most squad radios can be used as computer modems and have encryption capabilities. The effective range is up to 35 miles, but the normal range in less than ideal conditions is 20 miles. Examples of squad radios would include the UK/PRC-320 and the AN/PRC 119 Single-Channel Ground and Airborne Radio System.

Squad Radio with Satcom: This is a squad radio that has satcom capabilities. This unit performs as do satcoms and squad radios. An example of a squad radio with satcom would be the ANPRC-117F.

Tactical Radio: This is a man-portable radio used for short-range communication between members of the same unit. In most situations, every member of a unit will have a tactical radio, which keeps all members connected. The effective range is up to 2 miles. Examples of tactical radios include the UK/PRC-349 and the SABER series of radios.

PERSONAL EQUIPMENT TABLE

Name	Size	Weight (lbs.)	Purchase DC	Rest.
Satcom	M	8	23	--
Squad Radio	M	18.5	21	--
Squad Radio/Satcom	M	15	24	--
Tactical Radio	T	1	15	--

Vehicles

Armored Sedan: This vehicle represents the type of secretly armored vehicle used by Captain David Sloane in Khorforjan. While appearing to be a luxury sedan of a type manufactured in Europe, its engine has been modified and its body has been armored.

Armored Suburban: This is the sport utility vehicle used by the PMCs. Unlike the standard SUV, this vehicle is armored to withstand small arms fire. It does not offer the protection of an armored personnel carrier or even an up-armored HMMWV, but increases survivability of its occupants. It is a four-door truck, two squares wide and four squares long.

APPENDIX 3: SKILLS AND FEATS

Adopt Identity

When working in a covert capacity, you regularly assume a false identity. Often, the false identity is of an individual with a professional background, such as a reporter, travel writer or aid worker. You have become adept at answering questions relating to the occupation of the cover.

Prerequisite: Int 13+

Benefit: The character can glibly answer most questions relating to the profession of the adopted identity. For extremely specific or arcane questions (the natural habitat for a species of rare bird, the assistant foreign news editor of a certain newspaper), the character applies +4 to all Bluff checks regarding the answers offered. The character has either guessed correctly or is able to persuade the questioner that the questioner's information is false.

Special: If the character has a Knowledge or Craft skill that relates to the adopted identity, and he/she uses that skill to answer a question. If he/she fails his/her skill check, a Bluff check can still be made using the bonus for Adopt Identity. Also, for each Knowledge, Craft or Profession skill which relates to the adopted identity, the character can add an additional +1 to the bonus granted by Adopt Identity.

Communications

You know how to use communications equipment effectively, and you know how not to use it. You understand all about special frequencies, encryption and avoidance of detection.

Prerequisites: Computer Use 4 ranks

Benefit: A character with this feat can use communications equipment never studied or seen previously without instruction with a successful Computer Use skill check against DC 10. A character can attempt a Computer Use skill check (against DC 20) to properly use communications equipment even when the character cannot read the language of the equipment.

A character with the Communications feat is also knowledgeable regarding direction finding (DF) equipment, used to discover the direction a signal originates from or—when using groups of DF equipment and triangulating—the position of the source. Due to this knowledge, a character can either use DF equipment to track a signal or avoid detection with an opposed Computer Use skill check. At the very least, the character will be aware that the signals can lead opposition to the position from which the communications originate.

Jamming and eavesdropping are common problems when using communications equipment in a conflict environment. A character with the Communications feat can jam or eavesdrop—if the proper equipment is available—or avoid the same with a successful opposed Computer Use skill check.

Normal: A character without the Communications feat suffers a -4 penalty when attempting to use communications equipment without training or when attempting or evading DF, eavesdropping, or jamming.

Face In A Crowd

When on a covert mission, you easily blend into different cultures. You have an uncanny ability to disappear in a crowd and to make yourself

innocuous.

Prerequisite: Hide 4 ranks, Knowledge (streetwise) 4 ranks

Benefit: The character can hide among other people, even when the character's dress or appearance would usually preclude this. If the character is being actively sought by another, the character can make a Hide check at +2 as long as there are at least 10 other people within 30 ft of the character.

Special: If there are no other people around, but the character is in a public area, such as a market, café or restaurant, the character can make a Hide check without the bonus.

APPENDIX 4: ALBENISTAN

Please note, Albenistan is a completely fictitious country.

Recent History, An Albenistan Timeline

18 September 1991, Albenistan gains independence from the Soviet Union. Abdul Umarov retains leadership as Chairman of the Supreme Assembly. The government of Albenistan had no real control or influence over two-thirds of its territory.

2 April 1992, first combat actions by insurgent groups against government military targets.

Summer 1993, full scale civil war between the government, the Albeni People's Liberation Army (APLA) and the National Army for Freedom and Reconciliation (NAFR). The government maintains effective control of only Viloyati Khujkhon, the province that includes the capital, Isherbazi.

Spring 1997, government forces dominate most of the country except for the rugged and barren area bordering Afghanistan. A UN report on the civil war points to the Russian Federation and the Commonwealth of Independent States as military and financial supporters of the Umarov government.

12 December 1997, an agreement, known as the December Accord, marking the end of the civil war is signed by the government and the main rebel groups, Marat Burhonov's ALPA and Islom Khafiz's NAFR. An Interim government is formed with Umarov's Albenistan National Party, Burhonov's Albeni People's Liberation Party (APLP) and Khafiz's National Reconciliation Party.

1 January 1998, Albenistan's constitution accepted in national referendum. It includes a seven-year term for the president, the office of the prime minister—whom is appointed by the president—the Assembly of Representatives (lower chamber or Majlisi Namoyandagon) and the National Assembly (upper chamber or Majlisi Milli).

12 April 1998, first constitutionally mandated democratic election, in which Abdul Umarov wins the presidential office. Although foreign observers reported widespread irregularities, none of the opposition parties protest the legitimacy of the election.

7 July 1998, the Umarov government fixes the exchange rate of the Albenistan diner to 2,500 per U.S. dollar. Albenistan dinars are no longer accessible outside of Albenistan. The black market exchange rate has risen from 12,000 dinars to the U.S. dollar in early 1999 to 25,000 in late 2004.

16 August 1998, Albenistan's foreign reserves are emptied and it is

no longer able to service its debts. The economy crumbles and the country only survives through massive loans, including a large “bail-out” package from the International Monetary Fund. Elections for the bicameral Supreme Assembly (Majlisi Oli, consisting of the Assembly of Representatives and the National Assembly) are indefinitely postponed. The opposition does not protest this action.

23 April 2001, President Umarov appoints Ikhbol Nurov as prime minister. Nurov is the leader of the National Reconciliation Party (NRP), founded by Islom Khafiz. Nurov gains the prime minister’s office by including the NRP in a coalition government with Umarov’s Albenistan National Party and two other minor parties — the Party of Albenistani Workers, led by Nuriddin Mirzo and the National Unity Party, led by Parviz Mamadshoyev.

5 August 2002, Russia and Albenistan sign an agreement restructuring Albenistan’s debt burden. While this helps to reinvigorate Albenistan’s all but dead economy, many claim its terms allow Russia to pressure the Albeistani government into accepting Russian firms bids for acquisition of natural resource extraction rights.

23 October 2002, President Umarov offers the United States of America the use of Albenistan air bases as the Albenistani contribution to the War on Terror. The Supreme Assembly supports the decision by an extremely thin margin. The Party of Albenistani Workers leaves the coalition government, but the lack of a unified opposition allows the government to continue to function.

9 May 2003, the Global Medical Assistance Group, a non-governmental organization supplying medical professionals, equipment and supplies to distressed regions opens a small office in Isherbazi. The office’s mandate is to investigate possible need for GMAG intervention in Albenistan.

30 November 2003, the International Humanitarian Organization, a non-governmental organization focusing on supplying basic necessities, such as food, shelter and medical aid to distressed regions, opens a mission in Khorforjan. The annual IHO report for 2003 warns of an impending humanitarian crisis in Central Asia. This warning is ignored by the world media as a whole.

5 March 2004, GMAG joins the IHO in Khorforjan. Construction of the Ashanjube Internally Displaced Persons camp begins just outside of Khorforjan. The Umarov government offers no support for the project but does not obstruct it.

12 April 2004, President Umarov requests the UN to extend the mandate of the proposed Central Asian Stabilization Force to include Albenistan and specifically the Autonomous Province of Qurghon Khujand and the areas along the border with Afghanistan, which remain unstable and insecure.

30 September 2004, Camp Parker, the headquarters for the Central Asian Stabilization Force – Albenistan (CASFOR-A) is completed. The first residents are German and Dutch troops.

1 December 2004, elements of 40 Commando from the United Kingdom’s Royal Marines Commando join CASFOR-A. The force now includes military elements from Canada, Denmark, Germany and the United Kingdoms.

Holy Motherland Albenistan (HMA)

Summary: Holy Motherland Albenistan is a young, very loosely organized group of extremist nationalist movements. The HMA itself is small, merely a core of dedicated men — there are no women in the HMA — led by a shadowy individual known as Abbas. This small group acts as liaison and umbrella for a disparate collection of extremists, drug-smugglers and terrorists. Its power in Albenistan has increased due to an alliance with an anti-government conspiracy that includes individuals from the State Security Police, the Security and Intelligence Group and the military.

From the anti-government conspiracy, the HMA have gained financial support as well as access to intelligence and equipment. The drug-smugglers and warlords of the area that borders Afghanistan have some idea of the HMA’s contacts within the government, but Abbas has insured that HMA’s connections with the Security and Intelligence Group remain cloaked in secrecy. While the HMA has stated that they aim to remove the elected government of Albenistan and install a conservative theocracy, those conspirators allied with the HMA have made no secret of their intention to replace the elected government with a military regime. Each group has made clear that their alliance is temporary and it is likely that if the elected government of Albenistan falls, these two groups will turn to fighting each other.

Hierarchy: The groups operating under the HMA’s umbrella include tribal leaders, criminals, and extreme nationalists. There has been some speculation that, along with anti-government conspirators, the HMA may have ties to some of the legal political parties in the Albenistani government, but no proof of any such relationship exists.

For the most part, the HMA maintains a cell structure. Each cell operates independently, having no contact with other cells. The leader of each cell has limited contact to a higher level of command as well as to a lower level to which the leader will pass orders and receive intelligence. In the region bordering Afghanistan, which includes the Autonomous Province of Qurghon Khujand, the HMA is active in an overt manner, signing agreements with various warlords and drug gangs. In this area, the HMA is structured in a military manner, with uniforms, ranks and military discipline. Training camps for extremists allied to the HMA are maintained in Qurghon Khujand.

NATO Special Actions Group (SAG)

The Special Actions Group (SAG) is a fictional Department 7.

Summary: The NATO Special Actions Group is the umbrella organization within NATO’s Combined Military Intelligence Directorate (CMID). The SAG controls small, temporary units raised jointly from the forces of member nations. These units are termed Detached Teams. Detached Teams are created for a specific mission and then disbanded upon completion of that mission. Along with the SAG, the sections of the CMID include Personnel (Department One or simply D-1), Intelligence (D-2), Operations (D-3), Logistics (D-4), Liaison (D-5), and Signals (D-6). When activated, the SAG is technically Department 7 of the CMID.

Mission Profile: The SAG is responsible for covert surveillance, long-range reconnaissance, unconventional warfare and direct action. In peacetime, the SAG offers the members of NATO covert paramilitary capabilities for missions within hostile territory. Recently, the SAG has been tasked to anti-terrorism operations. Detached Teams can be sent into denied areas to monitor or strike at terrorist assets and personnel. SAG Detached Teams have been reported to have trained indigenous elements in areas controlled by dangerous regimes. Detached Teams may also have been involved in the elimination of certain leaders of extreme nationalist and terrorists groups.

Capable of extended independent action, SAG Detached Teams

can be tasked to deep infiltration for forward observation, tactical air control, interdiction, long-range reconnaissance or direct action, which could include the elimination of enemy assets or personnel. SAG Detached Teams are capable of infiltration by land, sea or air. Available equipment includes fixed and rotary wing aircraft, swimmer delivery vehicles and light utility vehicles.

Organization: A member nation of NATO must request the activation of a Detached Team. The request is made to D-5. Mission planning is done by D-2 in cooperation with the requesting force or government. The command component of a team is functionally attached to D-3 for the duration of the mission, while the remainder of the team is attached to D-1. Personnel are requested by the command component and participation is voluntary. The command component must obtain the permission of the governments of any individual requested if that individual volunteers to participate. Personnel are returned to their parents units with the completion of a mission.

SIS Increment

Summary: The UK's Secret Intelligence Service does not have the integral assets to undertake direct action in denied or hostile territory. As such, the SIS has created a special organization, similar to the CIA's Special Activities Division, known as the Increment. Staffed by seconded operators from the Special Forces Group, the Increment offers the SIS a potent force multiplier as well an opportunity to undertake paramilitary operations that otherwise would have necessitated the tasking of a military special operations force.

The government of the UK has yet to confirm the existence of the Increment, but it has been mentioned in both media and official government documents. Shadowy beyond even the Special Air Service or Special Boat Service, the Increment has the blackest of budgets. Deploying the SAS or SBS carries the same responsibility for politicians and bureaucrats as deploying any other military unit. The Increment, however, is unknown, unseen and deniable. Further, the Intelligence Services Act of 1994 protects its operators from prosecution in the UK for actions in foreign countries.

Mission Profile: Teams from the Increment are available for almost any operation in which deniability is essential. Not spies, the operators seconded for missions are highly trained for direct action and unconventional warfare operations. The SIS has plenty of intelligence gathering assets, so unless the mission is deep within an extremely hostile or otherwise dangerous area, it is highly unlikely an Increment team would ever be tasked to any type of reconnaissance mission.

The operations that have netted the Increment the greatest amount of notice have been direct action missions, both in the Balkans and in Afghanistan. It is reported that an Increment team operated in the former Yugoslavia, hunting down and killing war criminals. In Afghanistan, the elimination of key Taliban personnel has been attributed in certain sectors to the Increment, though the SAS or SBS could have completed such a mission.

More commonly, reports from Afghanistan alleged very small Increment teams acted in the same manner as the CIA's Special Activities Division staff, that being the training and support of the Northern Alliance troops who overthrew the Taliban. Increment operators had previously been reported in northern Iraq supporting the Kurds against Saddam Hussein's regime.

Organization: The Increment is not a standing unit with regular personnel. Activated for specific missions, an Increment team is comprised of operators temporarily seconded from the units of the Special Forces Group. When the need for deniability is extreme, outside contractors — usually ex-SAS or SBS operators — can be used.

There is no standard structure for an Increment team. When operating in the Balkans, the teams seemed to be comprised similar to the 4-man patrol structure common to the SAS. In Afghanistan, though,

Increment teams tended to be extremely small, often 2-man groups, if reports are to be believed. A team is as large as is necessary, but never large enough to attract attention.

APPENDIX 6: INFORMATION

Presented here are two items that will help the PCs centre themselves in Khorforjan. It is important that the players understand the situation, and if they have not played *Raid on Ashkashem* or *the Qalashar Device*, they may not fully understand or appreciate the role of the HMA. Further, entering into Khorforjan, it is important to give the PCs some clues to help them move forward in dealing with the threat of the Qalashar device and the HMA.

Holy Motherland Albenistan (HMA)

Excerpt from "Nationalism and Insurgency in Albenistan" (*Central Asian Monitor*; Vol XI, Issue 125) written by Abdel-Rahmen Khadr:

The reasons for the insurgency in the Qurghon Khujand province have been well-documented. Less clear are the agents and actors that have participated in the unrest. Suspicious of Western media and of middling interest to the rest of the world, the insurgent groups have remained in the shadows even as some eclipse the reach and strength of the national government.

The roots of these insurgent movements lie in Afghanistan and with the Mujahideen. During the Soviet occupation of Afghanistan, many of the Central Asian republics reaped economic benefits from the movement of military personnel and materiel, and Albenistan was no exception. However, the economic windfall benefited only a few. Many embittered and impoverished Albenistanis crossed the border to join the Mujahideen.

The Albenistanis learned to fight alongside the Mujahideen, but they also fought the Soviet military in Albenistan itself. The man known as Abbas, who is credited with leading the insurgent group Holy Motherland Albenistan, returned to Albenistan from Afghanistan and began the Albenistani Liberation Organization. Russian military records have very little to say about the ALO, though the populace of the Qurghon Khujand do remember the movement and its actions. Its most spectacular success was the destruction of a fuel and ammunition dump just outside the town of Qalashar.

The independence of Albenistan followed the end of the Afghanistan occupation closely. Those Albenistanis who had aided the Mujahideen were not, for the most part, happy with the new national government. The communist officials that had controlled Albenistan during its time as a Soviet republic remained in power. The government forgot they no longer had the overt support of Moscow, and continued to exercise control as though backed by Soviet military might. This led to six years of bloody civil war.

While the ALO is undoubtedly the seed from which the HMA sprung, many of its supporters became active through the Albeni People's Liberation Army. Marat Burhonov, the leader of the APLA, had fought alongside Abbas in the ALO. The ALPA vied with the Umarov government during the Albenistani civil war which lasted from 1992 to the ceasefire and the December Accord agreement in 1997. Burhonov turned the ALPA into the Albeni People's Liberation Party and ran for the presidential post in the 1998 elections.

Few militant supporters of the ALPA followed Burhonov into politics, and unrest continued throughout the Qurghon Khujand and along the border with Afghanistan. Throughout the civil war, Abbas had remained active in the area. While few official records remain, the Albenistan Motherland Army fought some small engagements in the area, though it had no input into the December Accord or the eventual

constitution.

The economic crisis that hit in 1998 all but destroyed commerce in Albenistan. This increased the influence of Abbas and the AMA as they protected and supported the locals in the border region. It is rumored, though denied by HMA sources, that Abbas and the AMA allowed opium and weapon smugglers to operate in the border area. This practice is said to have expanded the coffers of the AMA, and not all of that money found its way to desperate farmers and villagers.

The activities of the AMA may not seem, at first glance, to correspond to their nationalist aims. However, statements from the HMA reject this, saying instead that those involved in transnational crime were patriots criminalized by the government. The HMA and the AMA before it both claim a type of Robin Hood status—their crimes are not crimes as they do not profit from their actions, but use their funds to help the needy.

The AMA did not garner large support, but it did control the border region with Afghanistan. In the autonomous province of Qurghon Khujand—autonomous because the government could not exert control and did not wish to try—the AMA rivaled the largest of the warlords in manpower and military strength, and had an impressive amount of grassroots support.

The economic crisis added even further fuel to nationalist groups like the AMA. The Umarov government accepted the humbling demands of the International Monetary Fund in order to receive emergency foreign currency loans. In the short-term, the demands proved almost as crippling as the economic crisis, though Albenistan later had some growth. The necessity of accepting foreign help and bowing to foreign demands did not sit well with most of the political groups in Albenistan, and especially angered nationalist groups like the AMA.

Elections arrived after the end of the economic crisis. While the Umarov government was not toppled, this can be attributed more to the irregularities reported by almost all independent observers than to any outpouring of support by the electorate. The displeasure of the Albenistani population could not be entirely circumvented, and Umarov's Albenistan National Party only held onto power by joining in a coalition with the National Reconciliation Party—founded by Islom Khafiz, a signatory of the December Accord—and two smaller parties, the Party of Albenistani Workers and the National Unity Party. The NRP's leader, Ikhbol Nurov, became Umarov's prime minister.

None of this quieted the nationalist forces. In fact, disaffection with the political process and parties swelled the AMA's numbers. Abbas began more significant actions against the government, including attacks on military installations and personnel in and around the capital of Isherbazi. Successes increased the profile of the AMA and this in turn drew adherents.

Then came 9-11 and a fundamental change in the world's political dynamics. Abbas' AMA became Holy Motherland Albenistan. Abbas issued a call to arms against the decadent influence of the West and the corruption of the Umarov government. He wrote a missive published widely in Albenistan and passed through the internet calling for the support of the masses to overthrow the government. So far, that has not happened.

Since the war in Iraq, support for the HMA has increased, as has the activity of the HMA. Evidence suggests the HMA has access to military grade weapons and vehicles. The group almost rules the southern quarter of the Qurghon Khujand province and controls the border with Afghanistan. It has not yet toppled the Umarov government, but that government appears less and less capable of maintaining its hold on Albenistan. The next presidential elections are quickly approaching, and it is hard to believe that even with the amount of tampering evidenced in the last two elections, that Abdul Umarov will emerge victorious again.

Excerpt from report on targets of interest submitted to the Secret Intelligence Service by Captain David Sloane, 14 Independent Intelligence Company, UK Special Forces Group, commanding Operation GHOST HAMMER:

Abdurahkim Boboyev

The initial file on Abdurahkim Boboyev compiled by the State Security Police (SSP) is based on an existing file from the KGB. Boboyev spent time in a Soviet labor camp due to his involvement in student radicalism. The SSP file was continued as Boboyev supported Marat Burhonov's Albeni People's Liberation Army (APLA). Burhonov's APLA was an insurgent movement and one of three military powers in the civil war, along with the government forces and the National Army for Freedom and Reconciliation. Boboyev had supported the ALPA against the government in the civil war and there is some evidence to suggest he supported the Albenistan Motherland Army (AMA), a precursor for Holy Motherland Albenistan (HMA).

There is little evidence to tie Boboyev to the HMA, however given his established support throughout the civil war and his alleged support during the economic crisis, Boboyev provides the most enticing target for surveillance.

Boboyev and Mazaffar Hameed both have had contact with an unidentified individual now designated *Tango K-Boss*.

Muzaffar Hameed

Muzaffar Hameed is the brother-in-law of Abdurahkim Boboyev. Like Boboyev, Hameed supported the APLA, but also supported peaceful, democratic change and the Albeni People's Liberation Party. There is a lapse in the SSP file on Hameed, but he shows up again during the economic crisis working closely with Boboyev and apparently in contact with members of the AMA. When Boboyev formed Sadirov Holdings, he placed Hameed in charge. There are links between Sadirov Holdings and equipment found in the Qalashar facility, therefore Hameed became a target of interest and placed under signals surveillance.

Hameed and Abdurahkim Boboyev both have had contact with an unidentified individual now designated *Tango K-Boss*.

Colonel Olim Iskanov, Commanding Officer, Security and Intelligence Group (SIG), Khorforjan

Information from Op DISCONNECT indicates SIG involvement with HMA. Col. Iskanov had previously worked alongside Major Musulmongul Radjabov, SIG officer commanding at Qalashar. Col. Iskanov recommended Radjabov's promotion to major and assigned him to 'insurgent activity monitoring' in the area of Qalashar. Iskanov's position in Khorforjan would make him the most likely to channel material and equipment to the Qalashar project.

Initial signals intercepts reveal Iskanov has contact with an individual whose identity is not certain but who is likely a subject of interest identified as Ali, a Holy Motherland Albenistan agent. Due to this contact, Iskanov's office telephone and his personal cellular telephone are under signals surveillance.

APPENDIX 7: GLOSSARY

AKM: An acronym for Avtomat Kalashnikova Modernizirovannyj, meaning modified Kalashnikov automatic rifle. A slightly more modern version of the AK-47.

APC: Armored Personnel Carrier. This term refers to an armored vehicle used to transport infantry but which lacks heavy weaponry capable of supporting infantry actions. While the vehicle may have defensive weaponry, it is ill suited to a fire support role and completely incapable of engaging heavy armor. The US M1123 and the UK Spartan are both APCs.

BDU: Battle Dress Uniform. The regular clothing worn by military personnel. Most people would not consider this clothing a 'uniform' and these are often called 'fatigues' by the general public.

CIA: Central Intelligence Agency, the United States Government department for foreign intelligence gathering. When it is necessary for the CIA to complete a direct action or paramilitary mission, the Special Activities Division (SAD) handles the operation.

HUMINT: Human Intelligence, gathering intelligence through people, be they actual spies, informants, or merely individuals interviewed by the intelligence-gathering entity.

IFV: Infantry Fighting Vehicle. This term refers to an armored vehicle used to transport infantry that has heavy weaponry capable of supporting infantry actions but which is not capable of engaging heavy armor. The US Bradley and the UK Warrior are both IFVs.

IMINT: Image Intelligence, gathering intelligence by using photographs or other visual or graphic means.

Increment, the: A special operations unit used by the Secret Intelligence Service, also a Prestige Class in *Blood & Guts: In Her Majesty's Service*.

LAV: Light Armored Vehicle. This term refers to armored support vehicles that are not designed to engage heavy armor. LAVs are usually armored personnel carriers, infantry fighting vehicles, support vehicles or reconnaissance vehicles.

LUV: Light Utility Vehicle. This term refers to vehicles such as jeeps and small trucks, used in a support rather than a combat role.

Operator: A term that refers to members of elite special operations forces, such as the UK's SAS, the US' Delta Force or Canada's JTF-2.

NVD: Night Vision Device, also called Night Optical Device or Night Vision Goggles, these are special optics that enhance ambient light to allow wearers to see in darkness.

QRF: Quick Reaction Force. A unit or group ready to quickly act or react to a given circumstance, such as an attack.

Radio, Satcom: This is a man-portable satellite communications terminal. In order to contact a satellite, that satellite must be on line-of-sight, meaning the satcom cannot communicate with a satellite that is beyond the horizon.

Radio, Squad: This is a man-portable radio used for long-range communications, such as with the unit's base. The squad radio is also

used to communicate with other units and vehicles when on a joint operation.

Radio, Tactical: This is a man-portable radio used for short-range communication between members of the same unit. In most situations, every member of a unit will have a tactical radio, which keeps all members connected.

Req: Requisition. A request for equipment, support or other item or element.

RPG: Rocket Propelled Grenade. A cheap and plentiful anti-armor weapon that fires rocket-assisted grenades. The ubiquitous RPG-7 is—as can be guessed—an RPG.

SAD: The CIA's Special Activities Division, which is responsible for all direct action or paramilitary missions. The units under SAD control are commonly called Special Operations Groups.

SAS: 22nd Regiment Special Air Service, perhaps the most famous special operations force in the world. Also a Prestige Class in *Blood & Guts: In Her Majesty's Service*.

SBS: Special Boat Service, along with the Special Air Service, an elite special operations force from the United Kingdom. Also a Prestige Class in *Blood & Guts: In Her Majesty's Service*.

SEALs: The elite special operations force of the US Navy, able to insert by sea, air or land.

SFG: In this work, this usually refers to the UK's Special Forces. 5th SFG refers to the 5th Special Forces Group of the US Army Special Forces (Airborne), the group with responsibility for southwest Asia and northeast Africa.

SIS: Secret Intelligence Service, also known as MI6 or Her Majesty's Secret Service.

SOG: Special Operations Group, a CIA unit tasked to direct action and paramilitary missions through the Special Activities Division (SAD).

Special Forces Group: A branch of the UK's military that oversees the nation's special operations forces, including the SAS, SBS and 14 Independent Intelligence Company. It is similar to the US Special Operations Command.

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**We need guns. Lots of guns.
Rockets, too. Oh, and some hand
grenades. Got any land mines?
How about a tank? Maybe a SCUD?**



**Serving all your gaming needs
for military hardware.**



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Intercept, Subject Wolf – Wednesday

Intercepted cellular telephone traffic, 1712.32 hrs (local)
Subject Wolf placed call to unknown party. Voice analysis places 81% probability that unknown party is Subject Ali, unidentified Holy Motherland Albenistan agent.
Transcript follows:

Unknown: Yes?
Wolf: This is your wolf. I will make your meeting.
1712.33 hrs - 1712.41 hrs> ambient background noise identified in analysis as automobile traffic
Unknown: What are you doing? You are calling me?
Wolf: Stop being paranoid.
Unknown: You must be more cautious.
Wolf: What is there to worry—?
(Unknown party terminates connection)

Traffic ends 1712.41 hrs (local)

Subject Wolf under surveillance at request of Captain David Sloane, 14 Independent Intelligence Company, attached to CASFOR-A.

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Recorded Conversation, Subject Boboyev – Thursday

Recorded telephone traffic, 0127.16 hrs (local)

Subject Abdurahkim Boboyev placed call to information line. Subject's cellular telephone number traced to call at 0128.07 hrs.

Clerk on duty, Corporal Edward Wilson. Intelligence officer (IO) on duty, Lieutenant Damian Robertson. Conversation translated from Tajik. Subject held in queue for 12 seconds before addressed by Clerk.

Transcript follows:

Clerk: Thank you for calling.

Boboyev: I have waited a long time to speak to you.

Clerk: My apologies. How can I assist you?

Boboyev: Do you not want information?

Clerk: Yes, sir. We require any information you can offer us.

Boboyev: I have information about weapons used by terrorists. Tonight, one of the terrorist leaders will be there.

Clerk: What information can you give us?

Boboyev: The weapons are stored in the basement of the main post office, at the Government Square.

Clerk: The main post office at Government Square.

Boboyev: Yes, the main post office. The one at Government Square.

Clerk: The weapons are there?

Boboyev: Yes, but you must go there tonight.

Clerk: Tonight? Do you mean the evening today?

Boboyev: No, I mean tonight. This night. Before sunrise.

Clerk: I understand. Sir, you need to speak to a person of importance. Please hold the line.

Boboyev: I can't talk to—

0127.48 hrs> duty clerk puts line on hold. Subject silent while on hold

0128.15 hrs> IO connects to line

IO: Sir, you have information on terrorist weapons?

Boboyev: Yes, I have information on weapons used by Holy Motherland Albenistan.

IO: Yes, we know of that group. Where are these weapons?

Boboyev: I already told you, at the main post office.

IO: I apologize but you did not tell me this.

Boboyev: No, I spoke to the other man. I told him.

IO: The main post office.

Boboyev: The one at Government Square. You must go tonight, now, before the sunrise. A leader of the terrorists is there now. He will soon be gone.

IO: A leader of Holy Motherland Albenistan?

Boboyev: Yes, a very important man. You must go now to catch him or he will be gone.

IO: Sir, we can't simply raid the post office. If you will leave your contact information, and this information is verified, we can provide you with—

(Subject terminates connection.)

Traffic ends 0128.47 hrs (local)

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Intercept, Subject Tango K-Boss – Thursday

Intercepted cellular telephone traffic, 0158.31 hrs (local)
Subject Tango K-Boss placed call to unknown party. Conversation already underway at intercept commencement.
Conversation translated from Tajik.
Transcript follows:

TKB:—be there in ten or fifteen minutes.
0158.31 hrs - 0158.47 hrs> consistent background noise identified in analysis as automobile engine
Unknown: It is quiet here. We will be ready.
TKB: And have you heard from the Builder?
Unknown: We have not heard from him tonight.
TKB: It does not matter. I will speak to you when I arrive. We will be moving the items tomorrow.
Unknown: We can do that.
TKB: Good. I will arrive soon.
(Subject Tango K-Boss terminates connection)

Traffic ends 0158.47 hrs (local)

Subject Tango K-Boss under surveillance at request of Captain David Sloane, 14 Independent Intelligence Company,
attached to CASFOR-A

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Intercept, office of Colonel Olim Iskanov, Security and Intelligence Group, Ministry of the Interior – Thursday

Intercepted telephone traffic, 1445.20 hrs (local)

Subject Olim Iskanov received a call from an unknown party. Voice analysis places 92% probability that unknown party is Subject Kamilov, unidentified Holy Motherland Albenistan agent. Conversation translated from Tajik.

Transcript follows:

Unknown: Iskanov?

1445.20 hrs – 1445.37 hrs> consistent background noise identified in analysis as automobile traffic

Iskanov: What are you doing calling me?

Unknown: We need to know what happened last night.

Iskanov: All I can tell you is that the Europeans killed a man named Hasanov who was working for the HMA. They took a man named Abdurmajid Hameed prisoner. I understand the Europeans received their information from an informant.

Unknown: What are you saying?

1445.34 hrs – 1445.37 hrs> ambient background noise identified as passing unconnected conversation in Tajik

Iskanov: I must go.

(Subject Iskanov terminates connection)

Traffic ends 1445.37 hrs (local)

Colonel Olim Iskanov, Security and Intelligence Group, Ministry of the Interior under surveillance at request of Captain David Sloane, 14 Independent Intelligence Company, attached to CASFOR-A.

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Intercept, Subject Wolf – Thursday

Intercepted cellular telephone traffic, 1755.03 hrs (local)
Subject Wolf placed call to unknown party. Voice analysis places 84% probability that unknown party is Subject Ali, unidentified Holy Motherland Albenistan agent. Conversation translated from Tajik.
Transcript follows:

Unknown: Yes?

Wolf: There is no way I can make your meeting.

Unknown: Why are you calling me? I told you not to call me.

Wolf: What does it matter if I call? If you don't control your damn people, you can piss all over your sacred plan.

Unknown: Do not try to tell me—

(Subject Wolf terminates connection)

Traffic ends 1755.14 hrs (local)

Subject Wolf under surveillance at request of Captain David Sloane, 14 Independent Intelligence Company, attached to CASFOR-A.

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Intercept, Subject Wolf – Friday

Intercepted cellular telephone traffic, 1755.41 (local)

Subject Wolf had contact with an unknown party. Voice analysis places 93% probability that unknown party is Subject Abdurakhim Boboyev, Holy Motherland Albenistan supporter. Conversation already underway at intercept commencement. Conversation translated from Tajik.

Transcript follows:

Wolf: —they have a spy there.

1755.53 hrs - 1756.01 hrs> ambient background noise identified in analysis as automobile traffic

Boboyev: A spy? Are they not army units?

Wolf: They are not army units but commandos. Marines. The spy is with another unit.

Boboyev: You want me to deal with him?

Wolf: He travels in a big car with local plates. He thinks we cannot see him if he dresses up.

Boboyev: Can you tell me when he leaves the European camp?

Wolf: I can.

Boboyev: Then I can solve the problem.

Wolf: How?

Boboyev: There is an intersection he will pass through, just inside the city. We can attack from the roofs.

Wolf: That is a good plan. Prepare. You will hear from me.

(Subject Wolf terminates connection)

Traffic ends 1756.07 (local)

Subject Wolf under surveillance at request of Captain David Sloane, 14 Independent Intelligence Company, attached to CASFOR-A.

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Excerpt from "Nationalism and Insurgency in Albenistan" (Central Asian Monitor; Vol XI, Issue 125) written by Abdel-Rahmen Khadr:

The reasons for the insurgency in the Qurghon Khujand province have been well-documented. Less clear are the agents and actors that have participated in the unrest. Suspicious of Western media and of middling interest to the rest of the world, the insurgent groups have remained in the shadows even as some eclipse the reach and strength of the national government.

The roots of these insurgent movements lie in Afghanistan and with the Mujahideen. During the Soviet occupation of Afghanistan, many of the Central Asian republics reaped economic benefits from the movement of military personnel and materiel, and Albenistan was no exception. However, the economic windfall benefited only a few. Many embittered and impoverished Albenistanis crossed the border to join the Mujahideen.

The Albenistanis learned to fight alongside the Mujahideen, but they also fought the Soviet military in Albenistan itself. The man known as Abbas, who is credited with leading the insurgent group Holy Motherland Albenistan, returned to Albenistan from Afghanistan and began the Albenistani Liberation Organization. Russian military records have very little to say about the ALO, though the populace of the Qurghon Khujand do remember the movement and its actions. Its most spectacular success was the destruction of a fuel and ammunition dump just outside the town of Qalashar.

The independence of Albenistan followed the end of the Afghanistan occupation closely. Those Albenistanis who had aided the Mujahideen were not, for the most part, happy with the new national government. The communist officials that had controlled Albenistan during its time as a Soviet republic remained in power. The government forgot they no longer had the overt support of Moscow, and continued to exercise control as though backed by Soviet military might. This led to six years of bloody civil war.

While the ALO is undoubtedly the seed from which the HMA sprung, many of its supporters became active through the Albeni People's Liberation Army. Marat Burhonov, the leader of the APLA, had fought alongside Abbas in the ALO. The ALPA vied with the Umarov government during the Albenistani civil war which lasted from 1992 to the ceasefire and the December Accord agreement in 1997. Burhonov turned the ALPA into the Albeni People's Liberation Party and ran for the presidential post in the 1998 elections.

Few militant supporters of the ALPA followed Burhonov into politics, and unrest continued throughout the Qurghon Khujand and along the border with Afghanistan. Throughout the civil war, Abbas had remained active in the area. While few official records remain, the Albenistan Motherland Army fought some small engagements in the area, though it had no input into the December Accord or the eventual constitution.

The economic crisis that hit in 1998 all but destroyed commerce in Albenistan. This increased the influence of Abbas and the AMA as they protected and supported the locals in the border region. It is rumored, though denied by HMA sources, that Abbas and the AMA allowed opium and weapon smugglers to operate in the border area. This practice is said to have expanded the coffers of the AMA, and not all of that money found its way to desperate farmers and villagers.

The activities of the AMA may not seem, at first glance, to correspond to their nationalist aims. However, statements from the HMA reject this, saying instead that those involved in transnational crime were patriots criminalized by the government. The HMA and the AMA before it both claim a type of Robin Hood status—their crimes are not crimes as they do not profit from their actions, but use their funds to help the needy.

The AMA did not garner large support, but it did control the border region with Afghanistan. In the autonomous province of Qurghon Khujand—autonomous because the government could not exert control and did not wish to try—the AMA rivaled the largest of the warlords in manpower and military strength, and had an impressive amount of grassroots support.

The economic crisis added even further fuel to nationalist groups like the AMA. The Umarov government accepted the humbling demands of the International Monetary Fund in order to receive emergency foreign currency loans. In the short-term, the demands proved almost as crippling as the economic crisis, though Albenistan later had some growth. The necessity of accepting foreign help and bowing to foreign demands did not sit well with most of the political groups in Albenistan, and especially angered nationalist groups like the AMA.

Elections arrived after the end of the economic crisis. While the Umarov government was not toppled, this can be attributed more to the irregularities reported by almost all independent observers than to any outpouring of support by the electorate. The displeasure of the Albenistani population could not be entirely circumvented, and Umarov's Albenistan National Party only held onto power by joining in a coalition with the National Reconciliation Party—founded by Islom Khafiz, a signatory of the December Accord—and two smaller parties, the Party of Albenistani Workers and the National Unity Party. The NRP's leader, Ikhbol Nurov, became Umarov's prime minister.

None of this quieted the nationalist forces. In fact, disaffection with the political process and parties swelled the AMA's numbers. Abbas began more significant actions against the government, including attacks on military installations and personnel in and around the capital of Isherbazi. Successes increased the profile of the AMA and this in turn drew adherents.

Then came 9-11 and a fundamental change in the world's political dynamics. Abbas' AMA became Holy Motherland Albenistan. Abbas issued a call to arms against the decadent influence of the West and the corruption of the Umarov government. He wrote a missive published widely in Albenistan and passed through the internet calling for the support of the masses to overthrow the government. So far, that has not happened.

Since the war in Iraq, support for the HMA has increased, as has the activity of the HMA. Evidence suggests the HMA has access to military grade weapons and vehicles. The group almost rules the southern quarter of the Qurghon Khujand province and controls the border with Afghanistan. It has not yet toppled the Umarov government, but that government appears less and less capable of maintaining its hold on Albenistan. The next presidential elections are quickly approaching, and it is hard to believe that even with the amount of tampering evidenced in the last two elections, that Abdul Umarov will emerge victorious again.

Excerpt from report on targets of interest submitted to the Secret Intelligence Service by Captain David Sloane, 14 Independent Intelligence Company, UK Special Forces Group, commanding Operation GHOST HAMMER:

Abdurahkim Boboyev

The initial file on Abdurahkim Boboyev compiled by the State Security Police (SSP) is based on an existing file from the KGB. Boboyev spent time in a Soviet labor camp due to his involvement in student radicalism. The SSP file was continued as Boboyev supported Marat Burhonov's Albeni People's Liberation Army (APLA). Burhonov's APLA was an insurgent movement and one of three military powers in the civil war, along with the government forces and the National Army for Freedom and Reconciliation. Boboyev had supported the ALPA against the government in the civil war and there is some evidence to suggest he supported the Albenistan Motherland Army (AMA), a pre-cursor for Holy Motherland Albenistan (HMA).

There is little evidence to tie Boboyev to the HMA, however given his established support throughout the civil war and his alleged support during the economic crisis, Boboyev provides the most enticing target for surveillance.

Boboyev and Mazaffar Hameed both have had contact with an unidentified individual now designated *Tango K-Boss*.

Muzaffar Hameed

Muzaffar Hameed is the brother-in-law of Abdurahkim Boboyev. Like Boboyev, Hameed supported the APLA, but also supported peaceful, democratic change and the Albeni People's Liberation Party. There is a lapse in the SSP file on Hameed, but he shows up again during the economic crisis working closely with Boboyev and apparently in contact with members of the AMA. When Boboyev formed Sadirov Holdings, he placed Hameed in charge. There are links between Sadirov Holdings and equipment found in the Qalashar facility, therefore Hameed became a target of interest and placed under signals surveillance.

Hameed and Abdurahkim Boboyev both have had contact with an unidentified individual now designated *Tango K-Boss*.

Colonel Olim Iskanov, Commanding Officer, Security and Intelligence Group (SIG), Khorforjan

Information from Op DISCONNECT indicates SIG involvement with HMA. Col. Iskanov had previously worked alongside Major Musulmongul Radjabov, SIG officer commanding at Qalashar. Col. Iskanov recommended Radjabov's promotion to major and assigned him to 'insurgent activity monitoring' in the area of Qalashar. Iskanov's position in Khorforjan would make him the most likely to channel material and equipment to the Qalashar project.

Initial signals intercepts reveal Iskanov has contact with an individual whose identity is not certain but who is likely a subject of interest identified as Ali, a Holy Motherland Albenistan agent. Due to this contact, Iskanov's office telephone and his personal cellular telephone are under signals surveillance.

BAD GUY QUICK REFERENCE GUIDE

The guide is a listing of NPCs with concise stats, as per below. This can be used as a separate sheet to consult while running *the Khorforjan Gambit*. The statblocks are listed alphabetically by NPC name or title. They are set up as follows:

Class: Abbreviations used for classes are: Ch for Charismatic; De for Dedicated; Ft for Fast; Sm for Smart; Sr for Strong; Tg for Tough; H for Hero; O for Ordinary; Sol is for Soldier.

hp, MAS and Init: Class is followed by stats for hit points, massive damage threshold and initiative.

Defense: Defense is presented first with touch and flatfooted following in parentheses.

Attack: Only the most common attack mode is listed.

SQ: Any special qualities or attacks that could affect combat are listed, otherwise this stat is removed.

Saves: These are listed as per normal.

AP: Action points are indicated for those characters who have them.

Skills, Feats and Talents: Those skills, feats and talents that could affect combat are listed last. If the character has ranks in Hide, Listen, Move Silently or Spot, those are always listed.

Chapter 6.1 Bad Guys

Camp Toughs, TgO2/SrO1/FtO1: hp 29; Mas 15; Init +1; Defense 17 (17/16); Atk +3 ranged (2d8, AKM); SV Fort +5, Ref +2, Will +1; Hide +3, Spot +3, Brawl, Point Blank Shot, Simple Weapons.

Committed Guards, TgO2/FtO2/DeO2: hp 33; Mas 13; Init +2; Defense 20 (20/18); Atk +5 ranged (2d8, AKS-74); SV Fort +5, Ref +4, Will +4; Hide +5, Listen +8, Move Silently +5, Spot +13, Combat Martial Arts, Quick Reload.

Elite Fanatics, SrO3/TgO3: hp 43; Mas 14; Init +2; Defense 16 (16/14); Atk +7 ranged (2d8, AKM); SV Fort +6, Ref +4, Will +3; Spot +4, Brawl, Point Blank Shot, Quick Reload.

HMA Runner, FtO4: hp 22; Mas 13; Init +2; Atk +5 ranged (2d8, AKM); SV Fort +2, Ref +4, Will +3; Hide +9, Move Silently +9, Tumble +6, Brawl, Dodge.

SIG Thugs, SrO2/TgO2/FaO2: hp 35; Mas 13; Init +2; Defense 20 (20/18); Atk +6 ranged (2d8, AK-74); SV Fort +5, Ref +4, Will ; Rep +0; Hide +8, Move Silently +8, Spot +4, Tumble +6 Dodge, Double Tap, Point Blank Shot.

Street Scouts, FaO3/TgO3: hp 43; Mas 14; Init +2; Defense 18 (18/16); Atk +6 ranged (2d8, AKM); SV Fort +5, Ref +5, Will +3; Hide +10, Move Silently +10, Spot +3, Tumble +4, Brawl, Dodge.

Urban Soldiers, TgO3/SrO3: hp 43; Mas 15; Init +2; Defense 16 (16/14); Atk +7 ranged (2d8, AKM); SV Fort +6, Ref +4, Will +3; Hide +11, Listen +3, Move Silently +11, Spot +9, Combat Martial Arts.

Chapter 6.2 The Unique Villains

Abbas, ChH4/SmH4/Sol4: CR 12; hp 92; MAS 16; Init +7; Def 17 (17/14); Atk +11/+6 ranged (2d8+2, AKS-74U); SV Fort +5, Ref +7, Will +4; AP 6; Bluff +13, Listen +5, Spot +5, Brawl, Dodge, Point Blank Shot, Precise Shot, Quick Reload, Coordinate, Inspiration, Strategy, Tactical Aid.

Boboyev, Abdurahkim, SmH4/ChH4/DeH2: hp 55; MAS 12; Init +4; Def 14 (14/14); Atk +5 ranged (2d4, Skorpion Machine Pistol); SV

Fort +6, Ref +3, Will +6 AP 5; Bluff +13, Brawl, Dodge, Point Blank Shot, Quick Reload, Trick, Coordinate, Inspiration.

Hameed, Abdurmajid, TgH2/SrH3/DeH2: hp 52; MAS 15; Init +2; Def 18 (18/16); Atk +7 ranged (2d8, AKM); SV Fort +8, Ref +2 Will +3; AP 3; Listen +5; Move Silently +4, Sense Motive 5; Spot +10, Brawl, Far Shot, Point Blank Shot, Streetfighting, Remain Conscious, Melee Smash.

Hameed, Muzaffar, DeH3/SmH2/TgH3: hp 43; MAS 12; Init -1; Def 16 (16/16); Atk +5 ranged (2d8, Desert Eagle); SV Fort +5, Ref +2, Will +8; AP 4; Listen +9, Sense Motive +13, Spot +11, Combat Martial Arts, Defensive Martial Arts, Point Blank Shot, Damage Reduction 1/—.

Hasanov, Bahrom, SmH5/DeH3/TgH2: hp 41; MAS 10; Init +5; Def 15 (15/14); Atk +5 ranged (2d4, Walther PPK); SV Fort +3, Ref +3, Will +8; AP 5; Bluff +6, Listen +13, Sense Motive +11, Spot +15, Brawl, Combat Expertise, Point Blank Shot, Streetfighting, Exploit Weakness, Plan.

Iskanov, Colonel Olim, SmH3/TgH4/Sol5: hp 99; MAS 16; Init +1; Def 21 (18/20); Atk +8 ranged (2d8, AKS-74); SV Fort +9, Ref +6, Will +6, AP 6; Hide +8, Listen +9, Spot +12, Brawl, Combat Martial Arts, Dodge, Double Tap, Point Blank Shot, Precise Shot, Trick, Damage Reduction 1/—, Tactical Aid.

Kamilov, Ikrom, TgH2/SrH3/FaH2: hp 54; MAS 15; Init +2; Def 20 (20/18); Atk +7 ranged (2d8, AKM); SV Fort +6, Ref +4, Will +1; AP 3; Hide +8, Move Silently +8, Spot +5, Tumble +6, Brawl, Dodge, Double Tap, Point Blank Shot, Streetfighting, Remain Conscious, Melee Smash, Evasion.

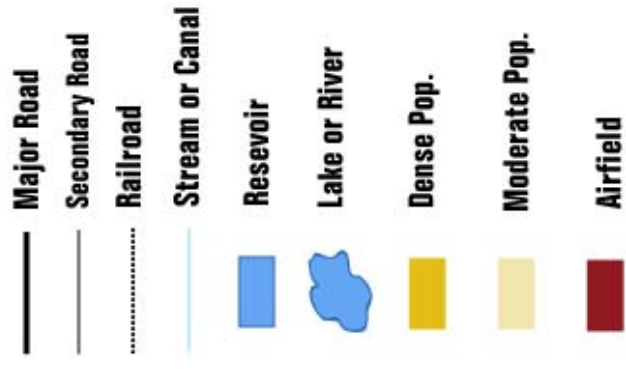
Nurov, Captain Ikhbol, DeO2/SrO2: hp 20; Mas 13; Init -1; Defense 13 (13/14); Atk +2 ranged (2d8, AKS-74); SV Fort +5, Ref -1, Will +4; Listen +9, Sense Motive +9, Spot +9.

Rakhmonov, Senior Lieutenant Yaqub, DeO2/FaO2/SrO2: CR 5; hp 19; Mas 8; Init +2; Defense 20 (20/18); Atk +6 ranged (2d8, AKS-74); SV Fort +3, Ref +4, Will +4; Hide +6, Listen +7, Move Silently +4, Sense Motive +6, Spot +7, Double Tap, Point Blank Shot.

Salimov, Imenaz, DeO1/ChO1: hp 6; Mas 8; Init +1; Defense 12 (12/11); Atk -3 ranged (1d4, improvised weapon); SV Fort +1, Ref +2, Will +3; Bluff +9, Sense Motive +4.

Saparmurat, SmH2/SrH2/TgH2/Sol2: hp 52; MAS 13; Init +2; Defense 18 (18/16); Atk +8 ranged (2d8+2, AKM); SV Fort +7, Ref +4, Will +2; AP 4; Listen +5, Spot +5, Brawl, Quick Reload.

Khorforjan



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