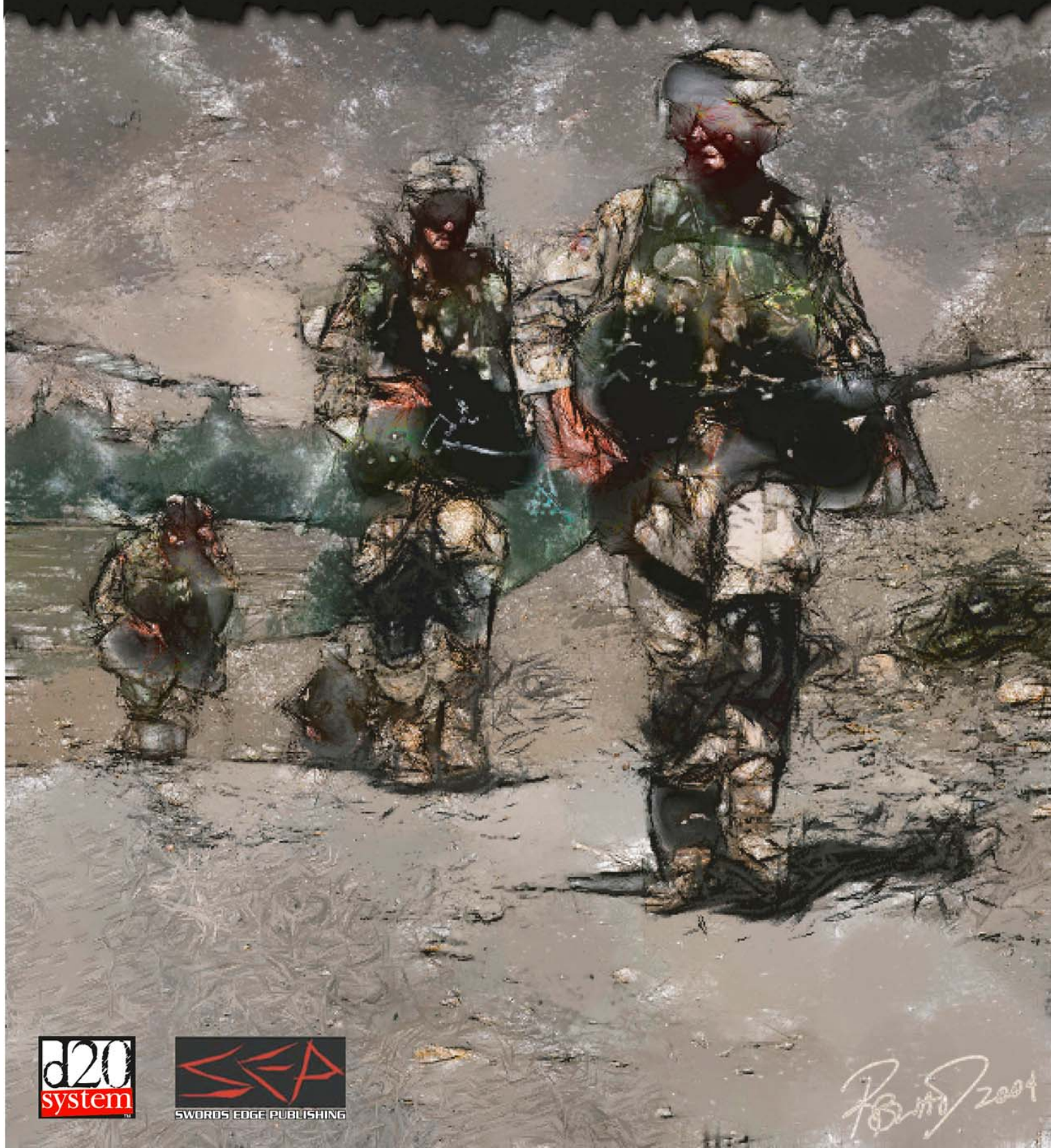


The DALASHAR DEVICE

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



Forrest 2004

THE QALASHAR DEVICE

AN SEP SPEC OPS ADVENTURE

PART 2 IN THE ALBENISTAN SERIES

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INTRODUCTION

The Qalashar Device can be played as a one-shot or as the second in the Albenistan series of adventure supplements from Sword's Edge Publishing's "SEP Spec Ops" line. The first adventure is *Raid on Ashkashem*. In it, a group of special operatives raided what they believed to be a drug smuggling way station only to find evidence of connections to nationalist extremists. If the players have not completed *Raid on Ashkashem*, some alterations to the initial briefing will be necessary. Like the previous supplement, this adventure is set in a fictional former Soviet Republic called Albenistan, however, it can be set in any real-world country. Information on Albenistan is included in *Appendix 6: Albenistan*. The names in this supplement are in keeping with Central Asia and the equipment is all Russian/Soviet, but the setting can be changed from the former Soviet Union to Africa, South America, the Golden Triangle or even the United States of America or Canada. Moving the adventure from its point of origin would necessitate new names for all the NPCs and new equipment for the bad guys.

In this adventure, the PCs are sent to investigate a military complex thought to be abandoned. Based on information gained at included in this supplement. The "Big Bang" series is grounded strongly in the real-world Ashkashem, the Secret Intelligence Service believes the complex may be a base for an extremist terrorist group. Further, there are some fears that a special weapon is being developed there. The PCs must reconnoiter the complex and decide on a course of action. The complex is being used by extremists, so the PCs are faced with a fight.

NOTE: Please read through the entire adventure before attempting to lead players through it. Players who intend to play this adventure should not read any further. This adventure requires only the *d20 Modern Roleplaying Game* to play. While the stats for any new weapon can easily be extrapolated from existing weapon stats, *Big Bang # 9* from Alternate Realities Press offers extensive information and stats on each of the weapons performance of the weapons rather than that of cinematic action. Both *Blood & Guts: Modern Military* and *Blood & Guts: In Her Majesty's Service* from RPG Objects include information

on role-playing military characters. Other resources for military weapons include *Ultra Modern Firearms* from Green Ronin and *Weapons Locker* from Wizards of the Coast. Guardians of Order have released *Military Vehicles*, a sourcebook that is compatible with the d20 system.

The bold/dark green text contains information to be related to the players. Regular text contains information for the GM which the GM may or may not relate to the players.

Story: The UK's spy agency, the Secret Intelligence Service (SIS) executed a raid on a drug smuggling way station near the village of Ashkashem in the Republic of Albenistan, along its border with Afghanistan. Information from that raid revealed the existence some kind of weapon — referred to as "the Device." This information has lead to an abandoned vehicle repair facility near the village of Qalashar. It is believed to be a base of the terrorist extremist group Holy Motherland Albenistan (HMA), information on which is included in *Appendix 7: Organizations*. The facility had been used by the Soviets during their occupation of Afghanistan but since the collapse of the USSR, it has fallen into disuse. Recent image intelligence indicates a large number of vehicles on the premises, and the SIS requires solid information on. The HMA is suspected of using this facility. Further, the Device may be at this location. In order to maintain the element of surprise, the Increment has been ordered to reconnoiter the facility ASAP. Based on the information from the reconnaissance, an attack will be deemed necessary.

What is unknown to the SIS is that the HMA is in league with a rogue faction of Albenistan's Security and Intelligence Group — a paramilitary wing of the Ministry of the Interior. This rogue faction is part of an anti-government conspiracy, bent on removing President Abdul Umarov and his supporters and installing a military dictatorship. The HMA and SIG rogue faction are using the facility to repair old Soviet armored vehicles and missile launchers which they intend to use in their eventual coup d'etat. Hidden among the repair and storage facilities is a rudimentary biological warfare laboratory in which a viral agent has been created. If this adventure is being used as a one-shot, the Device — a suitcase device for spreading a virulent form of the Ebola virus — can be found in *Observation in Building X*. If this supplement is

used as part of the Albenistan series, a device has been removed from the facility, and this leads to the next adventure, *The Khorforjan Gambit*.

In *The Khorforjan Gambit*, the Increment will have tracked the leader of the HMA, Abbas, and the leader of the SIG rogue faction, Colonel Olim Iskanov, to the city of Khorforjan. Khorforjan is now home to many charitable Non-Government Organizations attempting to alleviate the suffering of the populace situated along the border with Afghanistan. Further, Camp Parker, the headquarters for the UN's Central Asian Stabilization Force – Albenistan (CASFOR-A), is just outside of Khorforjan. The UN forces are attempting to secure the area along the Afghanistan border. While the SIS fears that Abbas may have plans to take the Device out of the country, the information collected by the PCs and the Increment will lead them to Khorforjan and a final confrontation with Abbas and Colonel Iskanov.

The map in the Command & Control building in *Raid on Ashkashem* leads the PCs to the base at Qalashar. If the PCs did not make note of this, one of the SBS support personnel or Lt. Cameron Sykes noted it and retrieved the map for intelligence purposes. The NPCs Jubair and Bahridin Sulaimonov both know about the Qalashar base, and if they were taken prisoner, they could provide intelligence on its location and its use by the HMA. They do not know the precise nature of the Device, but they will know it is a weapon.

As with *Raid on Ashkashem*, the use of the Increment is not essential to the plot. If the characters are from the US Military, perhaps the CIA's Special Activities Division has requested their participation in the mission. If the prime motivator for this adventure is the CIA, the SAS operators supporting the PCs in this adventure could be US Navy SEALs, Delta Force or even US Army Special Forces (Airborne) and the aircraft of 7 Squadron and 16 Air Assault Brigade could be from the 160th Special Operations Aviation Regiment, known as the Nightstalkers. Further, a completely fictional unit can be created which could be useful if characters come from disparate backgrounds. *Appendix 7: Organizations* includes information on the Increment as well as information on a "Department 7" unit called the NATO Special Actions Group.

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 members, though 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 7: 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 Ashkashem*, Captain David Hensley — or whomever acted as the prime motivator in that earlier adventure — reactivates the group, still at the base in Uzbekistan from which they launched their previous mission. 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 Ashkashem raid (known as Operation PAVEMENT), but if the PCs were heavily wounded in that adventure, the timetable can be pushed back to allow for recovery time.

CHAPTER 1 - THE BRIEFING

It's 0700, a couple of days since your return from the Ashkashem operation, and you have been gathered in the mess for another briefing. A number of men in civilian clothes — by their poise and attitude, you place them as operators — sit and stand near the far table and the map board beside it. These operators aren't the SBS team that supported you in Ashkashem, and they eye you with barely concealed curiosity and suspicion. You have a fair idea that something big, likely something to do with the Ashkashem raid, is afoot. Lt. Cameron Sykes, who led the SBS team, sits at the head of the table. He has some empty chairs around him and waves you over.

The map board has a picture of a relatively large facility on it. Along with the political map of Albenistan is a smaller scale

map of an area along the border with Afghanistan, between the towns of Sharan and Qalat. Before you have a chance to ask Cam anything, Captain Hensley enters the room. The room drifts into silence.

The captain's eyes move from one member of your team to the next as he speaks. "Operation PAVEMENT was a big success. We made a good intel catch. Based on information from the raid, London has reactivated your unit. We have reason to believe that this place," the captain taps the facility picture, "needs a good eye-balling. We may have bigger problems than opium and drug smugglers."

"These are pictures of the Qalashar Vehicle Maintenance Facility. This place was abandoned by the military back in '98, but it seems to be back in action. We've had little luck getting intel on the target. We were able to get the Americans to task a satellite to photograph the complex. Weather conditions made that difficult and the image intelligence we have is low grade. We've lost three UAVs trying to get further pics. What I can tell you is that the facility is near the village of Qalashar, about 12km south of Sharan and 15 km east of Qalat, nestled in nice and tight near the Afghani border. No surprise there. We all know the border area has more guns and more problems than any town out of a Wild West movie. Other than that, we've got two main problems — we've got no intel and the clock is ticking."

The captain sticks a red tack in the map between Sharan and Qalat. "The CIA and SIS have assets on the ground near Qalashar, and the people are claiming ignorance. The locals know there are people at the facility but they believe they are squatters, farmers. There doesn't seem to be any contact between the village and the facility, so the villager's ignorance isn't particularly surprising. Squatters or not, something is going on at the facility."

"Photo interpretation indicates lines of vehicles. During the occupation of Afghanistan, this place was a military base and repair facility for Soviet vehicles deployed to Afghanistan. It got reopened by the Albenistani military, though by all accounts wasn't much good at anything. Cutbacks and a currency crisis led to its closure in 1998. No one's heard much about it since. As it stands, the resolution of this photo is too poor to judge if those are wrecks or working vehicles."

The local authorities aren't particularly concerned about this place, but we are. Intelligence retrieved from the Ashkashem camp referred to a base at or near the village of Qalashar. Since there isn't much else around, this is likely the place.

"Worse news. We have a letter to one Jubair from a character named Abbas in which this Abbas refers to a device or weapon that will 'strike fear in the hearts of the enemy and destroy their feeble resolve.' This sounds pretty ominous. The characters running the camp in Ashkashem were part of an extremist group calling itself Holy Motherland Albenistan. They have the usual hatred of the West and consider the democratically elected government of Albenistan puppets of some international conspiracy apparently headed by the US. This Holy Motherland Albenistan is reported to be small but very hardcore, and London is worried what this device might be. Based on our sketchy intelligence, we're hoping to find the device in Qalashar and maybe Abbas as well. We don't have much time and this chance is too good to pass up. The speed and secrecy of the raid on Ashkashem leads us to hope that anyone at the Qalashar base won't know that the hunt is on. That's not going to last, so we need to size up the target and do what needs to be done."

"Welcome to Operation DISCONNECT."

Captain Hensley gestures to Cam, who rises to address the gathered operators. "London considers this so important that the SAS has tasked a squadron to support our team. For this mission, the SAS element will be divided into Black, White, Green and Gold Troops. The Increment section is designated Red Troop for this mission. Red Troop is tasked to recon the site tonight while Black and White Troops provide support. Green and Gold Troops will remain at the insertion point and will be ready to assist. 7 Squadron will be giving us a ride and 16 Air Assault is sending further air assets that will hopefully arrive before dawn."

"Insertion will be made by Chinooks, 5 kilometers east of the target. The loss of the UAVs lead us to believe that the target is protected by substantial SAM assets. Movement to the target will be on foot. We don't have the assets to transport the necessary number of vehicles. I figure a 5 klick hike will be a walk in the park for you."

"For now, this is a reconnaissance mission, but it could become a strike at the

GM'S MAP

Qalashar Vehicle Maintenance Facility



- 1. SSIM (R)
- 1a. SSIM (B)
- 1b. SSIM (W)
- 2. Mess Tent
- 3. Watchtower
- 4. Warehouse
- 5. IFV's
- 6. Gate Offices
- 7. Car Port
- 8. S/G Barracks
- 9. Factory
- 10. Building X
- 11. Emplacement
- 12. Tech Barracks
- 13. Barracks
- 14a. Sams (W)
- 14b. Sams (R)
- 15. Lavatory

PLAYER'S MAP



drop of a hat. Personal load-out should be for a single night. If our information is correct, and this is some kind of terrorist base, we'll be looking at an extended stay and likely an assault. Supplies and equipment for an extended stay will be loaded on to the Chinooks and dropped off at the insertion point and remain there under guard by Green and Gold. Questions?"

A squadron consists of four troops. Each troop consists of 4 patrols of 4 men, which means a troop has sixteen operators. While the PCs are designated as a troop, they are really more of a patrol. However, as the PC's team is operationally and functionally separate from the SAS element, the Increment element has been designated as a troop.

Cam and the captain will answer any questions that they can, but they have no further information. If you believe that the Increment's intelligence assets might have the answer to a player's questions, render what answer you deem proper.

Cam taps the picture of the facility. "Okay, let's hear some options. Red Troop, you'll be in the lion's den, so I'd like to hear your thoughts on this."

The planning session should be about brainstorming and exchange of ideas. Captain Hensley and Cam will only get involved if the PCs have moved far off track. The mission is intended as reconnaissance, so while battle plans may become necessary, the priority is getting eyes on the facility and information back to base. Equipment is limited. Air assets from 16 AAB will become available later, but the PCs cannot count on these at the outset. These assets, like the SAS squadron, should be used in a narrative role only, with success or failure based on the judgment of the GM and the necessities of the story rather than the roll of the dice.

Captain Hensley rises from his chair. "All right then, I expect equipment reqs on my desk no later than 1200. Launch time for this mission will be 1900. I will expect a report tomorrow at 2200 and a decision will be made regarding further actions at that time. While there is no order for radio silence, keep the traffic to a minimum. We believe the facility may have radio towers, which could be simply broadcast, but might also be used for eavesdropping or triangulation. It would be

best not to alert the enemy to your presence. Contact will be made by encrypted, burst transmission."

Without another word, the captain marches out of the room. There is silence, for a moment. Cam speaks first. "Okay, you heard him. Let's move like we have a purpose."

The PCs will need to requisition communications equipment, including a satcom terminal — encryption and burst capable — surveillance equipment and a GPS receiver. If they don't think to requisition these items, the captain or Cam will remind them to do so.

CHAPTER 2 - RECON

The team cannot be inserted any closer than 5 km due to fears of alerting the base and the possibility of SAM batteries. The insertion should take place at approximately 2130, which means the team should be in place at the facility by 2200. The day in which the PCs are infiltrated counts as Day 1 and the day beginning at midnight is considered Day 2. Green and Gold Troops will remain at the insertion point with the extra equipment and supplies. Each Troop should have at least one satellite radio frequency terminal (satcom) equipped for encrypted, burst transmission, with which to contact HQ, as well as one squad radio. If the PCs do not have a satcom or a squad radio, Green Troop will loan the PCs either or both.

Black and White Troops will join Red Troop in advancing to the facility, but they are there for overwatch and not to engage in reconnaissance themselves. Given their training, the SAS operators will likely garner much intelligence regarding the facility and thus if the PCs miss any important features, it is likely that at least one SAS operator will have noticed it and reported it through Cam.

Cam is in overall command of the SAS element and is also in command of 5 Patrol of Black Troop. 6 Patrol of Black Troop is commanded by Staff Sergeant Trent Fielding. 5 and 6 Patrol will remain with Red Troop, providing the PCs with round-the-clock guards. 6 Patrol is composed of two sniper teams, each with one marksman and one spotter. Staff Sergeant Fielding and Sergeant Wiley make up one such team and their stats are available in *Appendix 2 - NPCs*.

The HMA at the facility do have radio triangulation equipment and if the PCs use their tactical radios on a regular basis or use their satcom or squad radio in a mode other than burst, there is a chance the communications technicians at the facility will intercept their transmissions and the PCs will lose the element of surprise. Each time the PCs use their tactical radios for a period of more than 5 minutes or they use the satcom or squad radio in anything other than burst mode, the Computer Tech situated at the *Comm. Room* at the *Gate Office* must make a Computer Use skill check against DC 15 to note the transmission. Once the transmission has been noted, the radio users must make an opposed Computer Use skill check against the Computer Tech. If the Computer Tech wins, he will have traced the radio use and the base will be alerted to the PCs presence.

The HMA have regular patrols around the perimeter of the camp. These patrols consist of 4 Perimeter Guards. Each group is stationed on one side of the base (north, east, south and west). The groups have no set schedule or patrol pattern, but they are also not particularly quiet. They do not venture further than 1500 feet from the camp. For every two hours that the PCs are within 1500 feet of the edge of the camp, there is a 1 in 20 chance (a roll of 1 on a d20) that they make contact with a patrol. If the PCs make a successful Listen check against DC 10, they will hear the patrol approaching. Remember, unless the PCs are camouflaged or hidden somehow, when the PCs can Spot the patrol, the patrol can Spot the PCs.

If there is a firefight, all 4 of the perimeter patrols will converge on the scene of the firefight. The shifts for the patrols are 0800 to 1400, 1400 to 2000, 2000 to 0200 and 0200 to 0800. During shift changes, the patrols can be noted leaving and arriving at *Barracks*.

The following includes timed events — events that will only happen once and at a given time. These events will change if the PCs attack the facility early, which would — of course — violate orders. Otherwise, if the PCs merely reconnoiter the facility, they should note these events. Further, general descriptions of the visible areas are offered. This is what the PCs will be able to see from a distance with binoculars or other optical devices. More in-depth descriptions are given in *Chapter 3 - the Facility*.

The land is a vacuous waste with little vegetation. Some scrub grows on the sides of

the humped hills, along their slight slopes. Gullies and divots mar the ground and even the slightest movement kicks up small clouds of dust and debris. Rather than sand, small, sharp pebbles cover the ground. This produces the expected crunch and grind whenever you place your foot down. The shifting, granular covering would be a terror for all but the most sure of vehicles.

Arrival at the facility should be during darkness. It is assumed the PCs will have thought to bring Night Vision Devices and electro-optical binoculars. As previously noted, if the PCs did not requisition surveillance equipment, the captain or Cam would have reminded them of the necessity of such equipment. Should the PCs still have forgotten these things, the SAS can loan the team electro-optical binoculars, but that's all.

During the night:

The evening wind carries the muted sounds of activity from the base. Most of the buildings are dimly lit by exterior lights and the chugging rhythm of electrical generators all but drowns out the other sounds from the facility. You can see movement among the vehicles and around the buildings.

In the text relating to the various areas and in *Appendix 2 - NPCs*, there is information on guards, their patrol patterns and schedules. Should the PCs attempt to covertly enter the facility, this information will be important.

During the daylight hours of Day 2:

At about 1005, local, you notice a light utility vehicle, like a large jeep approach from the south. It appears to be some kind of small, military transport, but it has no markings. The truck drives up to the gate. What appears like a friendly exchange follows. The two occupants of the truck get out and offer the two guards cigarettes. The four chat for a bit, smoking. Another individual exits the building. After the five chat a bit longer, everyone waves good-bye. The two uniforms get back in the truck and the third uniform re-enters the building. The guards life the gate barrier and allow the truck entry. The truck proceeds to straight toward the largest building.

If the PCs make a Knowledge (tactics) check against DC 10, they will recognize the

light utility vehicle (LUV) as a UAZ-469 — a vehicle common through out the Commonwealth of Independent States. The PCs should make a Spot skill check against DC 10. If successful, they will note that the occupants of the truck wear military-style uniforms. If the Spot check is successful against DC 15, it is also noted that the uniforms have no identifying badges or markings. The PCs can make a Knowledge (tactics) check against DC 15 to identify — with fair certainty — the uniforms are in the style of the Security and Intelligence Group (SIG), an Albenistani paramilitary intelligence department which is operated by the Ministry of the Interior. The SIG is better supported than the Military Intelligence Service, which is shared among all branches of the Albenistani military.

Due to the direction of the truck and buildings obstructing the line of sight, if the PCs are observing the facility from the northeast, east or southeast, they must make a Spot check against DC 10 to continue following the truck's progress. The truck is traveling to *Building X*. In the narrative below, the main building refers to *Factory*.

The truck disappears from your line of sight for a moment, but you pick it up again at the west side of the building just to the south of the main building. It parks in front of the structure. As at the gates, there is a pause while the two uniforms share a cigarette with three men who have come out of that building. Cigarettes completed, the five begin to unload boxes from the truck.

The three men referred to in the narrative are all armed with AKMs. The PCs must make a Spot check against DC 10 to note the markings on the box. Once the PCs have noted the markings, the PCs must make either a successful Craft (pharmaceutical) check against DC 10 or a Treat Injuries check against DC 15 to recognize the markings and conclude that the boxes have medical supplies. If a PC succeeds in his/her Spot check against DC 15, that PC will note that at least one box has the skull symbol for poison and another has a biohazard marking.

After sunset on Day 2:

Cam has contacted you and requested a meeting in order to discuss the report to HQ.

The PCs can decide where and even if this meeting will take place. It is likely a good idea to meet physically, as extensive radio traffic might

be intercepted and the base alerted. If a physical meeting is agreed to:

Red, Black and White Troops are gathered together. Most of the operators sit or squat in a small, tight circle, but four spotters — one at each compass point — crouch with their backs to the meeting, close enough to hear and contribute, but watching the approaches. Cam kneels in the centre of the group.

"Okay, we need to send a concise report that gives all the information gathered. Red Patrol, it's your call. Anything you want to discuss?"

If the PCs missed the delivery truck (unlikely) or did not see the actual delivery of medical supplies, one of the SAS operators noted it. Further, any aspect of the buildings below that the PCs didn't note, one of the SAS operators will mention it.

Captain Hensley is waiting for the satcom communication. He will need information on guards, weapons, equipment and any suspicious activity. Considering that the facility is supposed to be abandoned and that there are lots of men with weapons, it is obvious something suspicious is happening. As long as the captain is made aware about the SAM and SSM launchers, he will make the decision to leave Red Troop to continue the reconnaissance. If this information is not given to him, he will pull everyone out and reconsider the approach to the situation.

After the information is delivered, the team is told to await contact at 2230 for further instructions. The call comes through at 2230.

Captain Hensley's voice comes through the satcom. "The decision has been made to keep watch on the facility through the day. Red Troop, along with 5 and 6 Patrol will maintain position to keep the facility under surveillance. All other personnel, including Lieutenant Sykes, are to return to the insertion point for exfiltration. The information has been delivered to the highest level and a decision is forthcoming. I would expect that we will need to neutralize this facility, so be ready to move into action tomorrow. Check in at 2200 tomorrow for a possible rendezvous for 0200. Understood?"

During the morning of Day 3:

You notice a group of five men digging in an area just outside the northeast perimeter

of the base. Behind them is a corridor marked by two lines of red flags. Two men are digging, while another has a device that he is sweeping the ground with. The last two men are working on a round object that looks somewhat like a model of a UFO from some bad 1950s science fiction movie.

A successful Demolitions skill check against DC 10 or a Knowledge (tactics) check against DC 15 will allow the PCs to identify the round object as an older style anti-personnel land mine. It appears to be of mostly metal construction. A similar check will allow the PCs to identify the device used by the individual searching the ground as a metal detector.

These men are working on the minefield that protects the perimeter. If the PCs watch closely, they will note that the mines are being removed, tinkered with and replaced. There are no mines being removed or planted along the corridor marked by the flags. With a Navigate check against DC 10, the PCs can make a fix on the area if they later wish to attempt to pass across that minefield.

The following occurs in the early afternoon, around 1330 local.

You hear the revving of an engine and a plume of smoke rises up from the inner line of vehicles at the northeastern corner of the base. These are large vehicles carrying massive missiles. The sound and smoke comes from two such vehicles, now running. After the engines are revved a couple more times, they slowly begin to drive away. They turn south and drive to the small wall that surrounds the base. Following this, they traverse slowly, jouncing and rumbling over the uneven ground. Finally, they pass the wall and turn onto the relatively level path that leads to the west.

Two of the working Frog-7 launchers are being sent to another base as the HMA continues to prepare for a move against the government. The PCs do not have the assets to follow the vehicle, and they should be warned against leaving their posts. If, for some reason, they do follow the vehicle, it will not be difficult to track the vehicle, as these roads are rarely used. However, even though the vehicles are moving slowly, they will vastly outpace the PCs, and it will take the PCs almost a week, across broken and barren terrain with the ever-present threat of

bandits, to reach the camp to which the vehicles have been sent. In the intervening period, Captain Hensley will have tried to contact and recall the PCs. They will be severely dressed-down and command of the action will be transferred to Lt. Sykes. The PCs will still be in on the attack, but they wouldn't be the commanders.

If the PCs do not make the satcom call at 2200 on Day 3, Captain Hensley will contact them at 2210. If the captain must make the call, he's going to be both worried and angry.

Once again, you speak directly to Captain Hensley. "Be advised that Black, White, Green and Gold Troops will be returning to insertion point. ETA, 0100. Red Troop, transmit a GPS fix of your position no later than 0030. We don't want any blue on blue. Expect full complement at your location before 0200. Action to commence at 0300. As the most familiar with the facility, Red Troop will take command of the assault. I need equipment reqs ASAP. Contact HQ at 2230 with reqs. Understood?"

The PCs can request anything within reason. Since this is an assault on a large facility, as many as four 81mm mortars are available. One in four operators could be equipped with L108A1s — the UK military variant of the FN Minimi, known in the US as the M249 SAW. Further, up to a dozen M72 LAWs are available for the operators and the 16 AAB Gazelle's are on standby and could be used for aerial support. Before the Gazelles can be used, though, the SAM threat must be neutralized. Within the available troops there are of ten sniper teams — each team consisting of a marksman and a spotter — which includes 20 out of the total of 64 SAS operators. The sniper teams, though, are also available for use in an assault.

Prisoners are expected and desired by HQ as intelligence is needed. 7 Squadron has the assets necessary to move the prisoners and the assault team out once the threat of the SAMs is neutralized.

Contact with the SAS element comes at around 0130 in the morning of Day 3

Cam's voice comes through on your tac radio. "Be advised, we're coming in from the northeast. Hold your fire."

In surprisingly little time, Cam and the three troops of SAS operators arrive at your

position. There are muffled greetings and Cam motions you all over. He crouches near the center of your camp. "All right, here's the deal as it stands. We will be assaulting the facility. We need to capture Building C intact." Cam's finger taps Building C on a folded copy of the aerial photo. "From what we've told them, HQ believes there may be a lab in that building, possibly even chemical or biological weapons. The rest of the facility is fair game. HQ wants all the working vehicles disabled. The Albenistanis aren't going to bother with a clean-up for at least a few days, so we have to do as much damage as possible to deny the enemy use of the facility and the vehicles. We need to be in place by 0250 for an attack at 0300. Since you've got tactical command of the assault, what are your thoughts?"

Cam will listen carefully to the PCs plan. If necessary, he will remind them that they have a total of 64 men and they do not have artillery or other heavy weapons unless there was a req for mortars or LAWS. Staff Sergeant Fielding will lend his voice to Cam's side, should Cam need to dissuade the PCs from some ill-thought plan, such as a frontal assault.

Once combat is over, the PCs can retire to a safe distance and call in air assets. Gazelles and Battlefield Lynxs from 16 Air Assault Brigade have arrived and with the SAM threat neutralized, they can come in and attack any remaining targets. At the landing zone, four ground laser target designators (GLTD) are available to "paint" targets for air support. Anyone can use the GLTD, and their ranged attack bonus will be added to the attack bonuses for the pilots. The GLTD incurs no range penalties and has a range of 5 miles. The target must be in the character's line of sight to be designated.

You hear them only slightly before you see them. Popping up from behind hills are three small but heavily laden Gazelle helicopters and two of the larger Battlefield Lynx helicopters. They begin to launch missiles. After each hit, a new target is designated. The missiles travel with unerring accuracy. The explosions echo across the hills and the smoke begins to obscure the base.

With everything done, the PCs and their support can return to the landing zone for

extraction by Chinook back to the base. If you like, they can have a debrief session with Captain Hensley in which the captain will point out errors committed and suggest better options.

Area Descriptions

The game stats, schedule of movements, and waypoints for the NPCs listed in this section can be found in Appendix 2 - *NPCs*.

Barracks

This looks more like a complex than a single building. From east to west it runs a total of 240 ft. The middle section — about 100 ft total — is a single story. Two sections, each 70 ft east to west are two stories. From north to south the building is 80ft.

If viewed from the west, northwest or southwest:

You note a large, 10ft sliding door. The upper story has windows facing west.

If viewed from east, northeast or southeast:

On the second story of the eastern side of the building, there are windows.

If viewed from the south, southwest or southeast:

You note a double door near the southeast corner of the building and another single door about 80 ft from the western corner. From this single door, you note 4 windows, 1 every 5 ft starting 5 ft from the door.

Building X

If the PCs note the machinery and fan on the north-east corner of the building, a successful Craft (mechanical) check against DC 20 or a Knowledge (Earth and Life Sciences) check against DC 25 will reveal this to be a very complex environmental control system. Knowing it is an environmental control system, a successful Craft (mechanical) check against DC 15 or a Knowledge (Earth and Life Sciences) check against DC 20 will reveal it has — what appear to be — NBC (Nuclear, Biologic, Chemical) filter mechanisms.

This building is 80 ft north to south and 160 ft east to west.

If viewed from the northwest or southwest:

You can see a large double door set in the

west wall near the northern corner and smaller door to the south. The double door is about 40 ft wide and the smaller is about 20. Both appear to slide open.

If viewed from the west:

You can see a large double door set in the west wall near the northern corner and a smaller door to the south. The double door is about 40 ft wide and the smaller is about 20. Both appear to slide open. There is a large amount of machinery between the door and the corner of the building. You note a large, covered fan.

If viewed from the north, northwest or northeast:

You note a door in the north wall about 30 ft from the eastern corner. There is a large amount of machinery between the door and the corner of the building. You note a large, covered fan.

Carport

This is not so much a building as a roof. There is some paneling on the north side, but overall, there are no walls. From east to west, this section runs 200 ft. From north to south, it is 40 ft. Under this roof you note four light utility vehicles and a couple of heavier 6X6 cargo transports.

If the PCs make a Knowledge (tactics)

check against DC 10, they will recognize the light utility vehicle (LUV) as a UAZ-3151 — a vehicle common through out the Commonwealth of Independent States.

Emplacement

An earthen wall, almost twenty feet from base to top, surrounds an area 240 ft north to south and 200 ft east to west. The top has stacked sandbags and you note machine guns at each corner. You see the barrels of a couple of artillery pieces pointing south. On the north and west sides you note cut away sections with staircases which would allow access.

Factory

A PC must make a Spot check against DC 20 to note the machine gun emplacement on the extreme eastern end of the roof, in the central raised section. If the PCs have not seen a ZPU-4 previously, a successful Knowledge (tactics)

check against DC 5 will reveal that this is a ZPU-4 emplacement.

This is an extremely large building. It is 240 ft north to south and 400 ft east to west. There is a central section some 10 ft taller than the rest of the roof, and the sides of this section have windows. Some of these windows appear to be boarded up.

After sunset:

You can see a very weak light through the windows on the roof.

If viewed from the west, northwest or southwest:

You note four large, sliding doors — each about 10 ft wide — that seem to cover a single 40 ft opening. At this time, the sliding doors are closed, allowing no view of the interior.

At night from the west, northwest or southwest:

You can see a very slight opening — only a crack really — between the centre two doors. Some light emits from this crack, through which a man might pass sideways. A drum in front of the doors has a fire burning in it, and two armed men stand near it.

There is no need to make a Spot check to note the two guards as they are standing directly beside a large source of illumination.

Gate Office

There are three guards by the radio towers that patrol the area around the towers, the gate office and the SIG barracks. Their schedule of movements is listed in the area description in *Chapter 3 - the Facility*. If the PCs have not seen a ZPU-4 previously, a PC can identify the quad MG emplacement as a ZPU-4 with a successful Knowledge (tactics) check against DC 5.

To the north of this building are two tall radio towers at least 150 feet high. The building itself is 80 ft square. On its roof is a satellite dish. The second floor has a large balcony, 40 ft north to south and 80 ft across — covering the entire front of the building. On that balcony is a quad MG emplacement at its center with 2 regular machinegun emplacements, one on the southwest corner and one on the southeast corner. Two guards stand at a ground floor door on the south side of this building. You notice two men flanking

the gate. All four of these guards are armed.

IFVs

This area includes a line of infantry fighting vehicles running east to west (EW) and a line running north to south (NS). The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: BMP-2s and, in the EW line, 2 BMP-1s and 2 BRDMs with AT-5 Spandrel launchers. There are neither mechanics nor guards in this area.

For the EW line:

The vehicles in this section, while not in excellent condition, seem to be complete. They are not clean and most have some form of damage, be it dents and scratches or obvious cannon or bullet strikes, but they appear functional for the most part.

For the NS line, during daylight:

These vehicles are in obvious need of repair. You cannot see a vehicle that is not missing some part, be it an antenna, a wheel or an entire turret. At the southern end of the line, you note a pile of tracks and engine parts beside a vehicle that is missing its turret. A pole with what appears to be a lamp juts out of the empty socket.

For the NS line during the night:

There are two lines of vehicles, one running east to west and another running north to south. A light hangs from a pole set in the centre of the southernmost vehicle in this line. The vehicle has no turret, and the makeshift lamp-post juts out from this opening.

LAVs

This area has a line of light armored vehicles, both functional and damaged. A PC that succeeds in a Spot check against DC 15 will note the group of three mechanics working on a BRDM-2 near the centre of the line. At night, four guards cluster near the southern extreme of the line, smoking and talking. A Spot check against DC 15 will allow a PC to note them. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: BRDM-2s, BTR-70s and BTR-80s.

This area has a long line of light armored vehicles. You can distinguish three different types of Russian LAVs. Along the southern end of the line, you notice that some of these vehicles are missing wheels, turrets or doors and some are missing all. The northern end of the line seems to have vehicles that appear mostly complete, though whether these vehicles are functional is uncertain.

SAMs (R)

The SAM launchers in this area are in the midst of being repaired. There are four mechanics working on two of the SA-8 Gecko transporter erector launcher and radar vehicles — TELARs. One group of mechanics travels here from *SSMs (B)*, where they are scavenging parts. At that time, there will be two LUVs. A PC who succeeds in a Craft (mechanical) check against DC 25 will note that none of the TELARs in this area are functional. The high DC indicates the difficulty in making such a judgment at a distance. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: SA-8s and SA-9.

You see a long line of self-propelled missile launchers. Many of them have damaged tracks, removed panels and missing launch towers. Near the centre of the line, you see forms moving around two of the vehicles. A small truck is parked just south of the line of vehicles.

Just to the south of the SAMs is the Lavatory building. This is a small 20 ft X 20 ft structure. At night, two guards wander the area around the lavatory, which is lit during the night. These two guards follow no set pattern, but they also don't move more than 100 ft from the Lavatory structure. A PC would need to make a successful Spot check against DC 20 to note the guards.

SAMs (W)

This area has working SAM launchers. During the day, two mechanics are busy wiring up the SAMs to the controlling computer found in *Computer Room* at *Gate Office*. A PC must make a Spot check against DC 15 to note the mechanics, who are working near the center of the line. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates

the PC can identify one of the following: SA-9 and SA-8 TELARS. The western half of the line is made up of SA-9 launchers, while the other launchers are for SA-8s.

This line of self-propelled missile launchers are dirty and appear ill-maintained, however, all 12 have missiles in their launchers. There are at least two different types of missile launchers. All the launchers are pointed north.

At night, two guards stand just beyond the western edge of the line of launchers. They are usually sitting or crouching, smoking and talking, not being very observant. A PC must make a Spot check against DC 20 to note the guards.

SIG Barracks:

This long, single story building is about 300 ft, north to south and about 80 ft east to west. It has windows all around it.

If viewed from the east, northeast or southeast:

You note a double door near the northeast corner on the east wall and another on the east wall about 120 ft from the southeast corner.

SSMs (B)

This area is filled with SSMs (and some SAMs) that are broken. These vehicles are not operational.

Scattered around the area are multiple hulks of launch vehicles. None of the vehicles appear functional. Some are missing their cabs, others missing tracks, wheels, launchers or other components. The area is not only a disorganized mess of vehicles, but also parts. It seems nothing more than a junkyard.

You see small knots of people working around these desiccated remains of vehicles. They seem to be scavenging parts, loading them into trucks and driving either north, to the line of vehicles there, or south, past the main facility.

PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: SA-8 and SA-9 SAM launchers and SS-21 and Frog-7 SSM launchers. There are two groups of four

mechanics gathering parts. Each group has a LUV. These mechanics complete their duties around 1600.

The PCs must make a Spot check against DC 20 to note the PKM machine gun emplacement. The machine gun emplacement isn't manned, though if trouble starts, the 2 standard guards who patrol the area at night would man it. As they do not have Exotic Firearms Proficiency (heavy machine guns), they take a -4 penalty on attack rolls with the PKM.

If the PCs catch sight of the machine gun emplacement:

Almost in the center of this jumble of parts and vehicle skeletons, you note a small hill, elevated only slightly over the chaos of metal. You can see the barrels of machine guns protruding from above the sides of the hill.

During the night, there is no light in this section of the camp. If the PCs make a Spot check against DC 20, they will note the patrol moving through the area. The patrol is made up of 2 standard guards. During the day, these guards sleep in the Barracks.

You can see a patrol of two men leisurely strolling along the lines of SAM launchers, smoking and talking, AKMs hanging from their shoulders and nestled under their arms. These guards do not appear very vigilant.

SSMs (R)

This area is filled with SSM launchers which are under repair. PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: SS-21 and Frog-7 SSM launchers. One of the groups of mechanics from SSMs (B) is scavenging parts for these two launchers, and their movements will occasionally bring them to this area, where they will interact with the mechanics working, mostly to help with repairs, but also to share cigarettes and converse. The mechanics here call it a day around 1600.

The uneven line of launchers is filled by vehicles equally uneven in their apparent maintenance or functionality. Some appear to be little more than rescued wrecks with gaping wounds or blackened scars. Others look nearly functional, but even these have small flaws, such as missing targeting radar

or even wheels. You can well imagine the knot of bodies surrounding the two vehicles at the far west of the line is ants crawling over a picnic basket. You note four individuals attending each of the two battered SSM launchers. On one vehicle, the group seems to focus on the launch tower while on the second, the engine seems to be the point of concern.

The mechanics are working on two SS-21 launchers. At night, if the PCs make a Spot check against DC 20, they will note the patrol moving through the area. The patrol is made up of 2 Standard Guards. These guards are very poor guards. Most of the time, they stand on the northern side of the line of vehicles and talk or smoke. In the dead of night, between 0200 and 0500, they sleep for 45 minutes, wake, do a transit of the southern side of the line, then return to the northern side and sleep some more.

You see two guards, smoking cigarettes, leaning against the vehicles, their AKMs at their feet.

SSMs (W)

This area has working SSMs. While not in perfect condition, and though many are incomplete, these vehicles are operational. PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: Frog-7 launchers making up the western line of vehicles, and SS-21s making up the eastern line of vehicles.

There are two lines of vehicles running north to south, the eastern line made up of different self-propelled missile launchers than the western line. While neither set of vehicles looks ready for a May Day parade in 1980s Moscow, they appear viable enough to use. The four northernmost vehicles in each line have missiles loaded. The rest of the vehicles have no missiles, though there are three launchers at the southern end of the eastern line that are set in launch position as though the tower could not be lowered. A group of three individuals is clustered around the targeting equipment on one of the launchers in the middle of the eastern line.

The three individuals are mechanics. They begin working on the vehicles at 0800 and finish working around 1600. At night, the area is

patrolled. From 2100 to 0600, they walk the line of vehicles. If the PCs make a Spot check against DC 20, they will note the guards. Once during the evening, the guards will stop, turn on a flashlight and inspect one of the vehicles, checking in its cab and under its main assembly. During this inspection, the PCs can note the guards with a successful Spot check against DC 10.

Two men march along the line of vehicles, each with an AKM shouldered. Their eyes are always moving, searching the darkness as well as the vehicles.

Technician Barracks:

This squat, stone and plaster structure is 100 ft north to south and 70 ft, east to west. It has chimneys at its southwest and near northeast corner.

If viewed from south:

You note a double-door in the south wall about 10 ft from the southwest corner.

Watchtower

This tower is of all wooden construction save for the metal ladder that is the only access to the ten-foot square observation area some fifty feet off the ground. You note the muzzles of weapons pointing to the south and the east, as well as a rather large spotlight on the northeast corner. Two men lean against the stomach-high wall that surrounds the observation area. A flat, wood roof tops the tower.

Just below the tower is the Fanatics' Camp:

Just to the west of the tower is a collection of dome-like huts made from timber and plastic. These huts look quite like tents of some sort. There are five of these structures around a large firepit circled with rocks.

Warehouse:

This building has no lights on after sunset. Between 1400 and 2200, there will be a large number of people congregating in front (west side) of this building. For exact numbers, see the NPC Schedule for *Warehouse* in *Chapter 3 - the Facility*.

This building is about 100 ft north to south and 170 ft east to west. It has a flat roof and a pipe near the NE corner of the roof emits smoke.

If viewed from the west, northwest or southwest:

You can see a large double door near the north and a smaller door to the south. The double door is about 20 ft wide and the smaller is about 10. Both appear to have tracks on which they slide open.

If viewed from the north, northwest or northeast:

You note a door set in the north wall about 15 ft from the eastern corner edge.

If viewed from the east, northeast or southeast:

You note a single door in the east wall about 20 ft from the north corner.

CHAPTER 3 - THE FACILITY

Note on NPCs: Depending on the time of day, the number of NPCs to be found at the different buildings will vary. This schedule will be given first, followed by a standard set of descriptions. The Gamemaster should alter the descriptions based on the time at which the PCs are entering the building.

Barracks

NOTE: the *Barracks* do not have central heating, so the building is quite cool at night. The only reason it is habitable is the large number of individuals who sleep there. During the early evening, when there are large numbers of individuals in the mess and open area, the place is actually quite stifling and the doors often remain open.

Barracks Exterior, North Side:

NPC Schedule: 0800 to 0900 16 Perimeter Guards, 4 Standard Guards

0900 to 1000, 1 CTech, 4 Machine Gunners, 16 Perimeter Guards, 4 Quick Guards, 10 Standard Guards, 1 Technician

1000 to 1200, 1 CTech, 4 Machine Gunners, 4 Quick Guards, 16 Perimeter Guards, 4 Standard Guards, 1 Technician

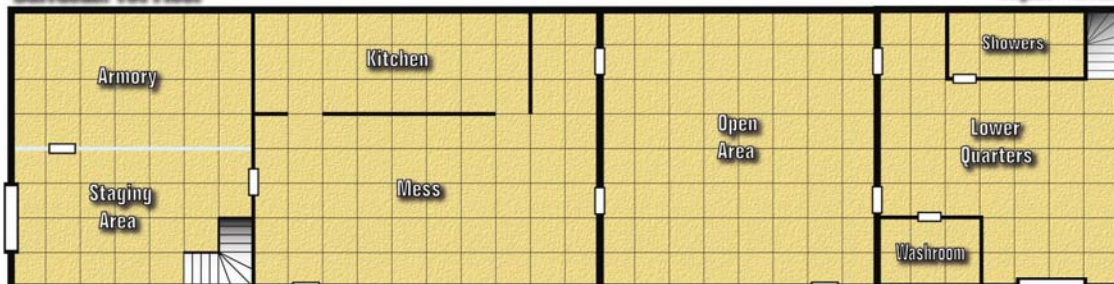
1500 to 1700, 16 Perimeter Guards

1700 to 1800, 4 Clerks, 3 Cooks, 3 CTechs, 4 Machine Gunners, 16 Perimeter Guards, 3 ZPU Gunners

1800 to 2000, 4 Clerks, 3 Cooks, 3 CTechs, 4 Machine Gunners, 19 Mechanics, 16 Perimeter Guards, 6 Quick Guards, 4 Technicians, 3 ZPU Gunners

2000 to 2200, 4 Clerks, 3 CTechs, 19 Mechanics, 4 Quick Guards, 4 Technicians

Barracks: 1st Floor



Barracks: 2nd Floor



Many times during the day, NPCs will gather here to have a cigarette, talk or relax in some other manner. This will also need to be related to players who are reconnoitering the building.

Staging Area:

NPC Schedule: 0800 to 1200: 2 Standard Guards. 1600 to 2000: 2 Standard Guards

This room is 40 feet north to south and 35 feet east to west. This room does not have a wall to its north, but has a chain link fence running east to west. There is a door 5 feet from the west wall. There are also openings, like slots or short, wide windows 5 feet from the door and another 5 feet from the east wall. In the southern portion are benches set against the south wall. There is a table in the centre of the room. In the southeast corner of this area is a staircase leading up. Under this staircase is a single doorway. Two armed men are sitting on the benches.

The staging area is visible from the armory. This is the place where guards and others who are being armed receive and prepare their weapons. While those who sleep elsewhere may keep their weapons nearby, those individuals who sleep in the *Barracks* must surrender their weapons to the armory and retrieve them the next day. One side-effect of this is that the weapons are better maintained, as those who work in the armory are tasked with regular maintenance of the weapons.

While most of the *Barracks'* occupants adhere to the rule to surrender their weapons, some feel the need to keep their weapons at hand. As such, the *Barracks* area is not completely safe.

Closet:

In the closet under the stair you see crates of 7.62 Russian ammunition stacked against the far wall. Along the other two walls are coat hooks.

Armory:

NPC Schedule: 0800 to 0000 2 Mechanics

This room has three racks running north to south covered with Kalashnikovs. You see mostly AKMs, but you also note the occasional AK-74 and two AKS-74s, which are in much better condition than the AKMs. On the racks along the walls are a variety of other weapons. There are a handful of M16s, a couple of M4s, some Dragunov sniper rifles,

RPG-7s and you even note, in the northeast corner, a Carl Gustaff 84mm anti-tank rocket launcher. Under the racks are many crates. From their markings, these seem to be ammunition and magazines for the various weapons. You do not see any grenades or rockets.

There is an alarm on the west wall and beneath each of the windows. The two men in the armory are Mechanics. They gather up the weapons of those staying in the barracks and maintain them. It allows for a certain level of maintenance with all the weapons. They work on 8 hour shifts, running 0800 to 1600 and 1600 to 0000.

Mess:

NPC Schedule: 0800 to 0900, 1 CTech, 2 Fanatics, 4 Machine Gunners, 16 Perimeter Guards, 4 Quick Guards, 2 Standard Guards, 1 Technician, 6 ZPU Gunners

0900 to 1000, 16 Perimeter Guards

1400 to 1500, 3 Cooks, 16 Perimeter Guards, 3 Technicians

1500 to 1600, 9 Mechanics, 3 Science Techs, 5 Technicians

1600 to 1700, 4 Clerks, 3 CTechs, 4 Machine Gunners, 4 Quick Guards, 3 ZPU Gunners

1700 to 1800, 6 Quick Guards

1800 to 1900, 4 Fanatics

1900 to 2000, 3 Artillerists, 8 Machine Gunners, 4 Mortarists

2000 to 2100, 1 CTech, 1 Fanatic, 16 Perimeter Guards, 3 ZPU Gunners

2200 to 2300, 3 Cooks, 16 Perimeter Guards

2300 to 0000, 16 Perimeter Guards

0000 to 0100, 1 CTech, 4 Machine Gunners, 4 Quick Guards, 3 ZPU Gunners

0200 to 0300, 16 Perimeter Guards, 4 Standard Guards

0300 to 0400, 3 Artillerists, 2 Machine Gunners, 2 Mortarists, 16 Perimeter Guards

0600 to 0700, 10 Standard Guards, 10 Perimeter Guards

0700 to 0800, 6 Machine Gunners, 2 Mortarists

This area is dominated by a plethora of tables and chairs. They are mismatched, few looking as though they belong together. Most of the furniture is scarred, pitted and worn. It's been ill-used and ill-maintained. A few newspapers and magazines cover some of the tables. Against the north wall, to the east, is a

large basin and a rack of dishes and utensils. A pair of garbage cans is under the basin.

Kitchen:

NPC Schedule: 0600 to 2200 3 Cooks

This room is filled with stoves, ovens, counters, pots, pans and utensils. In the centre of the room, against the north wall, is a staircase leading down.

The staircase leads to *Storage*. The cooks work on 8 hour shifts, from 0600 to 1400 and 1400 to 2200. After 2200, the kitchen is empty. Based on the needs of the story, a few Standard Guards might be found here getting a snack or a drink.

Storage:

This room is 40 feet east to west by 20feet north to south and has a packed earth floor. Cans of food area stacked on shelves against the south and east walls. There is a doorway in the west wall in the north corner. Beside this door, against the west wall, is a small table topped by thick block of wood. The block, the wall behind it and the floor beneath it are covered in dark stains. A cleaver is imbedded in the block.

The door leads into the refrigerator. The refrigerator is stocked with large slabs of meat as well as delicacies like bags of french fries from Russia, milk from Germany and TV dinners from the UK. Hidden away behind cases of frozen beets are cases of Russian and Chinese beer.

Open Area:

NPC Schedule: 0800 to 0900, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 6 Perimeter Guards, 6 Standard Guards

0900 to 1000, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 6 Perimeter Guards, 2 Standard Guards, 6 ZPU Gunners

1000 to 1100, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 22 Perimeter Guards, 4 Standard Guards, 6 ZPU Gunners

1100 to 1200, 22 Perimeter Guards, 4 Standard Guards, 6 ZPU Gunners

1200 to 1300, 1 CTech, 4 Machine Gunners, 22 Perimeter Guards, 4 Quick Guards, 8 Standard Guards, 3 ZPU Gunners

1300 to 1500, 1 CTech, 4 Machine Gunners, 16 Perimeter Guards, 4 Quick Guards, 3 ZPU Gunners

1500 to 1600, 3 Cooks, 1 CTech, 4 Machine

Gunners, 16 Perimeter Guards, 4 Quick Guards, 3 Technicians, 3 ZPU Gunners

1600 to 1700, 3 Cooks, 9 Mechanics, 16 Perimeter Guards, 3 Science Techs

1700 to 1800, 9 Mechanics, 16 Perimeter Guards, 4 Quick Guards, 3 Science Techs

1800 to 1900, 9 Mechanics, 4 Quick Guards, 3 Science Techs,

1900 to 2000, 4 Quick Guards,

2000 to 2100, 3 Cooks, 12 Machine Gunners, 16 Perimeter Guards, 6 Quick Guards, 3 ZPU Gunners

2100 to 2200, 3 Cooks, 1 CTech, 3 Artillerists, 12 Machine Gunners, 4 Mortarists, 16 Perimeter Guards, 6 Quick Guards, 2 Standard Guards, 6 ZPU Gunners

2200 to 2300, 4 Clerks, 4 CTechs, 3 Artillerists, 12 Machine Gunners, 4 Mortarists, 16 Perimeter Guards, 10 Quick Guards, 6 ZPU Gunners

2300 to 0000, 4 Clerks, 3 Cooks, 4 CTechs, 4 Machine Gunners, 16 Perimeter Guards, 4 Quick Guards, 4 Technicians, 6 ZPU Gunners

0000 to 0100, 3 Cooks, 16 Perimeter Guards

0100 to 0200, 1 CTech, 4 Machine Gunners, 16 Perimeter Guards, 4 Quick Guards, 3 ZPU Gunners

0200 to 0300, 1 CTech, 4 Machine Gunners, 16 Perimeter Guards, 4 Quick Guards, 3 ZPU Gunners

0300 to 0400, 1 CTech, 4 Machine Gunners, 32 Perimeter Guards, 4 Quick Guards, 4 Standard Guards, 3 ZPU Gunners

0400 to 0600, 1 CTech, 3 Artillerists, 6 Machine Gunners, 2 Mortarists, 32 Perimeter Guards, 4 Quick Guards, 6 Standard Guards, 3 ZPU Gunners

0600 to 0700, 1 CTech, 3 Artillerists, 6 Machine Gunners, 2 Mortarists, 16 Perimeter Guards, 4 Quick Guards, 6 Standard Guards, 3 ZPU Gunners

0700 to 0800, 1 CTech, 6 Machine Gunners, 26 Perimeter Guards, 4 Quick Guards, 10 Standard Guards, 3 ZPU Gunners

There is always at least 1 occupant in this area. Occupants of this area are relaxing, and only 1/4 of those that would usually be armed are actually carrying their weapons. Further, unless there is an alarm or other indication of combat of some sort, the occupants of this room will be surprised and slow to react. Any occupant must make a WIL save against DC 15 to act in the first round of any encounter and a WIL save against DC 5 to act in the second round. By the third round of any encounter, the occupants will all be acting unless — for

example, they are watching a movie and there has been a quick and silent attack. In such a case, it is up to the GM to decide how likely it is that such an action might be noticed or that the occupants that have been neutralized will be missed. The following description will need to be updated with information on the occupants.

There is little in this large area. You see a couple of TVs on stands, one against the north wall and the other against the south wall. There are some chairs, sofas and tables. The TV against the north wall is showing and Arabic all-news network while the TV against the south wall is playing a South American soap opera dubbed into Russian and with Tajik subtitles. The furniture in this area is old and worn. Some rickety old tables have newspapers on them.

Lower Quarters:

NPC Schedule: 0800 to 1000, 4 Quick Guards, 20 Standard Guards
1000 to 1200, 4 Quick Guards, 20 Standard Guards
1200 to 1300, 4 Quick Guards, 20 Standard Guards
1300 to 1400, 6 Perimeter Guards, 4 Quick Guards, 16 Standard Guards
1400 to 1600, 6 Perimeter Guards, 4 Quick Guards, 18 Standard Guards
1600 to 1700, 6 Perimeter Guards, 4 Quick Guards, 2 Standard Guards
1700 to 1800, 6 Perimeter Guards, 4 Quick Guards, 6 Standard Guards
1800 to 1900, 6 Perimeter Guards, 4 Quick Guards, 6 Standard Guards
1900 to 2100, 6 Perimeter Guards, 4 Quick Guards, 6 Standard Guards
2200 to 2300, 4 Quick Guards, 4 Standard Guards
2300 to 0000, 4 Quick Guards
0000 to 0500, 16 Perimeter Guards, 4 Quick Guards, 5 Standard Guards
0500 to 0700, 16 Perimeter Guards, 4 Quick Guards, 1 Standard Guards
0700 to 0800, 16 Perimeter Guards

This room has many bunk-beds — you estimate about 30. Each bed has two footlockers. Along the walls are small lockers, each with a name tape. In the north east corner, you see a metal stairwell leading up.

There is 1 AKM for every 5 men found in this room. The AKMs will be lying on the

sleeping man's footlocker. The lockers include toiletries and change of attire, including boots. Footlockers contain personal effects, shirts and undergarments.

W/C:

This room has two partitioned toilets and two washbasins.

Shower:

This tiled room has 8 shower heads, split evenly along the north and south walls.

Specialist Barracks:

NPC Schedule: 0700 to 1100, 16 Perimeter Guards
1100 to 1200, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 16 Perimeter Guards
1200 to 1400, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 32 Perimeter Guards
1400 to 1900, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 16 Perimeter Guards
1900 to 2000, 16 Perimeter Guards
1800 to 2000, 32 Perimeter Guards
2000 to 2300, 16 Perimeter Guards
2300 to 0200, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 16 Perimeter Guards
0200 to 0600, 3 Artillerists, 8 Machine Gunners, 4 Mortarists
0600 to 0700, 3 Artillerists, 8 Machine Gunners, 4 Mortarists, 16 Perimeter Guards

This room has twenty-five bunk beds — one bed atop another — of rough metal construction with thick mattresses and box-springs. Each bed has a footlocker at its foot. Twenty-five standing cabinets line the walls.

This room is the quarters for the specialized personnel, such as Artillerists and Mortarists. Due to overflow, many regular troops also bunk here. The cabinets include toiletries and change of attire, including boots. Footlockers contain personal effects, shirts and undergarments.

Upper Quarters:

NPC Schedule: 0800 to 1000, 4 Machine Gunners, 3 ZPU Gunners
1000 to 1100, 4 Machine Gunners, 2 Standard Guards, 3 ZPU Gunners
1100 to 1200, 12 Machine Gunners, 2 Standard Guards, 3 ZPU Gunners
1200 to 1300, 12 Machine Gunners, 4 Standard Guards, 3 ZPU Gunners
1300 to 1400, 12 Machine Gunners, 4 Perimeter Guards, 4 Standard Guards, 3 ZPU

Gunners

1400 to 1600, 12 Machine Gunners, 4 Perimeter Guards, 8 Standard Guards, 3 ZPU Gunners

1600 to 1800, 12 Machine Gunners, 4 Perimeter Guards, 6 Standard Guards, 6 ZPU Gunners

1800 to 1900, 12 Machine Gunners, 4 Perimeter Guards, 4 Standard Guards, 6 ZPU Gunners

1900 to 2000, 4 Machine Gunners, 4 Perimeter Guards, 4 Standard Guards, 6 ZPU Gunners

2000 to 2100, 4 Machine Gunners, 4 Perimeter Guards, 4 Standard Guards, 3 ZPU Gunners

2100 to 2200, 4 Machine Gunners, 4 Standard Guards, 3 ZPU Gunners

2300 to 0000, 12 Machine Gunners, 6 Quick Guards, 3 ZPU Gunners

0000 to 0700, 12 Machine Gunners, 6 Quick Guards, 6 ZPU Gunners

0700 to 0800, 4 Machine Gunners, 6 ZPU Gunners

This room has many bunk-beds — you estimate about 30. Each bed has two footlockers. Along the walls are small lockers, each with a name tape. In the northeast corner there is a metal stairwell leading down.

There is 1 AKM for every 5 men found in this room. The AKMs will be lying on the sleeping man's footlocker. The lockers include toiletries and change of attire, including boots. Footlockers contain personal effects, shirts and undergarments.

Building X

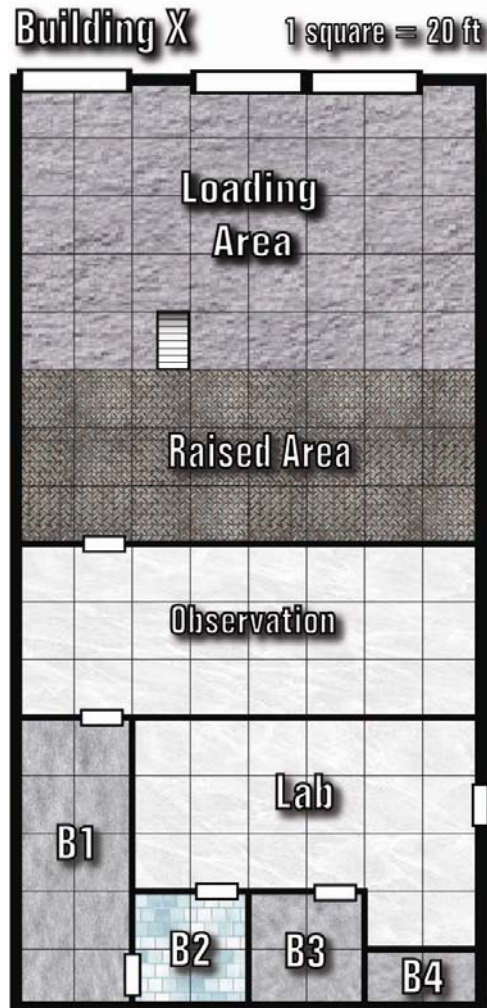
If the PCs investigate the machinery and fan on the north-east corner of the building, a successful Craft (mechanical) check against DC 10 will reveal this to be a very complex environmental control system. Knowing it is an environmental control system, a Knowledge (earth and life sciences) check against DC 15 will reveal it has — what appear to be — NBC (Nuclear, Biologic, Chemical) filter mechanisms.

All guards in Building X are Fanatics.

Loading Area:

NPC Schedule: Always 4 Fanatics

There are two shifts of guards running 0600 to 1800 and 1800 to 0600. Each shift of guards includes 4 Fanatics. Those guards that are off-



duty can be found at the *Fanatics' Camp* under the *Watchtower*.

The door leads to a large, open area. Oil and other dark stains cover the floor. At the east end of the bay is a raised area, about chest high. The floor of the bay is dark, grey concrete. A single, metal grillwork stair leads up from the loading bay. Racks and stacks of boxes cover the raised area. Standing before these racks and stacks are four men with AKMs.

Raised Area:

The boxes that are found on the shelves are from the US, Europe, Russia and China. All have passed through Sadirov Holdings in the city of Khorforjan, near the Afghani border. The boxes hold or held (based on the labels of empty boxes and the contents of full boxes) laboratory equipment from glass vials and beakers to

computer equipment. The drums hold hydrogen peroxide, ammonia and other cleaning agents. One drum is labeled as an anti-bacterial agent. Based on this evidence, a character with Knowledge (earth and life sciences) can surmise that someone has a chemical or biological laboratory. A Knowledge (earth and life sciences) check against DC 15 will allow a character to decipher the equipment and supplies as possibly for a bio-weapons facility.

Against the north and south walls are tall metal racks with 3 levels of shelving. Only a few boxes sit on these shelves. In the centre of the area is a line of oil drums. The wall at the east end of the room is all metal. It has only a single door.

Observation:

NPC Schedule: 0800 to 0900, 3 Science Tech and 1 Fanatic.

0900 to 1400, 3 Science Tech, 1 Fanatic.

1400 to 1500, 3 Science Tech, 1 Fanatic.

1500 to 2000, 1 Fanatic.

2000 to 0800, 2 Fanatics.

If the PCs capture the Science Techs in this room, they are willing to reveal, with minimal coercion, that they are working on briefcase devices to transport viral and chemical agents. When the briefcases are investigated, the PCs will note that they have containers similar to vacuum canisters and tubes that connect to well camouflaged vents in the bottom of the briefcases. A successful Craft (mechanical) or Demolition skill check against DC 15 will reveal that there is a timer attached to a small motor — all but silent — that is a pump. The timer can be set to start the pump and empty the contents of the canisters into the tubes and therefore into the surrounding atmosphere.

The Science Techs will not reveal that the devices are to carry a biologic payload developed in the lab, or that one such device has already left the camp, except under interrogation. If they crack under interrogation, all they know is that Abbas, a leader in the HMA movement, took a briefcase device. He left the facility only two days previous. The men in the dingy and patched lab coats are Science Techs. The man sitting by the north wall with the AK-74 is a guard. At night, the only individuals in this room will be two armed guards with AK-74s, sitting on the floor, smoking and reading newspapers.

The PCs can identify the mechanical instruments in the room with a successful Demolition check against DC15. A successful

check will allow the PCs to identify the instruments as warheads from artillery shells, the arming mechanism from an SSM and various detonators, both timed, triggered and radio detonated.

The door to the laboratory is sealed and cannot be opened. It is not locked, but completely sealed, welded shut. The only way to open this door is with explosives. On the other side of the wall is computer equipment, which such an explosive will destroy.

Tables are set along the west and north walls. On these tables rest a variety of mechanical instruments, looking like some kind of mechanisms, items that could be explosives of some sort and — incongruously — a pair of briefcases. Against the east wall is a set of large windows. They look in on a laboratory. In the centre of the lab is an isolation chamber with four sets of manipulation gloves. The east wall of the room in which you stand has two doors. The one to the north evidently leads into the laboratory, but the windows do not show where the door to the south leads. Against the south wall is a set of tall lockers, as one might see in a sports complex. The lockers have no locks on them. A group of three men in dingy and patched lab coats work at the table against the west wall. They do not appear armed. The man sitting on the stool by the north wall, however, cradles an AK-74.

B1 - Change Room:

At night, three environmental suits, rather than one, will be hanging from the tracks. There will be no military fatigues hanging beside the towels at night. If the PCs examine the soap, they will note it smells medicinal rather than soapy. It has the trademark of a medicine manufacture on it. The keypad lock can be foiled with a Disable Device check against DC 25.

This long, narrow room has a door set into its western wall and one in its northeastern corner. A set of tracks runs along the ceiling beside the north wall. The tracks only reach 15 feet from the eastern wall. There are two frames, almost like giant hangers, attached to the tracks. An environmental suit, with obvious repairs, though appearing functional, is draped over the third frame. A rubber grill mat covers the floors for 20 feet from the western wall. In the southern wall are two shower heads and

faucets. Soap dishes set into the wall have yellowy bars of soap in them. Towels hang on the south wall across from the environmental suits. Hanging from one of the hooks beside the towels is a pair of military fatigues, though without markings or tags. The northeast door is a metal, air-tight door. A keypad is set into the wall beside it.

B2 - Decon:

At night, three sets of hoses will be hanging from the tracks just in front of the door in the southeast. If one wishes to move from this room into the *Lab* with the environmental suit sealed, one must attach one of the hoses to the environmental suit. To do so correctly, one must make a successful Craft (mechanical) or Knowledge (earth and life sciences) against DC 15. The keypad locks can be foiled with a Disable Device check against DC 25. Once the door is open, alarms will sound unless they have been disabled. An examination of the keypad and a successful Computer Use or Craft (electronics) against DC 20 will reveal the existence of the alarm. A second successful Disable Device skill check against DC 20 is necessary to turn off the alarm. If the alarm goes off, anyone in *Building X* or within 20 feet of the structure will be alerted.

This entire room is metal. The floor is grillwork. Ten shower heads cover the ceiling. Tracks run from the southeast door to the only other door in the room, the door to the northwest. A single hose with a fastener hangs just above the southeast door. Both are metal, air-tight doors and both have keypads set into the walls beside them.

Lab:

NPC Schedule: 0900 to 1500, Lt. Amrullo Asrorova and Capt. Sadriddin Shernazarov.

This is the lab you saw through the windows. In its centre is an isolation chamber five feet across and about twenty feet long running north to south. Against the walls are counters. Some of these counters look like work areas — with test tubes, vials, tools etc — others have computers at them. In the northwest corner is a cabinet with a glass face. You can see a collection of ten large and long hypodermic needles. In the northeast corner, a large electrical generator chugs away. Beside it, against the east wall, is a twenty foot square, white, metal cube with a

door. Beside the door is a keypad. One man in an environmental suit works at one of the computers while another man also in an environmental suit has his hands in one of four pairs of manipulation gloves. He appears to be adding something to a culture in a Petri dish, the image of which is on the other man's monitor.

The two individuals are Lt. Amrullo Asrorova and Capt. Sadriddin Shernazarov of the SIG. These men are scientists, though they will refuse to talk save under interrogation. They are not armed and will not put up a fight. The computers are networked and the G drive contains a RESEARCH folder in which there are folders named for the codes on the containers in the refrigerator. These files include documents, pictures and movies. A quick glance at some of the documents — written in Tajik — will reveal that the batches are various strains of small pox, anthrax, Ebola and hanta, made more virulent and airborne. The documents, pictures and movies are all related to experimentation with the various strains, including tests on live animals.

Asrorova and Shernazarov have a pretty easy schedule. They work in the laboratory from 0900 to 1500. The rest of the time they can be found in or near the SIG barracks.

If this is being played as part of the Albenistan series, records will indicate that batch E15631-October — an aerosol variant of Ebola, modified to survive for days outside a host, making it more infectious and more virulent than the strain now threatening central Africa — was removed by Abbas two days previous, with no further information about destination or use. The SIG scientists know nothing save that Abbas is an important member of HMA. The SIG scientists will reveal nothing about their orders, superiors or reasons for being at the facility.

The hypodermic needles are labeled with alpha-numeric codes. These codes are the same as codes in the RESEARCH folder relating to chemical nerve toxins. These are the antidotes for those experiments. In the same folder is information on inoculations for some of the viral agents being developed, though none of these inoculations have proved successful.

The outline of the door to *Observation* is noticeable on the west wall, though a table and computer equipment covers most of it. The north wall also has a door set into it. This is also sealed, though the seal is temporary. A search will reveal the wiring for an alarm that will be

triggered if the door is opened. A successful Disable Device check against DC 25 is necessary to remove the alarm. The door can be forced open with a successful Strength check against DC 25. The seal can also be removed using conventional means, but it will take 10 minutes with tools, like a crowbar, to remove the seal.

B3 - Refrigerator:

Inside each container in the refrigerator is a collection of Petri dishes. The containers have brackets for holding the Petri dishes, four dishes per bracket. Most containers only have one or two brackets. Container E15631 has three brackets, the top one only has three dishes. Each Petri dish has a label with the same code as the front of the container followed by a month, such as T65612-March.

This walk-in refrigerator has racks along its walls set with metal containers. Each container has a code on its front.

Emplacement

NPC Schedule: 0700 to 1900, 8 Machine Gunners total at machine guns (2 per machine gun), 3 Artillerists sitting in the kitchen, 3 SIG officers in the center tent (Command and Control) and 4 Mortarists at each mortar pit (E3).

1900 to 0300, 8 Machine Gunners total at

machine guns (2 per machine gun), 3 Artillerists and 2 SIG officers in the center tent and 4 Mortarists at the northeastern mortar pit (E3).

0300 to 0700, 6 Machine Gunners total (2 at northwest machine gun, 2 at southwest machine gun and 2 in kitchen), 2 Mortarists and 1 SIG officer in centre tent. These NPCs also serve at this position from 1900 to 0300.

E1 – Ammunition

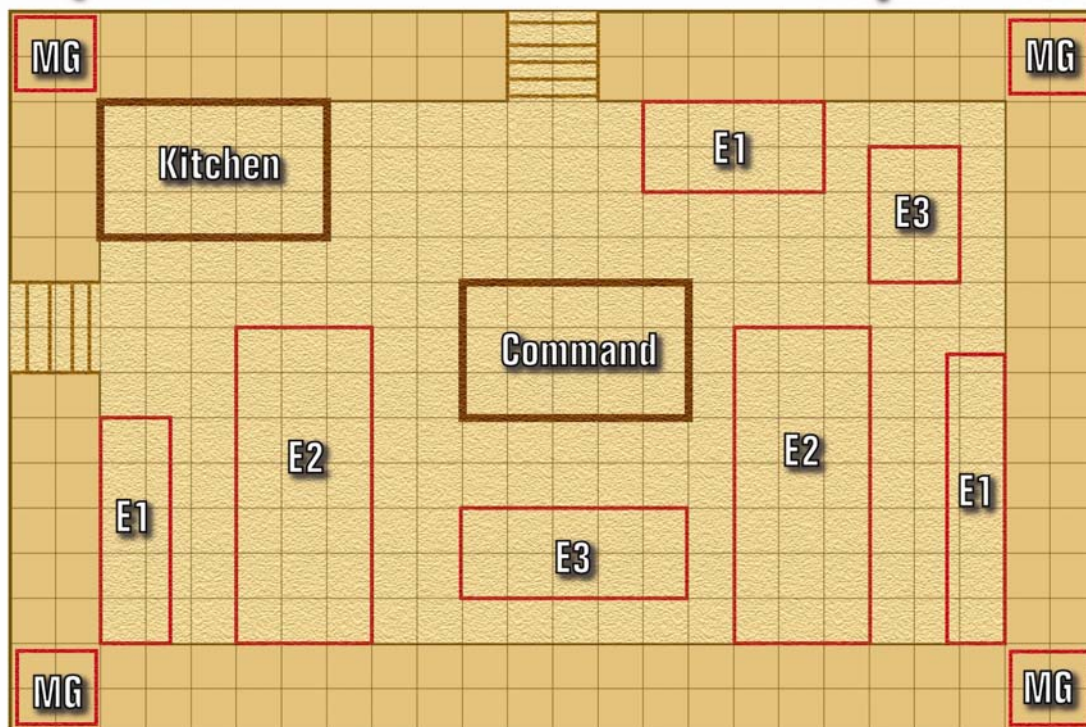
E2 – Artillery

E3 - Mortars

In the center of the area is a tent, 50 feet west to east and 30 feet north to south. It is open on all sides. There is a table with electronics equipment on the west side of the tent. A second table dominates the centre of the tent, with books and papers stacked on it, held down by what appears to be a couple of artillery shells. A dainty silver tea service sits on the opposite side of the table from the artillery shells. Flanking it, on opposite sides, and pointing south are two howitzers. Directly in front of the tent is a mortar pit with two medium and two light mortars. In the far southeast and southwest corners are howitzer shells and boxes of mortar shells. In the northeast corner is another mortar pit with two medium and two light mortars. In the

Emplacement

1 square = 10 ft



northwest corner is a tent, 50 feet east to west and 30 feet north to south. Smoke rises out of a pipe at its northeast corner. That pipe is connected to a wood stove with a small, rickety table on its left and an open chest on its right. The chest holds pots, pans and utensils. You note two long tables, each with ten chairs around it.

The machine guns are Kalashnikov PKMs. The howitzers are Soviet-era 152mm 2A36 Giatsint-Bs. The PCs can identify the weapons with a Knowledge (tactics) check against DC 5 for each type of weapon. The PCs need to make a successful check to identify the PKM and a successful check to identify the howitzers.

Should the SIG officers realize that the attack is being made at a distance of greater than a mile, they will attempt to bring their indirect fire weapons — the howitzers and mortars — to bear. If they decide to engage with their indirect fire weapons, they will order those Artillerists and Mortarists that are not on duty to report to the emplacement in order to fully utilize their weapons. Of course, the message must reach the barracks — if the PCs have somehow disrupted radio communications, one of the Machine Gunners will be sent as a runner — the NPCs must then rise and make their way to the Emplacement. Assume it will take fifteen minutes for off-duty personnel to arrive.

Factory

The central section of the Factory's ceiling is crisscrossed by tracks and pulleys, no longer in use. The grillwork catwalk above these, however, permits access to the windows and thus the roof. Some windows have been boarded up rather than replaced.

Exterior:

NPC Schedule: 1700 to 2200, 6 Mechanics, 3 Standard Guards together, eating, chatting and smoking, playing cards, dice or reading newspapers outside.

2200 to 0800, 2 Standard Guards.

If the PCs approach the Factory from the west, northwest or southwest between 1700 and 2200, they will note the following:

In front of the middle door, a fire burns in an oil drum. There are men standing near it, talking and smoking. Others are sitting with their backs to the building, eating or

reading newspapers. Some seem to be engaged in a card game. All told, you see 9 men. You also see 3 AKMs lying on the ground.

There are 6 unarmed men who are Mechanics. The other 3, armed with AKMs, are Standard Guards.

If the PCs approach the Factory from the west, northwest or southwest between 2200 and 0800, they will note the following:

In front of the middle door, a fire burns in an oil drum. Two men, AKMs hanging from their shoulders, warm their hands by the fire, smoke and chat.

These two men are Standard Guards.

Pit & Hoist Area:

NPC Schedule: 0800 to 0900, 6 Mechanics and 3 Standard Guards.

0900 to 1500, 1 SIG Officer, 6 Mechanics and 3 Standard Guards.

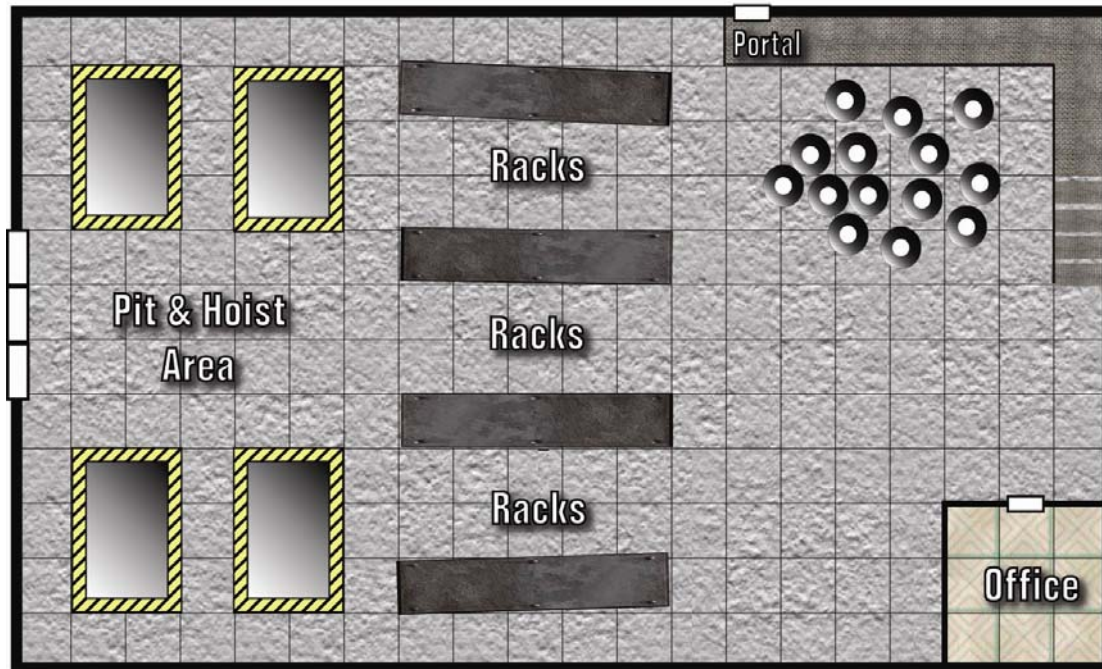
1500 to 1700, 6 Mechanics and 3 Standard Guards.

Entering, you are flanked by four pits with hydraulic hoists, two to the north and two to the south. All are huge, 60 feet north to south by 40 feet east to west. All have ladders into the pits on their south walls. There is a large, open area between them. In this area, almost completely disassembled, is an armored vehicle. Parts lay all around it, though set in an orderly manner. Two larger vehicles rest on the hoists to the southeast and southwest. You see work areas with tools, benches and various support and cradles for parts against the walls. The entire area is blotchy with dark stains — on the floor, the walls and the benches. There are various mechanical contrivances seeming scattered in a haphazard fashion on the benches and racks that line the walls. Three men are working on the disassembled under the direction of a fourth man. None appear armed. There are three men carrying AKMs and a fourth in uniform and carrying an AKSU-74.

A successful Knowledge (tactics) check against DC 5 is necessary to identify the vehicles found in this area. Each successful check

Factory

1 square = 20 ft



indicates the PC can identify one of the following: BRDM-2, SS-21 Scarab and SA-9 TELAR. The disassembled vehicle is the BRDM-2. The vehicle on the southeast hoist is the SS-21 Scarab. The vehicle on the southwest hoist is the SA-9 TELAR. The two northern hoist pits are filled with drums, crates and mechanical parts. The crates and parts in the northwest pit are for BRDM-2s, while those in the northeast are for BMP-2s. The engine of the SS-21 TELAR has been removed and rests in a cradle against the south wall. It can be identified with a Craft (mechanical) check against DC 20. The four unarmed men are Mechanics and the three armed men are Standard Guards. Two more Mechanics are in the pit, working on the SA-9 launcher's transmission. They will stay quiet, hoping to be overlooked, but will surrender if found.

The uniformed man is SIG Officer. He does not arrive at the Factory until 0900 and he leaves soon after 1500. He spends most of his time at *Gate Office* and *SIG Barracks*. The Mechanics and Guards all sleep on cots in the *Tires* section. The Standard Guards on duty at night spend their days at *Barracks*.

At night, there is a single, weak lamp on by the disassembled BRDM. Other than the two Guards just outside, by the oil drum fire, there is

no one in this area.

Racks:

You see four long rows of racks. These are massive, metal racks with shelves, standing over 15 feet high and stretching approx 100 feet from east to west. The shelves are large enough across to hold an entire engine and you note that there are a few engines on the bottom shelf of the northernmost rack. Other shelves hold crates, sections of missiles, parts for heavy weapons and various other implements and machinery one might find in a vehicle mechanic's, gunsmith's or machinist's shop.

If the PCs search through all these items, they will note that the parts come from SSMS, SAMs and the launchers for both, as well as artillery pieces and cannons — of the 20mm+ variety. Along with mechanical parts, there is electronics equipment. A successful Craft (electronics) check against DC 15 will reveal the equipment to be components for tracking systems, some visual, some radar and some infra-red.

Tires:

NPC Schedule: 2200 to 0800, 6 Mechanics, 3 Standard Guard.

Past the racks, in the northeast corner of the open area are stacked piles of tires. These are the large tires common on trucks and there are even the type used on wheeled armored vehicles. The stacks reach almost 15 feet high. Among the tire stacks, axels and wheel rims litter the ground. Near the north wall you note a line of linked track like that used for tracked vehicles like tanks. Just to the south of these stacks is a forklift. It is old, beaten and dented, but it still appears usable. Stacked against the north wall are ten folding cots.

The 6 mechanics and 3 guards sleeping on the cots here are stationed at *Pit & Hoist* during the day.

Drums:

In the SE corner of this large, open area is a veritable wall of oil drums. The drums are stacked four and five high. Against the south wall, they are stacked six high, making that wall appear to be built out of drums. There are four distinct rows, stretching west to east, of stacked drums. Some of them are labeled and the labels vary. Some saying 'diesel' in English while others are in various languages. You note a stairway that heads up to a metal grill walkway running along the east and north walls.

The other languages on the drum labels include Arabic, Tajik, Uzbek and Russian. Most of these drums are fuel, grease, or oil, but some are chemicals, mostly ammonia, hydrogen peroxide and even varsol. If the PCs investigate the metal grill walkway, they will note a ladder at the ceiling's eastern extremity. The ladder leads up to the ceiling and ends in a portal, which opens outward. The portal leads to the ZPU emplacement. If the PCs don't climb up to investigate the walkway, a PC can make a Spot check against DC 15 to note the portal and the ladder leading to it.

Office:

Shoved into the southeast corner of this room is a desk. It may once have been a fine, expensive desk, but it is now worn, pitted and charred in areas. On top of the desk, a myriad collection of canned foods is stacked. Fruits, vegetables, meat and unidentifiables are all stacked together on the desk. Beside the desk,

against the south wall, two oil drums have been pushed together and a piece of plywood has been placed on top of them. Resting on this makeshift counter are two, large, single-burner gas stoves. The counter is marked with a variety of stains, as is the wall behind the stoves. In the centre of the room, two other drums and a piece of plywood have become the table on which a mismatched collection of pots, plates, cups and cutlery rest. There seems no rhyme or reason to the manner in which the items have been placed, though several mugs double for utensil holders. Against the west wall are three, tall filing cabinets. Each one has five drawers. None of them are labeled. Against the east wall are two clothing racks. The only occupants of these racks, other than a few wire hangers, are two Soviet military long coats. They appear well-worn with many holes and a few patches. Stretched out from the east wall are four cots. A person sleeps in each cot and below each cot, lying on the ground, is an AKM.

If the PCs investigate the filing cabinets, the amount of dust they will disturb should be a clue that the cabinets have not been used for quite some time. Leafing through files, they will note that most of the documents are written in Cyrillic. Those in Tajik are dated from 1991 to 1994 and relate to the purchase and shipment of parts. There are no files more recent than 1998.

At night, the cots will be folded up and stored against the east wall. Two guards will be found here, smoking, chatting, cooking and eating. The other two guards will be patrolling the building and will make a circuit of the factory every 45 minutes, spending 15 minutes at the oil drum with the two guards there.

Portal:

NPC Schedule: Always 3 ZPU Gunners manning the ZPU-4.

This refers to the portal at the top of the ladder on the metal grill walkway. The ladder leads to the ceiling and the portal is set in the ceiling. It opens outwards. If there has been a firefight in the factory or around the factory, the three-man crew of the AA gun will be ready with AKMs. One will be covering the door while the other two search the grounds below. If there has been no warning, during the day, they will be relaxing — smoking, eating canned tuna, reading newspapers. During the night, two will be sleeping while one remains awake, usually

listening to a small transistor radio. If the PCs approach quietly during the night, they should hear the radio. The ZPU Gunners change at 0800 and 2000.

If the ZPU Gunners must engage in combat at night, the ZPU Gunners will use the searchlights to try to track the enemy. Further, they will attempt to depress the ZPU to engage any targets on the ground. It will take them four rounds to get the gun into position and all attacks will have a -4 circumstance penalty. If the PCs have not encountered a ZPU-4 — one was involved in the adventure *Raid on Ashkashem* — the PCs can identify the weapon as a ZPU-4 with a successful Knowledge (tactics) check against DC 5.

You see a quad MG emplacement. On either side of it, small searchlights have been attached and are wired to a car battery which sits on the ground, beside the weapon.

Gate Office

Exterior:

NPC Schedule: 0700 to 1500, 2 Quick Guards at door, 2 Quick Guards at gate.

1500 to 1700, 2 Quick Guards at door, 2 Quick Guards and 1 SIG Officer at gate.

1700 to 0700, 2 Quick Guards at door, 2 Quick Guards at gate.

There will always be two guards outside the main door patrolling the front of the *Gate Office* and two guards on the gate. These four guards will often be together socializing and they are

Quick Guards. The shifts for the guards are 0800 to 1600, 1600 to 0000 and 0000 to 0800. The guards all arrive in a UAZ around the time to switch, so there is always a vehicle in the *Carport*. Between 1500 and 1700, one SIG Officer from the *Factory* will be at the gate, smoking and socializing with his buddies.

Balcony:

NPC Schedule: 0800 to 0000, 3 ZPU Gunners and 4 Machine Gunners.

0000 to 0800, 3 ZPU Gunners.

This balcony, open to the sky, encompasses the entire front of the building and almost half the second floor. A stone railing surrounds it. At its center is a quad machine gun emplacement, appearing to be some kind of AA weapon. At either front corner are medium machine guns. The crews, a total of seven men, do not appear particularly vigilant.

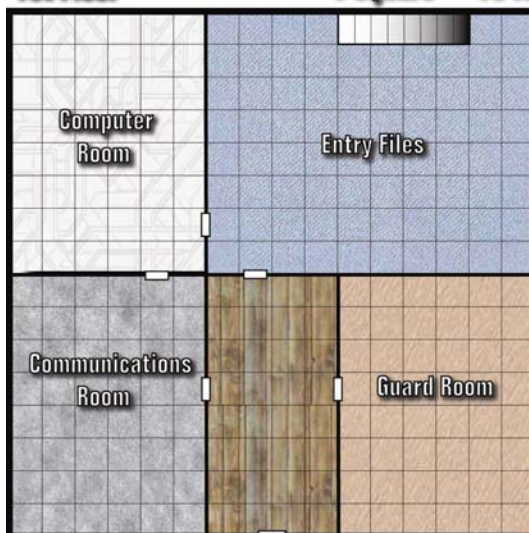
The quad MG is a ZPU-4 emplacement. The medium machine guns are Kalashnikov PKMs. One is stationed at the southwest corner and the other is stationed at the southeast corner. Unless they have encountered these types of weapons previously, the PCs can identify the weapons with a Knowledge (tactics) check against DC 5 for each type of weapon. The PCs need to make a successful check to identify the PKMs and a successful check to identify the ZPU.

The ZPU-4 is always manned, though the

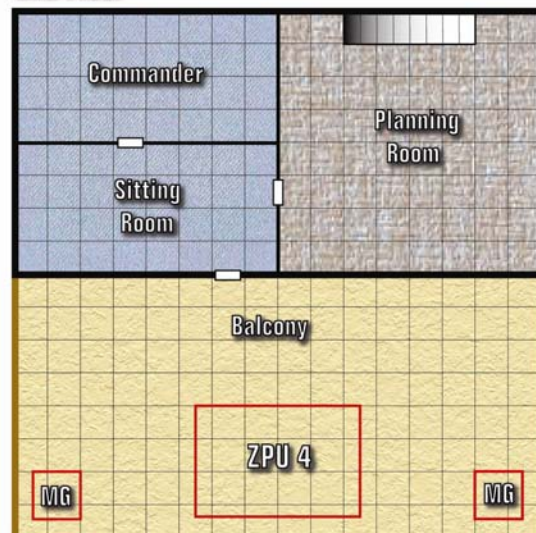
Gate Office

1st Floor

1 square = 10 ft



2nd Floor



PKMs are only manned between 0800 and 0000. The ZPU-4 crew, though, doubles as regular guards, so they are often patrolling the area on foot. The ZPU has a crew of 3 and each machinegun has a crew of 2. The ZPU Gunners' shifts run from 0800 to 1600, 1600 to 0000 and 0000 to 0800. The Machine Gunners shifts run from 0800 to 1600 and 1600 to 0000. The ZPU gunners and Machine Gunners travel with the Quick Guards from the doors and gates as per above, and so they also travel in the UAZ.

Guard Room:

NPC Schedule:

0700 to 1700, 6 Quick Guards.

During the night, this room is empty. The ashtrays will not have been cleaned, and while the coffee urn will have been emptied, the used coffee mugs will not have been cleaned.

This room has two ratty if comfortable appearing sofas. Between them is a low coffee table. It is covered with pamphlets and newspapers. To the north is a round table with chairs around it. On the round table to the north is a pair of ashtrays — both full. A deck of cards sits in the middle of the table as well as two 2 liter bottles of water, almost empty. On a sideboard is a large urn of coffee. The coffee urn's red light is on and the measure on its face indicates it's half full. Coffee cups, all of them stained and used, surround the urn. Two tins sit to the side of these cups, one with sugar and the other with coffee whitener. Throughout the room, some sitting, some standing, are six men, all of them with AKMs.

The pamphlets are all of the fanatical anti-Western and anti-Semitic variety and the newspapers are extremist religious and nationalist rags, with stories that seem all but complete fabrications. The guards are on duty, but are a quick reaction force (QRF) and usually there is nothing to react too. They are on light duty and alternate with the gate and tower guards. Their duty lasts from 0700 to 1700 and the rest of the time can be found in or around *Barracks*.

Entry Files:

NPC Schedule:

0800 to 1600, 4 Clerks.

During the night, there will be no one in this room. None of the drawers or cabinets is locked.

In the center of this large room are four desks, pushed together. They all have typewriters, plenty of pens and in and out racks for files. Along the walls are filing cabinets, each with four drawers. There must be almost twenty of them lined up around the walls. A set of stairs leads up to the second floor. A man sits at each of the four desks.

The papers on the desks are schedules for truck deliveries as well as the movement of the repaired vehicles — where vehicles are going and when — and notes on expected delivery of recovered vehicles or parts. The filing cabinets are labeled and are ordered by date, starting with December of 2002. The most recent files show more vehicles leaving than arriving. Information gleaned here will show that a laboratory was set up in August of 2003 and cultures arrived immediately, though the origins of the cultures are not indicated. This room is an intelligence gold mine!

Comm. Room:

NPC Schedule: Always 1 CTech.

This is the communications room. The individual here is a Computer Tech (CTech). At night, the CTech will be sleeping in his chair. The CTechs in this room work on 12 hour shifts (0800 to 2000 and 2000 to 0800) of mostly no action. If the facility has been alerted, the CTech will be attempting to contact an individual code-named "the Builder" by radio. A notebook includes a list of codenames and frequencies. The codenames include Ali, the Builder, Hameed, Hasanov, Kamilov and Saparmurat.

Two desks are against the west wall. On them is radio equipment, including a UHF/VHF radio and radio triangulation equipment. On a table in the northeast corner is a military grade satcom terminal. All the equipment is in excellent condition. A single man sits at the radio.

Computer Room:

NPC Schedule: 0700 to 0800, 1 CTech.

0800 to 1600, 3 CTechs.

1600 to 0700, 1 CTech.

The individuals working in this room are CTechs. Three CTechs work 0800 to 1600. The 1600 to 0000 and 0000 to 0800 shifts each have a single CTech. During the night, the single CTech working in this room is slouched in his chair, feet crossed, eyes closed.

While the equipment here is not particularly impressive, it is surprising to find so much computer hardware together in one place in the troubled border regions of Albenistan. Three men work at separate work stations.

If the PCs examine the computer hardware:

Some of the equipment is high-end, but most are cheap clone rip-offs. All of it looks cobbled together. There are three large towers that look like they might be servers. Stations flanking these server stations have images on their monitors that look like radar of some sort. As you look at other stations, it looks like someone has somehow networked the SAM launchers through these computers. Other computers display extreme nationalist programs, mostly harangues in Tajik. One station is apparently being used to edit a propaganda video.

The computers have indeed been used in an attempt to link the fire controls for the SAMs. At this time, it is functioning poorly, and only one-third of the working SAMs can be controlled from these computers. However, that still means there are a total of five linked and functioning SAM launchers. The nationalist harangues in Tajik are criticizing the Albenistani government for its subservience to America. The usual damning of the corrupt West and portrayals of the government as criminals is included.

If the PCs completed *Raid on Ashkashem*, the first adventure in the Albenistan series, the 'host' of the propaganda video being edited will look familiar. He was prominent in videos captured from Ashkashem as well as some of the extremist pamphlets found there. This is Abbas, who plays a very large role in the third adventure in the Albenistan series.

Planning Room:

A large table dominates the centre of this room. Maps are strewn about it. The largest map — a political map of Albenistan — has many notations on it and areas have been circled in red or black. Chairs sit against the walls and beside the door in the SW corner is a sideboard with a tea service. The tea service appears to be unused.

With a successful Knowledge (local for Albenistan) check against DC 15 or Intelligence check against DC 25, the PCs will be able to

recognize that the red circles mark all the military bases still used by the government while the black circles indicate abandoned bases.

Sitting Room:

Two comfortable looking sofas face each other in the centre of the room. They look quite new and quite clean. A low coffee table sits between them on which are many magazines including some Central Asian entertainment magazines. At the head and foot of the table area two large chairs, upholstered in leather. To the right of the door to the north, is a single desk, bare save for a recent, local newspaper, a used coffee cup and a full ashtray.

Commander:

NPC Schedule: 0800 to 1400, Major Musulmongul Radjabov.

At night, there will be no one present in this room. The desk and cabinet are locked with key locks of DC 20 difficulty. They can also be opened with a Strength check against DC 25.

A large, impressive desk is to the left of the door. Beside it is a small, side table. To the right are two plush sofas. Against the east wall is a cabinet of some sort. The desk has a computer, a cup and saucer, a desk lamp and an ashtray on it. On the side table is a civilian grade satcom set. The large cabinet is an entertainment unit including a widescreen TV. Behind the desk sits a large man in an Albenistani military uniform. The uniform has no identifying markings or name tapes.

Major Musulmongul Radjabov of the SIG is in command of this camp. He can be found at work from 0800 to 1400. His AKS-74U short assault rifle will be close at hand, likely on his desk or on the side table. In the drawers of his desk are files on the clerks, Technicians and mechanics including information on their families and plans to kill the families of those who don't cooperate. A date book includes many names and telephone numbers. There are no addresses, but each name has a city beside it. The name Jubair is beside the listing for Ashkashem. If the PCs are involved in the Albenistan Series and will be playing *the Khorforjan Gambit*, Hameed is beside the listing for Khorforjan. Other names include Hasanov and Saparmurat, though they have no city notation beside them. If the PCs ask, the book contains other names that

are recognizable as Tajik, some are Afghani and some are Uzbek.

IFVs

This area includes a line of infantry fighting vehicles running east to west and a line running north to south. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: BMP-2s and — in the east-west line — 2 BMP-1s and 2 BRDMs with AT-5 Spandrel launchers. There are neither mechanics nor guards in this area.

East to West Line, During the Day or at Night with Artificial Light or NVDs

The vehicles in this section, while not in excellent condition, seem to be complete. They are not clean and most have some form of damage, be it dents and scratches or obvious cannon or bullet strikes, but they appear functional for the most part. North of the line is a small wall, just under a meter tall. It is crumbling and breached in many locations.

East to West Line, in Darkness

Without light, it is hard to distinguish one mass of metal from another. Still, from the shapes of the vehicles, you are able to distinguish numbers and have a fair idea of the types of vehicles.

North to South Line, During the Day or at Night with Artificial Light or NVDs

These vehicles are in obvious need of repair. You cannot see any vehicle that is not missing some part, be it an antenna, a wheel or an entire turret. You note a pole with what appears to be a lamp protruding up from somewhere at the southern end of the line.

At the southern end of the line, there is a pile of tracks and engine parts beside a vehicle that is missing its turret. It is out of this empty turret that the pole with the lamp juts. In the darkness, the PCs will need to succeed in a Knowledge (tactics) check against DC 15 to identify a vehicle. If the PCs had previously identified the types of vehicles in this area, the check need only succeed against DC 5 in the darkness. When already identified, no check is needed during the day, with artificial light or NVDs.

North to South Line, in Darkness:

A light hangs from a pole set in the centre of the southernmost vehicle in this line. The vehicle has no turret, and the makeshift lamp-post juts out from this opening.

The lamp is not particularly bright, but still casts enough illumination to foul-up NVDs. If the PCs insist on continuing to wear NVDs, when within 40 feet of the light; they will incur a -2 circumstance penalty to all Spot and Search checks as well as attack rolls. The penalty to Spot and Search is in addition to the standard penalty for searching while wearing NVDs. When within 30 feet of the light, the penalty is increased to -4. Within 20 feet, the penalty increases to -6 and within 10 feet the penalty reaches -10.

LAVs

NPC Schedule: 0800 to 1500, 3 Mechanics

2100 to 0600: 4 Perimeter Guards

During the Day or at Night with Artificial Light or NVDs

A variety of Russian light armored vehicles stretch in an uneven line from north to south. You would estimate at least 25 vehicles of three distinct classes. The vehicles are all rough, some with missing components, some simply looking like they have been neglected for a decade or so and some appearing to have been on the losing side of a messy dustup. While most of the vehicles appear functional, none would make it through an official inspection.

At Night

The hulks of various vehicles stretch unevenly from the north to the south. In the darkness, it is hard to distinguish one type of vehicle from another, but their silhouettes indicate at least three types of different armored vehicles.

The mechanics work here from 0800 to 1500, and spend the rest of their time at *Technicians Barracks*. The guards arrive at 2100 and stay until 0600. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: BRDM-2s, BTR-70s and BTR-80s. In the darkness, the PCs will need to succeed in a Knowledge (tactics) check against DC 15 to identify a vehicle. If the PCs had previously identified the types of vehicles in this

area, the check need only succeed against DC 5 in the darkness. When already identified, no check is needed during the day, with artificial light or NVDs.

SAMs (R)

NPC Schedule: 0800 to 1500, 4 Mechanics
2100 to 0600: 4 Perimeter Guards around SAMs, 2 Standard Guards around the Lavatory

This area has SAM launchers that are in the midst of being repaired. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: SA-8 and SA-9 TELARS. If the PCs had previously identified the types of vehicles in this area, no check is needed during the day, with artificial light or NVDs. In the darkness, the PCs will need to succeed in a Knowledge (tactics) check against DC 15 to identify a vehicle. If the PCs had previously identified the types of vehicles in this area, the check need only succeed against DC 5.

Four mechanics work on two of the SA-8 Gecko transporter erector launcher and radar vehicles — TELARS. One group of four mechanics travels here from *SSMs (B)*, where they scavenge parts. When both groups of mechanics are present, there will be two LUVs. A PC who succeeds in a Craft (mechanical) check against DC 10 will note that none of the TELARs in this area are functional. These mechanics work from 0800 to 1500.

During the Day or at Night with Artificial Light or NVDs

You see a long line of self-propelled missile launchers. Many of them have damaged tracks, removed panels and missing launch towers. You would estimate that most of these launchers are at least a decade old and most probably bore a best before date twenty years past. Obvious effort has gone into maintaining the vehicles, but the wear of ages is apparent.

At Night

In the darkness, the massive vehicles loom over you, offering plenty of shadow in which to hide but obscuring much of the ambient light from the stars and moons. The different types of vehicles are obvious in their silhouettes, but details are impossible to make out.

When already identified, no check is needed during the day, with artificial light or NVDs. A successful Spot check against DC 15 will note the Lavatory building. At night, two guards wander the area around the lavatory, which is lit during the night. These two guards follow no set pattern, but they also don't move more than 100 feet from the Lavatory structure. A PC would need to make a successful Spot check against DC 20 to note the guards.

The Lavatory - Exterior

Even if without a sign — the standard male toilet emblem is readily visible on the door — the purpose of this building would be fairly apparent. There is a cloud of lingering odor hanging about it that marks it for anyone with the slightest olfactory sensitivity. The building itself is a simple 20 foot by 20 foot structure with a single entrance.

The Lavatory - Interior

The interior is as simple in design as the exterior. Against the south wall are three stalls, each 5 feet square. Against the north wall are three washbasins. No soap or towels are apparent. Inside the stalls are slit toilets — porcelain but certainly not to Western standards. Your sense of smell is sorely offended.

A PC would need to squat over the opening to properly use these facilities. These are flush toilets, and more-or-less well-maintained. Certainly the PCs will have encountered worse W/Cs through the military or even at gas stations. The stench, though, is certainly memorable.

SAMs (W)

NPC Schedule: 0800 to 1500, 2 Mechanics
1800 to 0200, 2 Standard Guards

This area encompasses working SAM launchers. During the day, two mechanics are busy wiring up the SAMs to the controlling computer found in *Computer Room* at *Gate Office*. The network isn't very reliable right now and only two SA-8s and three SA-9s can be controlled and launched. Should an attack occur, the mechanics will attempt to target and fire the remaining two SA-9s themselves, though they haven't been properly trained and have a -6 circumstance modifier for their actions.

The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates

the PC can identify one of the following: SA-9 and SA-8 TELARS. The western half of the line is made up of SA-9 launchers, while the other launchers are for SA-8s. In the darkness, the PCs will need to succeed in a Knowledge (tactics) check against DC 15 to identify a vehicle. If the PCs had previously identified the types of vehicles in this area, the check need only succeed against DC 5 in the darkness. When already identified, no check is needed during the day, with artificial light or NVDs.

These mechanics work from 0800 to 1500. A PC must make a Spot check against DC 15 to note the mechanics, who are working near the center of the line.

During the Day or at Night with Artificial Light or NVDs

You are overshadowed and dwarfed by the large launch vehicles around you. The vehicles are scarred, battered and dirty, but they do have missiles in their launchers and apparently in ready position. The launchers are spaced well apart, leaving large gaps in the line.

At Night

In the darkness, the massive vehicles loom over you. The wide space between each vehicle is shrouded in deep darkness as the ambient light from the stars and moons is obscured. The different types of vehicles are obvious in their silhouettes, but details are impossible to make out.

At night, two guards stand just beyond the western edge of the line of launchers. They are usually sitting or crouching, smoking and talking, not being very observant. As such, they receive a -2 miscellaneous modifier to all Spot and Listen skill checks. A PC must make a Spot check against DC 15 to note the guards.

SIG Barracks

Lounge and Games Room:

NPC Schedule: 0800 to 1100, 2 SIG Officers.

1400 to 1500, Radjabov and Mahoud.

1500 to 1800, Radjabov, Mahoud, Asrorova and Shernazarov.

1900 to 2000, 1 SIG Officer.

2000 to 2300, 4 SIG Officers.

2300 to 0100, 1 SIG Officer.

0300 to 0700, 1 SIG Officer.

This room is 50 feet north to south and 80

feet east to west. It has two big-screen TVs, a pool table, sofas, tables and chairs. The TVs are tuned to continuous news networks, one in English and one in Arabic. The pool table looks relatively new but also relatively cheap. The sofas, tables and chairs all seem to be sets, newly purchased and in excellent condition.

The NPCs in this room will only have a 25% chance (1-4 on a d20) to have their weapons. Those NPCs with weapons will not have them at the ready and weapons will likely be lying on the floor or leaning against the wall or furniture.

Mess:

NPC Schedule: 1700 to 1900, SIG Officer.

1900 to 2000, 3 SIG Officers.

0700 to 0800, 2 SIG Officers.

This area — 50 feet north to south and 80 feet east to west — is dominated by a plethora of tables and chairs. They appear to be the kind one would find at any institutional setting — unattractive and cheap but sturdy. A few newspapers and magazines cover some of the tables. Against the northwest wall are a large basin and a rack of dishes and utensils. A pair of garbage cans is under the basin. Against the northeast wall is a pair of gas stoves sitting on a counter topping cupboards. In the northeast corner is a refrigerator.

If the group is aware that there are people in this room, they will have surprise. The cupboards contain canned goods, the refrigerator contains food. The NPCs in this room will only have a 25% chance (1-4 on a d20) to have their weapons. Those NPCs with weapons will not have them at the ready and weapons will likely be lying on the floor or leaning against the wall or furniture.

Quarters A, B and C:

NPC Schedule: 0800 to 0900, 1 SIG Officer in *Quarters C*.

1100 to 1900, 2 SIG Officers in *Quarters A*.

2300 to 0100, 2 SIG Officers in *Quarters B*, 1 SIG Officer in *Quarters C*.

0100 to 0700, 2 SIG Officers in *Quarters B* and 2 SIG Officers in *Quarters C*.

0700 to 0800, 1 SIG Officer in *Quarters C*.

This room has a pair of twin beds, appearing comfortable if not particularly tidy. Each bed has two footlockers. There is a

cabinet against the far wall with a closet and drawers.

If the Quarters are occupied the characters will be able to hear snoring and heavy breathing from the bed(s) with a successful Listen check against DC 5. Further, AK-74s will lie on each footlocker in front of a bed that has an occupant. Inside the lockers are toiletries. Inside the footlockers are personal effects such as dress uniforms, extra BDUs, civilian clothes, pictures and books.

W/C:

This room has two partitioned toilets, two washbasins and a shower stall.

Mahoud's Quarters:

NPC Schedule: 0000 to 0800, Mahoud

To your left is a bed of rough metal construction with a thick mattress and box-spring. Against the far wall is a desk with a desk lamp. To your right is a standing cabinet with a closet and drawers. Leaning against the desk is an AKS-74 carbine.

When Mahoud is in his bed, the PCs will be able to hear heavy breathing with a successful Listen check against DC 5. Mahoud never carries his carbine with him, so it will always be found in this room. When Mahoud is here, his Browning Hi-Power will be sitting on his desk with two extra magazines beside it. The cabinets include toiletries and change of attire — both a dress uniform and further BDUs, complete with dress uniform shoes and clean boots. The footlockers contain personal effects, shirts and undergarments.

Elite W/C:

This room has a partitioned toilet, a washbasin and a shower stall.

Elite Lounge:

NPC Schedule: 1900 to 0000, Radjabov, Mahoud, Asrorova, Shernazarov in *Elite Lounge*.

0000 to 0100, Asrorova and Shernazarov in *Elite Lounge*.

This area measures 30 feet north to south and 50 feet east to west. It includes four plush chairs and two sofas. A small coffee table sits

SIG Barracks

1 Square = 10 feet



between the sofas. A widescreen TV is against the east wall and an entertainment unit sits beside it, complete with DVD and VCR players, stereo, tape deck and CD player. The coffee table has a silver tea service on it. Four crystal ashtrays surround the tea service. Against the south wall is a table with a coffee maker, sugar, coffee whitener and coffee mugs.

In the evening, when occupied, a South American drama, dubbed into Russian and with Tajik subtitles will be playing on the TV. The air will be thick with cigarette smoke, which will be noticeable in the hall from the doorway to the *Mess*, as will the noise.

Asrorova's Quarters:

NPC Schedule: 0100 to 0900, Asrorova

This room is 40 feet north to south and 30 feet east to west. To your left is a wooden bed that seems of quality construction. It boasts a thick mattress, clean and attractive bedding and an apparently new box spring. Against the far wall is a desk with a desk lamp. To your right is an ornately carved cabinet with a closet and drawers. In a rack on the wall beside the desk is an immaculate AKS-74 carbine with four magazines.

When Asrorova is in his bed, the PCs will be able to hear heavy breathing with a successful Listen check against DC 5. Asrorova never carries his carbine with him, so it will always be found in this room. When Asrorova is here, his Makarov will be sitting on his desk with five extra magazines beside it. The cabinets include toiletries and change of attire — both a dress uniform and further BDUs, complete with dress uniform shoes and clean boots. The footlockers contain personal effects, shirts and undergarments.

Shernazarov's Quarters:

NPC Schedule: 0100 to 0900, Shernazarov.

This room is 40 feet north to south and 30 feet east to west. To your left is a utilitarian but sturdy bed of metal construction. It boasts a thick mattress, and while the bedding looks clean, it is rumpled and untidy. Against the east wall is a desk with a desk lamp. Two cups sit on the desk, one stained dark on the inside and the other with a puddle of coffee in it. To your right is a sturdy, wooden cabinet with a closet and drawers. On top of the cabinet sits an AKS-74 carbine with four magazines.

When Shernazarov is sleeping, the PCs will be able to hear heavy breathing with a successful Listen check against DC 5. Shernazarov never carries his carbine with him, so it will always be found in this room. When Shernazarov is here, his Makarov will be sitting on his desk with five extra magazines beside it. The cabinets include toiletries and change of attire — both a dress uniform and further BDUs, complete with dress uniform shoes and clean boots. The footlockers contain personal effects, shirts and undergarments.

Radjabov Quarters:

NPC Schedule: 0000 to 0800, Radjabov.

This room is 50 feet north to south and 30 feet east to west. To your left is a large, comfortable bed made of wood. It has ornate bedding including a fine, elaborately embroidered quilt. The mattress is thick and appears new, as does the box spring. Set into the northwest corner is a large, L-shaped wood and metal desk on which sits a desktop computer and a desk lamp. Beside the desk on the west wall is a finely-crafted, wooden cabinet with a closet and drawers. Above it is an empty, wooden weapon rack. Against the south wall is a tall, broad armoire with mirrors on its doors.

When Radjabov is here, the PCs will be able to hear heavy breathing with a successful Listen check against DC 5. His AKSU-74 will be placed in the weapons rack and five spare magazines will be on the top of the cabinet. Further, his Makarov will be sitting on his desk with three extra magazines beside it. The cabinets include toiletries and change of attire — both civilian clothing and further BDUs, complete clean boots. His dress uniform is in his armoire, along with civilian suits, dress shoes and dress uniform shoes. The footlockers contain personal effects, shirts and undergarments.

SSMs (B)

NPC Schedule: 0800 to 1600, 8 Mechanics
1800 to 0200 2 Standard Guards

During the Day or at Night with Artificial Light or NVDs

The vehicles in this area almost seem to have been left there by some giant child. There is no order. The vehicles have not been grouped by function or by type. You note both SAM and SSM launchers of at least four different types. It is a haphazard,

disorganized mess, worse than any junkyard you've seen. While most of the items here are recognizable as vehicles, you also note many rusted or burnt hulks littered among the less damaged equipment. Strewn among the launchers are parts. You note tracks, wheels, radar components, electronics and engine parts. Again, there is no discernable order in how this equipment has been positioned.

At Night

While the darkness cannot hide the haphazard mess and maze of vehicles, it hides the various parts, elements and components strewn across the spaces between the vehicles. By necessity, your movement in the darkness is slow, careful and laborious. Too often, a foot raps against hard metal, or catches on loose wires invisible in the night.

This area is filled with SSMs (and some SAMs) that are broken. These vehicles are not operational. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: SS-21 and Frog-7 launchers. In the darkness, the PCs will need to succeed in a Knowledge (tactics) check against DC 15 to identify a vehicle. If the PCs had previously identified the types of vehicles in this area, the check need only succeed against DC 5 in the darkness. When already identified, no check is needed during the day, with artificial light or NVDs.

There are two groups of four mechanics gathering parts. Each group has a LUV. One group travels from *SSMs (B)* to *SAMs (R)*, and the other group travels to *SSMs (R)*. These mechanics work from 0800 to around 1600. Just after 1600, they will move to the Warehouse, where they will share a meal with the other NPCs at that location. The PCs must make a Spot check against DC 20 to note the machine gun emplacement. The machine gun emplacement isn't manned, though if trouble starts, the 2 Standard Guards who patrol the area at night would man it.

Almost in the center of this jumble of parts and vehicle skeletons, you note a small hill, elevated only slightly over the chaos of metal. You can see the barrels of machine guns protruding from above the sides of the hill.

If the PCs make a Spot or Listen check

against DC 10, they will note the patrol moving through the area. The patrol is made up of 2 Standard Guards. These guards are not particularly vigilant and take a -4 circumstance modifier to all Listen and Spot checks.

SSMs (R)

NPC Schedule: 0800 to 1600, 8 Mechanics
2100 to 0600, 2 Perimeter Guards

This line of launch vehicles is unevenly spaced. The vehicles are likewise of uneven quality. Most of these launchers appear to be in need of extensive repair while others appear functional if a bit rough. There is no vehicle, though, that is complete. Every launcher is missing something, from cabs to engines to tower assembly. Some of these missing components lie on the ground nearby.

The SSMs in this area are under repair. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: SS-21 and Frog-7 launchers. In the darkness, the PCs will need to succeed in a Knowledge (tactics) check against DC 15 to identify a vehicle. If the PCs had previously identified the types of vehicles in this area, the check need only succeed against DC 5 in the darkness. When already identified, no check is needed during the day, with artificial light or NVDs.

One of the groups of mechanics from SSMs (B) is scavenging parts for these two launchers, and their movements will occasionally bring them to this area, where they will interact with the mechanics working, mostly to help with repairs, but also to share cigarettes and discuss the usual topics of football, movies and the lack of women. The 8 mechanics working in this area are focused on repairing two SS-21 launchers on the far west of the line. They call it a day around 1600.

At night, if the PCs make a Spot or Listen check against DC 10, they will note the patrol moving through the area. The patrol is made up of 2 Standard Guards. These guards are very poor guards. Most of the time, they stand on the northern side of the line of vehicles and talk or smoke. In the dead of night, between 0200 and 0500, they sleep for 45 minutes, wake, do a transit of the southern side of the line, then return to the northern side and sleep some more. These guards are not particularly vigilant and take a -4 circumstance modifier to all Listen and Spot

checks.

SSMs (W)

NPC Schedule: 0700 to 1600, 3 Mechanics
2100 to 0600, 2 Standard Guards

During the Day or at Night with Artificial Light or NVDs

These vehicles are tightly packed together; parked so close one could barely walk between them. While not in showroom condition, these vehicles look functional. You see two distinct types of launchers. The shorter line of vehicles to the west is comprised solely of one type of vehicle while the line to the east is made up of another, larger launch vehicle. You note that there are vehicles along the northern ends of each line that have their missiles loaded and ready. Oddly enough, three vehicles at the southern end of the eastern line have their towers set for launch but have no missiles.

At Night

The darkness seems even deeper here as the large masses of missile launchers, parked tightly together, filter out much of the moon and starlight. The shapes in the darkness lead you to assume there are two different types of vehicles. The line to the west is shorter, while the line to the east is not only longer but comprised of largest vehicles.

This area has working SSMs. The PCs can identify the vehicles with a Knowledge (tactics) check against DC 5 for each type of vehicle. Each successful check indicates the PC can identify one of the following: SS-21 launchers — the eastern line — and Frog-7 launchers — the western line. In the darkness, the PCs will need to succeed in a Knowledge (tactics) check

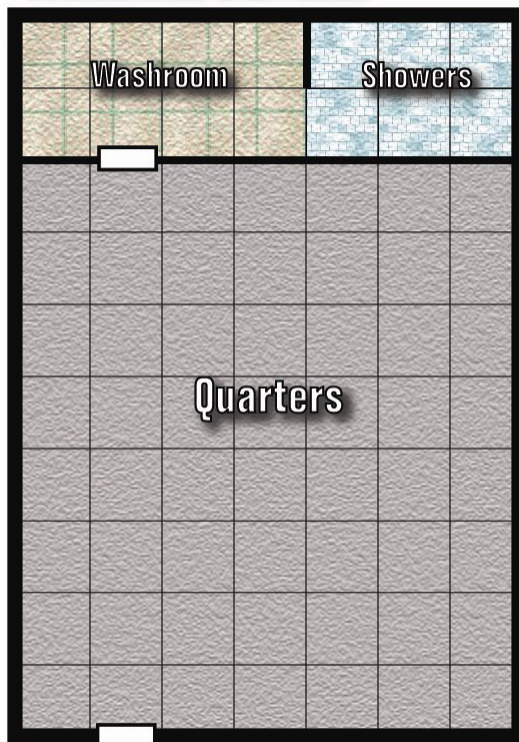
against DC 15 to identify a vehicle. If the PCs had previously identified the types of vehicles in this area, the check need only succeed against DC 5 in the darkness. When already identified, no check is needed during the day, with artificial light or NVDs.

While not in perfect condition, and though many are incomplete, these vehicles are operational. There are three mechanics working on an SS-21 situated in the middle of the eastern line. They begin working on the vehicles at 0800 and finish working around 1600. At 1600, they go to *Warehouse* to dine. At night, the area is patrolled. From 2100 to 0600, 2 guards patrol the line of vehicles. If the PCs make a Spot or Listen check against DC 10, they will note the guards.

Technician Barracks

This building houses the various Technicians and clerks that work on the base. The occupants of this building will take their meals in the *Mess* in *Barracks*.

Technician Barracks



1 square = 10 feet

Quarters:

NPC
Schedule: 0800 to 1400, 3 Cooks, 1 CTech
1400 to 1600, 1 CTech
1600 to 1900, 1 CTech
1900 to 2200, 1 CTech, 9 Mechanics, 3 Science Techs
2200 to 0000, 3 Cooks, 1 CTech, 28 Mechanics, 3 Science Techs, 4 Technicians
0000 to 0600, 3 Cooks, 4 Clerks, 4 CTechs, 28 Mechanics, 3 Science Techs, 4 Technicians
0600 to 0800, 4 Clerks, 3 Cooks, 4 CTechs, 28 Mechanics, 3 Science Techs, 4 Technicians

This room is 70 feet east to west and 80 feet north to south. It is filled with 20 bunk-beds — each with two beds, one atop the other. Along the east and west walls are a series of lockers, each with a name tape on it. In the southwest and

northeast corner are coal stoves with pipes leading up to the ceiling. In the south wall is a set of double doors, 10 feet from the southwest corner.

From 1900 to 2300, most of the Technicians will be awake, smoking cigarettes, reading newspapers and talking. There is gambling going on, both dice and cards. No one is particularly alert.

W/C

This room is 20 feet north to south and 40 feet east to west. It has a door in the southwest corner of the south wall. The west wall is not a wall, per se, rather a divider with a 10 feet opening at its southern half. The 10 feet square area to the east has multiple basins along the wall and a round, communal basin with taps in the center. The rest of the room has 4 toilet stalls, 10 feet square, against the north wall.

Showers:

This room is 20 feet north to south and 30 feet east to west. The east wall is not a wall, per se, rather a divider with a 10 feet opening at its southern half. There are six shower heads and taps along the north and south walls. Along the east divider/wall, are racks on which towels could hang.

Watchtower

Tower

The base of the tower consists of wood framework measuring some twenty-feet square. A metal ladder offers the only access to the observation deck approximately fifty feet above you. To the west of the tower are a group of small, dome-like huts.

The tower is always manned by two Machine Gunners at all times. At night, the Machine Gunners are easily discernable in the dark due to their habit of chain-smoking. The shifts of the Machine Gunners are 0800 to 1600, 1600 to 0000 and 0000 to 0800. If the PCs climb the ladder, they will be very vulnerable to attack from the Machine Gunners on the observation deck.

The observation deck of the tower is ten foot square. A stomach high wall surrounds it and a flat roof tops it. Four pillars, one at each corner, hold up the roof. There are

machine guns pointing north and east as well as a spotlight at the northeast corner.

Fanatics' Camp

The Fanatics who work as guards in *Building X* spend most of their off time here. The large bonfire regularly burning here will aid any observation by the PCs during the evening hours.

Exterior

NPC Schedule

0700 - 1000, 4 Fanatics
1000 - 1200, 2 Fanatics
1900 - 2100, 4 Fanatics
2100 - 2200, 5 Fanatics
2200 - 0000, 1 Fanatic

Five dome-like structures, seemingly built of wood and plastic, like tents made of cast-off supplies surround a fire pit filled with burnt wood and ash.

Interior

NPC Schedule

1000 - 1200, 4 Fanatics in Hut # 1
1200 - 1800, 4 Fanatics in Hut # 1, 2 Fanatics Hut # 2
1800 - 2000, 2 Fanatics in Hut # 2
2200 - 0000, 2 Fanatics in Hut # 3, 2 Fanatics in Hut # 4
0000 - 0600, 2 Fanatics in Hut # 3, 2 Fanatics in Hut # 4, 1 Fanatic in Hut # 5
0600 - 0800, 1 Fanatic in Hut # 5

The interior of the structure is about fifteen feet from entrance to back wall. Other than a couple of foot lockers, mattresses, cushions and bedding, there is nothing here.

The footlockers are divided into three sections, and each section includes toiletries, personal items and clothing. When there are Fanatics present, their AKMs will be close at hand.

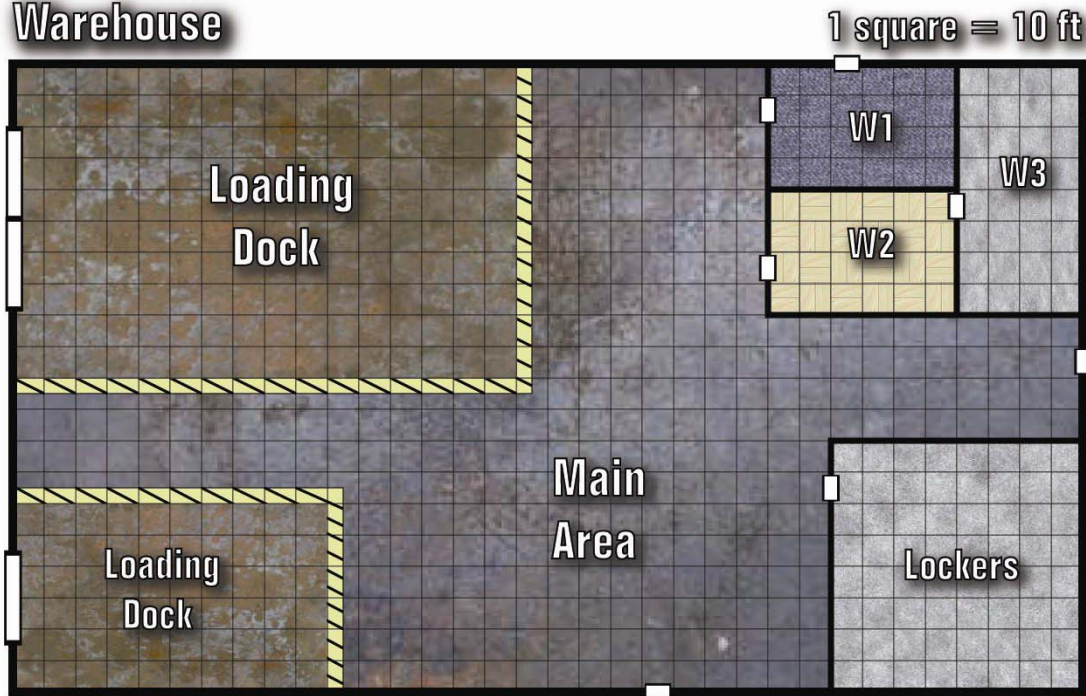
Warehouse

Exterior:

NPC Schedule: 1600 to 1700, 19 Mechanics from *SSMs (B)*, *SSMs (R)* and *SSMs (W)* and 8 Standard Guards eating, chatting, smoking, playing cards, dicing or reading newspapers.

1700 to 1800, 19 Mechanics from *SSMs (B)*, *SSMs (R)* and *SSMs (W)*, 8 Standard Guards, 4 Technicians and 2 Cooks eating, chatting, smoking, playing cards, dicing or reading newspapers.

Warehouse



1800 to 2200, 8 Standard Guards and 2 Cooks eating, chatting, smoking, playing cards, dicing or reading newspapers.

You can see a large double door near the north and a smaller door to the south. The double door is about 20 ft wide and the smaller is about 10. Both appear to have tracks on which they slide open.

Main Area:

NPC Schedule: 0800 to 1600, 8 Standard Guards.

2200 to 0800, 8 Standard Guards sleeping.

The main area of this building is an open area with two loading bays. The main area is raised so that it is at chest height for an individual standing in the loading bay. Racks upon racks of missiles fill the main area. Some are in large crates but most are unboxed. Stacked along the north wall are crates too small to carry missiles. Each crate is only around 2 to 3 feet by 1 foot or so. Eight men sit on the floor of the southern loading bays, playing cards, smoking and chatting. Eight AKMs lean against the walls of the bay.

The PCs can identify the missiles with a Knowledge (tactics) check against DC 5 for each

type of missiles. Each successful check indicates the PC can identify one of the following: SS-21s and Frog-7s. A Spot check against DC 10 will reveal that three SS-21s and at least five Frog-7s have their warheads removed.

While not all of the weapons stored here are active or functional, every miss in a firefight — unless the shooter has Precise Shot — has a 1 in 10 chance of setting off a missile. For each miss, roll 1d10. On a score of 1, a missile warhead has been hit. Roll d20. On any score other than 1, the missile goes off. Make a random roll based on the amount of space between the shooter and the farthest wall to find out how far away the missile was. The explosion deals 12d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage) and 6d6 damage to all creatures between 15 and 25 feet away (Reflex save DC 15 for half damage).

The crates contain AKMs and are clearly labeled in English as such. There are a total of 30 AKMs.

These guards are kind of a flying squad, prepared to act as reinforcements should any section of the facility come under attack. This is a rotating guard duty, and right now, these 8 have the job. It's easy, so they are happy, but it's also boring, as they don't really leave the environs of the Warehouse.

At night, the 8 guards will be sleeping on

thin mattresses — stored in the kitchen — at the eastern end of the main area, between the lockers and the offices/kitchen.

W2 - Kitchen:

NPC Schedule: 0800 to 1700, 1 Cook.

2200 to 0800, 1 Cook sleeping.

The cook found here will not fight unless given no other option. At night, the cook actually sleeps in the kitchen on one of the two cots. During the evening, the cook will be found socializing in front of the *Warehouse*.

A man is working over a gas range, dropping things into a large pot while stirring. Against the north wall is a counter topped with some kind of linoleum. The cupboards are of wood painted a chipped white. There is a gas range on the counter in the northeast corner. Against the south wall are folded cots and a pile of thin, folded mattresses. A single florescent light illuminates the room, the other an ashen grey.

W1 - Boss Room:

NPC Schedule: 0800 to 1400, Ilhom Mahoud

An old, ill-used desk faces the door. A typewriter rests atop it, flanked by a desk lamp and an ashtray. A pair of filing cabinets stands against the south wall, each with four drawers. Sitting at the desk is a large, stocky man, reading a newspaper and sipping from a steaming cup.

This is Ilhom Mahoud, one of the officers from the SIG. He is overseeing the stockpiling and modification of warheads. He is usually out of the office by 1400. At night, the office is abandoned and no light is left on. The desk is old and ill-used. It only has one working drawer, the others are missing. The single working drawer has Arabic newspapers, pens, paperclips, cigarettes, matches and Mahoud's Browning Hi-Power with an extra clip. Mahoud does not leave the pistol here overnight, but takes it with him. The filing cabinets only have notices of when parts, fuel and other supplies will arrive. There are also notes on when certain vehicles will be ready to leave and notes on vehicles that have left.

W3 - Engineering:

The thrum and chug of the heater is quite loud. The pipes that infest the walls of this

room groan and gurgle. From the east wall, faint illumination shines out from an open compartment on the side of a large boiler. A large tank for liquid rests against the east wall beside the boiler. A small, wooden worktable is against the east wall opposite the only door. A cot is set against the south wall.

Lockers:

NPC Schedule: 0800 to 1700, 4 Technicians.

Two long workbenches run along the middle of this room, one is 10 feet from the west wall and one is 10 feet from the east. Each table is about 2 to 3 feet wide, leaving about 14 feet in the middle of the room between the two tables. Each table is just over twenty feet long. Both tables are covered in mechanical parts, tools, diagrams, books and what appear to be about eight rather large warheads. Most of these are open, and you can see fuses and initiators lying among the other mechanical parts. Four men quietly back away from the door. They are wearing stained, dirty white frocks, not unlike lab coats.

The PCs can identify the warheads with a Demolitions or Knowledge (tactics) check against DC 5 for each type of missiles. Each successful check indicates the PC can identify one of the following: SS-21s and Frog-7s. There are three SS-21s and five Frog-7s.

A missed shot with a trajectory that would have carried it across the table, has a 1 in 20 chance of hitting one of the warheads. For each warhead hit, roll 1d20. On any score other than 1, a warhead goes off. Make a random roll based on the amount of space between the shooter and the farthest wall to find out how far away the missile was. The explosion deals 12d6 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage) and 6d6 damage to all creatures between 15 and 25 feet away (Reflex save DC 15 for half damage).

APPENDIX I - PLOT HOOKS

So what happens if the characters are not a part of the Increment, or even part of the military? How do you order a team of adventurers to reconnoiter and then attack a vehicle facility in Albenistan — or wherever you decide to locate the Qalashar Vehicle Facility? Well, perhaps they have a reputation in certain circles for getting these things done and so the Increment comes to them and requests their participation. Why should they participate? Below are a few quick hooks that might be used to bring a party of characters into the game.

1. The Big Bad Evil Guy from the PCs' campaign is allied with Abbas and the HMA. Perhaps the BBEG wants some of the Ebola variant the HMA is cooking up. Is the BBEG an arms dealer? Abbas is Central Asian connection. Maybe Abbas, through his SIG connections is supplying the BBEG with weapons like AKMs, AK-74s and even RPG-7s. Is the BBEG a drug smuggler? Abbas moves his shipments through Central Asia. Is the BBEG a terrorist? Abbas is secretly part of his organization and the HMA is a front or the HMA is supplying training and support.

2. An ally or friend of the PCs has been infected with a virulent biological agent or chemical poison that has been traced to an HMA operative. The Increment has information that indicates the biological agent or poison may have originated in or have been transported through the Qalashar facility. The answers to a cure may lie there. Is that information real or did the Increment manufacture it in order to obtain the cooperation of the PCs?

3. A journalist/Interpol agent/spy ally/friend of the PCs left information indicating that s/he was investigating a story/case about nationalist elements in Albenistan researching biological and chemical weapons. The journalist/Interpol agent/spy has disappeared and the family/dependants/any-other-sympathetic

NPC/Interpol/CIA has asked the PCs to find out what happened. The only flight into Albenistan is through Uzbekistan. When the PCs arrive in Uzbekistan, they are taken aside by the border police. Captain Hensley comes to them and offers them a deal. The Increment has information, but they need a point-team on the ground. The PCs are the best chance the Increment has for finding out what's going on in Qalashar and the Increment is the only ally the PCs will have in Albenistan. They will not get any cooperation out of the indigenous personnel or organizations.

4. In an FX campaign, the HMA could be linked to the Shadow. Perhaps the HMA or the anti-government conspiracy is allied or in the thrall of the Shadow. Conversely, Abbas could be the only one aware of the connection, and he directs the HMA at the command of the Shadow. Perhaps Abbas has some kind of magical powers. Some of the named NPCs could be given FX class levels in order to better simulate this kind of campaign.

5. Are we talking the evil Elder Gods? Perhaps Abbas is an adherent and the biological weapon is being created in order to make a huge sacrifice to raise one of the really nasty Elder Gods. The PCs learn about this through contact with an underling or perhaps the Increment is secretly involved in the war against this mysterious evil.

APPENDIX 2 - NPCS

A. The Bad Guys

Moving Encounter Chart

Area: This is the area where the PCs will likely meet the NPCs.

Travel: This is the amount of time it takes for the NPC to travel from one waypoint to the next.

Waypoint: These are the map areas that the NPCs will travel to or through.

Encounters Day

<u>Area</u>	<u>Travel</u>
SSMs (B) 4 Mechanics	20 min

Waypoints: SSMs (B) and SAMs (R). The technicians will remain at SAMs (R) for 4 hours before moving, but only stay at SSMs (B) for 2 hours.

SSMs (B) 4 Technicians 10 min

Waypoints: SSMs (B) and SSMs (R). The technicians will remain at SSMs (R) for 4 hours before moving, but only stay at SAMs (B) for 2 hours.

Encounters Night

<u>Area</u>	<u>Travel</u>
SSMs (B) 2 Guards	30 min

Waypoints: Southernmost point of area, through area to northernmost, then to westernmost, then through area to easternmost, then to southernmost.

Bad Guy NPCs

The Regular Troops

Artillerist

Most of the Artillerists once worked at manual jobs that required a certain amount of technical aptitude. After independence from the Soviet Union and the currency crises, the market for skilled labor dropped. Those skilled laborers from the border area were often recruited by the HMA and trained for relatively skilled positions. Those without the aptitude or ability for technical or maintenance trades were funneled into skilled military occupations, such as artillery.

NOTE: The Artillerist showcases a new feat — Exotic Weapon Proficiency (heavy weapons) — which is detailed in *Appendix 5: Skills and Feats*.

Fast Ordinary 3/Dedicated Ordinary 3: CR 5; Medium-sized Human; HD 3d8+3 and 3d6+3; hp 23; Mas 12; Init +3; Spd 30 ft.; Defense 19

(+2 Dex +7 Class); BAB +4; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +4, Ref +6, Will +4; Rep +2; Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8.

Skills: Balance +6, Craft (mechanical) +4, Escape Artist +7, Hide +5, Knowledge (current events) +2, Knowledge (popular culture) +2, Knowledge (streetwise) +2, Listen +8, Move Silently +5, Profession (military) +5, Read/Write Language (Russian, Tajik), Sense Motive +6, Speak Language (Russian, Tajik), Spot +8, Tumble +5.

Feats: Advanced Firearms Proficiency, Alertness, Exotic Weapon Proficiency (heavy weapons), Personal Firearms Proficiency, Simple Weapons Proficiency.

Occ: Blue Collar (Craft [mechanical], Drive, Repair).

Possessions: AKM assault rifle with 6 AKM

magazines, BDUs, combat knife, load-bearing vest.

Tactics: The Artillerists are assigned to a position and will not leave that position unless ordered. All Artillerists are armed with AKMs, which is what they will use against personnel. When using the AKM, their minimal training with the weapon is revealed in their "spray and pray" tactics — lots and lots of autofire, even if that is not the most sensible attack. If outnumbered or facing a recognizably superior opponent, most Artillerists will attempt to flee. If that is not an option, and it appears the opposition is willing to accept surrender, most Artillerists will see that as an acceptable alternative. Artillerists will only fight to the death against an opponent from whom they can expect no mercy.

Clerk

Most of the Clerks at the Facility are trained and capable. The city of Khorforjan in the border area had once been relatively prosperous. The Soviets had a large bureaucracy, which employed a substantial number of educated individuals. After independence, the civil service shrunk. After the currency crisis, the pay of the remaining civil service shrank further. Men with university degrees, who had worked in an office environment most of their lives became itinerant laborers, attempting to eke out enough to survive. Many became embittered and blamed their lot on the government of President Abdul Umarov. The educated who had once formed bureaucratic elite became some of the first adherents to the HMA cause. However, their motivations are more bitterness than patriotism. The Clerks at the Qalashar Facility are there because it is a job and because they blame President Umarov, not because they are ready to die for the HMA. Further, it has been made known to them that the HMA is keeping track of their families. Should a Clerk attempt to leave or pass on information about the facility, that Clerk's family would pay the price along with the Clerk.

Smart Ordinary 2; CR 2; Medium-sized Human; HD 2d6; hp 9; Mas 10; Init +1; Spd 30 ft.; Defense 11, touch 11, flatfooted 10; BAB: +1; Grap +0; Atk +0 melee (1d3-1, unarmed) or -4 melee (1d3-1, improvised weapon) or -2 ranged (1d3, improvised weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +0, Ref +1, Will +4; AP 0; Rep +1; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Skills: Computer Use +7, Craft (writing) +7,

Diplomacy +6, Forgery +4, Knowledge (business) +5, Knowledge (civics) +9, Knowledge (current events) +9, Knowledge (popular culture) +4, Knowledge (streetwise) +5, Knowledge (technology) +4, Knowledge (theology and philosophy) +4, Profession (bureaucrat) +7, Read/Write Language (Russian, English, Tajik), Research +9, Speak Language (Arabic, English, Pashtu, Russian, Tajik)

Feats: Educated (civics, current events), Simple Weapons Proficiency, Studios.

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

Possessions: Stationary, Street Clothes.

Tactics: The Clerks are not trained combatants and many of them are not particularly dedicated to the cause. At the first sign of trouble, most of them will run. Those that don't are likely to observe the fight from a safe area. Treated with respect and offered rewards, many will be willing to give what information they have. The Clerks will only fight if their lives are threatened. If attacked, they will attempt to surrender first, but if they fear they will be murdered, they will attempt to flee and only as a last resort will they fight.

Computer Tech (CTech)

Most of the Computer Techs at the Facility are trained and capable. The city of Khorforjan in the border area had once been relatively prosperous. The Soviets had a large bureaucracy, which employed a substantial number of educated individuals. After independence, the civil service shrunk. There was still some market for individuals with technical skills and knowledge. After the currency crisis, though, that demand vanished. Men with university degrees, who had worked with computers and technology most of their lives, became itinerant laborers, attempting to eke out enough to survive. Many became embittered and blamed their lot on the government of President Abdul Umarov. The operation in Qalashar necessitated men with skills in technology and computers, and so some unemployed CTechs were approached and offered a good wage — in comparison to what they earned. The CTechs at the Qalashar Facility are there because it is a good job and because they blame President Umarov, not because they are ready to die for the HMA. Further, it has been made known to them that the HMA is keeping track of their families. Should a CTech attempt to leave or pass on information about the facility, that CTech's family would pay the price along with the

CTech.

Smart Ordinary 2: CR 2; Medium-sized Human; HD 2d6; hp 9; Mas 10; Init +1; Spd 30 ft.; Defense 11, touch 11, flatfooted 10; BAB: +1; Grap +0; Atk +0 melee (1d3-1, unarmed) or -4 melee (1d3-1, improvised weapon) or -2 ranged (1d3, improvised weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +0, Ref +1, Will +4; AP 0; Rep +1; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Skills: Computer Use +10, Craft (electronics) +10, Craft (mechanical) +7, Disable Device +7, Forgery +5, Knowledge (civics) +4, Knowledge (physical sciences) +5, Knowledge (popular culture) +7, Knowledge (technology) +7, Profession (Computer Technician) +7, Read/Write Language (English, Russian, Tajik), Repair +9, Research +7, Speak Language (English, Russian, Tajik)

Feats: Builder (electronics, mechanical), Gearhead, Simple Weapons Proficiency.

Occ: Technician (Computer Use, Craft [electronics])

Possessions: Stationary, Street Clothes.

Tactics: The CTechs are not trained combatants and many of them are not particularly dedicated to the cause. At the first sign of trouble, most of them will run. Those that don't are likely to observe the fight from a safe area. Treated with respect and offered rewards, many will be willing to give what information they have. The CTechs will only fight if their lives are threatened. If attacked, they will attempt to surrender first, but if they fear they will be murdered, they will attempt to flee and only as a last resort will they fight.

Cook

The cooks now working at the Qalashar Facility have all received training as chefs. Though they may not be at the level of the chefs that work in Western hotels and fancy restaurants, they take their craft seriously. So how did they end up here? Economic necessity. The city of Khorforjan in the border area had once been relatively prosperous. Soviet military personnel, government officers and even businessmen were common there, and so the hotels and upscale restaurants needed skilled, trained chefs. After Albenistani independence, this source of capital dried up. Then, with the currency crisis, the fancy hotels and restaurants died a quick death. The cooks at the Qalashar Facility were not the finest or the most skilled, but they were trained and capable chefs. Further, most of them — either through bitterness or

patriotism — believe in the nationalist goals of the HMA, and so, when the opportunity afforded itself, they happily took the job. Low pay and prestige is better than starvation and unemployment.

NOTE: The Cook showcases a new use for the Craft skill and the Creative occupation. Most individuals trained as chefs are creative individuals, and so the Creative occupation seems appropriate. Further, while cooking shows may indicate cooking can be a Perform skill (and in another situation, could easily be such), it is as much a Craft as writing or building an engine. *Appendix 5: Skills and Feats* includes a description of the Craft (culinary) skill and the Gourmet feat.

Smart Ordinary 1: CR 1; Medium-sized Human; HD 1d6; hp 7; Mas 13; Init +0; Spd 30 ft.; Defense 11, touch 11, flatfooted 10; BAB +0; Grap -1; Atk +2 melee (1d4-1, knife) or +0 ranged (1d4, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +1, Ref +0, Will +2; AP 0; Rep +1; Str 8, Dex 10, Con 13, Int 15, Wis 12, Cha 14.

Skills: Computer Use +6, Craft (culinary) +7, Craft (mechanical) +4, Diplomacy +6, Knowledge (business) +4, Knowledge (current events) +4, Knowledge (earth and life sciences) +4, Knowledge (popular culture) +6, Knowledge (streetwise) +5, Knowledge (technology) +4, Profession (Cook) +5, Read/Write Language (Russian, Tajik), Repair +6, Research +6, Speak Language (Arabic, Russian, Tajik)

Feats: Gourmet, Simple Weapons Proficiency

Occ: Creative (Craft [culinary], Diplomacy)

Possessions: Clothing and cooking utensils, including a nice, big knife.

Tactics: A Cook will not fight unless he believes he is about to be killed. He will first attempt to flee. If that is not possible, he will attempt to surrender and will be willing to help the PCs in exchange for humane treatment and the chance to continue breathing. Maybe he can even whip them up nice custard if they have the time.

Fanatic

The Fanatics are the most dangerous of the regular troops at the Qalashar Facility. These men have been wandering around since even before Albenistani independence, fighting against the Soviets then against the Albenistani government. Once parts of roving, terrorist gangs, these men have flocked to the HMA cause. They are true believers in the nationalist cause of

the HMA, and do believe there is something holy about their fight. While many of them are experienced fighters, they are not trained. They are also rather ignorant, believing the half-truths and full-lies fed to them by the HMA leaders. Their only interest in capturing a Westerner is for propaganda and a bit of torture — just for fun.

The Fanatics only socialize with the other troops at the mess and while on duty, otherwise they keep very much to themselves. They sleep in rough, low structures surrounding the watchtower. These quarters are small and spartan, but the Fanatics say it reminds them of their time in the field, on the run from the Soviets and the government troops.

Dedicated Ordinary 3/Tough Ordinary 2/Strong Ordinary 1/Fast Ordinary 1: CR 6; Medium-sized Human; HD 3d6+6 and 2d10+6 and 1d8+3 and 1d8+3; hp 44; Mas 15; Init +4; Spd 30 ft.; Defense 18, touch 18, flatfooted 18; BAB +4; Grap +5; Atk +5 (1d4+1 knife) or +5 ranged (2d8, AKM) or +4 ranged (4d6, grenade); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +7, Ref +2, Will +4; Rep +2; Str 13, Dex 10, Con 16, Int 8, Wis 14, Cha 12.

Skills: Hide +2, Intimidate +3, Knowledge (streetwise) +3, Knowledge (theology and philosophy) +3, Listen +6, Move Silently +2, Repair +1, Sense Motive +5, Speak Language (Farsi, Pashtu, Tajik), Spot +7, Survival +6

Feats: Advanced Firearm Proficiency, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Weapon Focus (AKM).

Occ: Adventurer (Intimidate, Knowledge [streetwise]).

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, 6 fragmentation grenades, load-bearing vest.

Tactics: A Fanatic will first insure the area he was assigned to is secure. If the gunfire continues after this point, a Fanatic will race to the area of the fight, hoping to get the chance to kill or die for the cause. In a fight, a Fanatic prefers the "spray and pray" tactic of autofire. If the enemy is outnumbered, a Fanatic will charge, AKM blazing, hoping to reap glory either in a stunning victory or a memorable death. A Fanatic will never surrender, though retreat to a more defensible location is always an option. As a last resort, a Fanatic is more than willing to engage in a suicide attack, perhaps using a grenade or two and a grapple attack.

Machine Gunner (MGr)

The Machine Gunners at the Qalashar Facility have mostly been recruited from the smugglers and criminal gangs operating in the border region. These men are not fanatics and most of them are not even believers in the nationalist aims of the HMA. To most of the MGrS, this is a job, and not a good paying one at that. They are the grunts and are not completely trusted by the HMA.

Fast Ordinary 6: CR 5; Medium-sized Human; HD 6d8+12; HP 42; Mas 14; Init +3; Spd 30 ft; Defense 19, touch 19, flatfooted 16; BAB +4; Grap +5; Atk +5 melee (1d4+2, knife), or +7 ranged (2d8, AKM), or +7 ranged (2d10, PKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +4, Ref +6, Will +3; Rep +2; Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8.

Skills: Craft (mechanical) +3, Drive +5, Escape Artist +6, Hide +12, Knowledge (current events) +3, Knowledge (popular culture) +3, Knowledge (streetwise) +4, Move Silently +12, Speak Language (Pashtu, Tajik), Tumble +12

Feats: Advanced Firearms Proficiency, Burst Fire, Exotic Firearms Proficiency (heavy machine guns), Personal Firearms Proficiency, Simple Firearms Proficiency, Strafe

Occupation: Criminal (Gamble, Knowledge [streetwise])

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, load-bearing vest.

Tactics: The MGrS will not leave their posts unless ordered. They have AKMs to use when not manning a PKM. Though experienced, they are not trained military troops. Likely in a firefight, the MGrS will eat up plenty of ammo hosing down large areas in the hopes of making a lucky kill. With AKMs, spray and pray is also common. When things look grim, though, the MGrS will likely try to conserve ammunition and use short, controlled bursts — utilizing the Burst Fire feat. They are not fanatics and if it looks like they will be treated humanely, they would rather surrender than die.

Mechanic

The area along the border was once an important way station for Soviet armor and equipment bound for Afghanistan. At that time, many of the men in the urban areas were trained mechanics, finding work on the Soviet bases as well as servicing the vehicles of the Russian bureaucrats and government officers who visited or lived in the area. After independence, business was bad. After the currency crisis, there was no

business. When the HMA quietly sent out feelers, looking for men who knew how to repair and maintain armored vehicles, the most desperate and the most bitter joined up. Most, however, are not committed to the cause of Albenistani nationalism. Most, rather, are dedicated to the cause of putting food on their families' tables and providing a dry, warm environment in which their families may live. Further, it has been made known to them that the HMA is keeping track of their families. Should a Mechanic attempt to leave or pass on information about the facility, that Mechanic's family would pay the price along with the Mechanic.

Smart Ordinary 2: CR 2; Medium-sized Human; HD 2d6+2; hp 11; Mas 12; Init +2; Spd 30 ft.; Defense 13, touch 13, flatfooted 11; BAB: +1; Grap +0; Atk +0 melee (1d3-1, unarmed) or -4 melee (1d3-1, improvised weapon) or -2 ranged (1d3, improvised weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +1, Ref +2, Will +2; AP 0; Rep +1; Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13.

Skills and feats: Computer Use +8, Craft (mechanical) +10, Disable Device +7, Knowledge (current events) +5, Knowledge (physical sciences) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +5, Knowledge (technology) +7, Profession (mechanic) +5, Read/Write Language (Russian, English, Tajik), Repair +10, Research +7, Search +7, Speak Language (Arabic, English, Pashtu, Russian, Tajik)

Feats: Builder (electronic, mechanical), Gearhead, Simple Weapons Proficiency.

Occ: Technician (Craft [electronic], Craft [mechanical], Repair)

Possessions: Tools, street clothes.

Tactics: The Mechanics are not trained combatants and many of them are not particularly dedicated to the cause. At the first sign of trouble, most of them will run. Those that don't are likely to observe the fight from a safe area. Treated with respect and offered rewards, many will be willing to give what information they have. The Mechanics will only fight if their lives are threatened. If attacked, they will attempt to surrender first, but if they fear they will be murdered, they will attempt to flee and only as a last resort will they fight.

Mortarist

The Mortarists at the Qalashar Facility were all trained in the Albenistani military, but after the currency crisis spending on the military

declined and many were demobilized. Not able to find any jobs, and seeing the desperate situation of most Albenistani outside the urban centers, these trained military personnel were easily persuaded to join the HMA. While not the most fanatical of the members of the HMA, most Mortarists are true believers in the nationalist cause. The Mortarists are among the most professional of the HMA members at the Qalashar Facility. Should Mortarists capture the PCs, they can expect their captors — at least while in the care of a Mortarist — to follow the Geneva Conventions.

NOTE: The Mortarist showcases two new feats — Effective Fire and Exotic Weapon Proficiency (heavy weapons) — which are detailed in *Appendix 5: Skills and Feats*.

Fast Ordinary 3/Strong Ordinary 2/
Dedicated Ordinary 1: CR 5; Medium-sized Human; HD 3d8+3 and 2d8+2 and 1d6+1; hp 36; Mas 13; Init +3; Spd 30 ft.; Defense 20, touch 20, flatfooted 17; BAB +4; Grap +5; Atk +5 (1d4+1 knife) or +7 ranged (2d8, AKM); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +5, Ref +5, Will +4; Rep +2; Str 12, Dex 16, Con 13, Int 10, Wis 14, Cha 8.

Skills: Craft (mechanical) +5, Drive +5, Hide +4, Knowledge (current events) +4, Knowledge (popular culture) +3, Knowledge (streetwise) +4, Listen +5, Move Silently +4, Navigate +4, Profession (military) +6, Read/Write Language (Russian, Tajik), Repair +4, Speak Language (Russian, Tajik), Spot +5, Survival +6, Treat Injury +6.

Feats: Advanced Firearm Proficiency, Alertness, Effective Fire, Exotic Weapon Proficiency (heavy weapons), Personal Firearms Proficiency, Simple Weapons Proficiency.

Occ: Military (Navigate, Survival).

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, load-bearing vest.

Tactics: The Mortarist is assigned to a position and will not leave that position unless ordered. All Mortarists are armed with AKMs, which is what they will use against personnel. If outnumbered or facing a recognizably superior opponent, most Mortarists will attempt to retreat to a more defensible position. If that is not an option, and it appears the opposition is willing to accept surrender, most Mortarists will see that as an acceptable alternative. Mortarists will only fight to the death against an opponent from whom they can expect no mercy.



Perimeter Guard (PerG)

The men guarding the perimeter are mostly recruits, younger sons of rural families in the poor areas along the border. Farming and herding has recently dropped to little more than subsistence, and there are no opportunities for young men. The HMA has had great success in recruiting the young men from the small villages in the foothills and mountainous regions along the border. Really, the choice for many of these young men is eking out a sparse living as a farmer, tempting fate working for smugglers of drugs, weapons or people, or joining the HMA. For those at Qalashar, they considered the HMA their best choice.

Fast Ordinary 3/Dedicated Ordinary 2/Tough Ordinary 1: CR 5; Medium-sized Human; HD 3d8+3 plus 2d6+2 plus 1d10+1; HP 28; Mas 13; Init +4; Spd 30 ft; Defense 19, touch 19, flatfooted 16; BAB +3; Grap +5; Atk +5 melee (1d4+2, knife), or +6 ranged (2d8+0, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +5, Ref +5, Will +4; Rep +1; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills: Balance +7, Craft (mechanical) +2, Drive +6, Hide +7, Intimidate +1, Knowledge (current events) +3, Knowledge (streetwise) +4, Listen +7, Move Silently +7, Speak Language (Arabic, Russian, Tajik), Spot +8, Treat Injury

+3, Tumble +7

Feats: Advanced Firearm Proficiency, Alertness, Blind-Fight, Improved Initiative, Personal Firearms Proficiency, Simple Firearms Proficiency

Occ: Rural (Balance, Survival)

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, load-bearing vest.

Tactics: The PerGs will always try to use their speed to their advantage. They'll move from cover to cover, keeping constant fire on their target. If outnumbered, one of them will make a dash to try to get reinforcements. Their tactics will rarely be much more complicated than this as they have received only minimal military training. They tend toward the "spray and pray" school of autofire attacks. While the PerGs are brave, they are also young and inexperienced. Faced with determined, professional opponents, the PerGs will likely lose their nerve quickly. In such a situation they will first attempt to retreat to a more defensible position or link up with a larger force. If neither is an option, they are likely to try to flee. While they will attempt to keep their firearms, if they are taking fire, they will drop them, hoping that their enemy will not shoot unarmed opponents. They may surrender if they can expect humane treatment.

Quick Guard

Many of the guards at the Qalashar Facility have come from the smugglers and criminal gangs operating in the border region. These men are not fanatics and most of them are not even believers in the nationalist aims of the HMA. To most of the Quick Guards, this is a job, and not a good paying one at that. They are the grunts and are not completely trusted by the HMA.

Fast Ordinary 3/Strong Ordinary 3 CR 5; Medium-size humanoid; HD 3d8+3 plus 3d8+3; HP 34; Mas 13; Init +7; Spd 30 ft; Defense 19, touch 19, flatfooted 16 (+0 size, +3 Dex, +6 class); BAB +5; Grap +7; Atk +7 melee (1d6+2, weapon), or +8 ranged (2d8, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +4, Ref +6, Will +3; AP 3; Rep +1; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills: Climb +7, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +6, Knowledge (Current Events) +2, Knowledge (Streetwise) +5, Move Silently +7, Sleight of Hand +4, Speak Language +1 (Russian, Tajik), Tumble +5

Feats: Advanced Firearms Proficiency, Dodge, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot

Occupation: Criminal (Disable Device, Forgery)

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, load-bearing vest.

Tactics: A Quick Guard will always try to use his speed to his advantage. He'll move from cover to cover, keeping constant fire on the target. If outnumbered, one of them will make a dash to try to get reinforcements. If they outnumber an opponent, they will leapfrog toward an opponent, one Quick Guard moving forward under cover fire, then another. Surrender is certainly an option these guards will consider, but they will first try to flee.

Science Tech (SciT)

Most of the Science Techs at the Facility are trained and capable. The city of Khorforjan in the border area had once been relatively prosperous. Situated in Khorforjan, Khorforjan State University, the second largest university in Albenistan, employed many scientists and lab technicians. After independence, money for research dried up and the student body dwindled. Many of the lower rung techs and less talented profs lost their jobs. With the currency crisis, the government couldn't find enough money to meet the needs of Khorforjan State University. Some

programs closed while others reduced the number of employees. While many scientists migrated into Russia or even into the Middle East, many more didn't have the wherewithal to leave Albenistan. When the HMA and the rogue faction of the Security and Intelligence Group decided to begin their biological weapons project, they ferreted out the most talented scientists remaining. These men have been put to work, though mostly they assist the SIG scientists.

The SciTs at the Qalashar Facility are there because it is a good job and because they blame President Umarov for their state of affairs, not because they are ready to die for the HMA. Further, it has been made known to them that the HMA is keeping track of their families. Should a SciT attempt to leave or pass on information about the facility, that SciT's family would pay the price along with the SciT.

Smart Ordinary 2: CR 2; Medium-sized Human; HD 2d6; hp 9; Mas 10; Init +1; Spd 30 ft.; Defense 11, touch 11, flatfooted 10; BAB: +1; Grap +0; Atk +0 melee (1d3-1, unarmed) or -4 melee (1d3-1, improvised weapon) or -2 ranged (1d3, improvised weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +0, Ref +1, Will +4; AP 0; Rep +1; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Skills: Computer Use +7, Craft (chemical) +7, Craft (pharmaceutical) +7, Decipher Script +6, Knowledge (behavioral sciences) +4, Knowledge (current events) +5, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +9, Knowledge (popular culture) +4, Knowledge (technology) +5, Profession (scientist) +7, Read/Write Language (Arabic, English, French, Russian, Tajik), Research +10, Speak Language (Arabic, English, French, Russian, Tajik)

Feats: Educated (earth and life sciences, physical sciences), Studious, Simple Weapons Proficiency

Occ: Academic (Knowledge [earth and life sciences], Research)

Possessions: Lab coat, Stationary, Street Clothes.

Tactics: The SciTs are not trained combatants and many of them are not particularly dedicated to the cause. At the first sign of trouble, most of them will run. Those that don't are likely to observe the fight from a safe area. Treated with respect and offered rewards, many will be willing to give what information they have. The SciTs will only fight if their lives are threatened. If attacked, they will attempt to

surrender first, but if they fear they will be murdered, they will attempt to flee and only as a last resort will they fight.

SIG Officer

Officers of the Security and Intelligence Group are not really military officers. While their training in the Ministry of the Interior has military elements, they are also trained as investigators and bureaucrats. However, the SIG officers at the Qalashar Facility are part of a rogue group opposed to the government of President Abdul Umarov. This conspiracy has touched not only SIG but also the military and the State Security Police — the federal police force controlled by the Ministry of the Interior. Most of the SIG officers were trained during or just after the Soviet regime, and many are quite conservative. They consider the government a pawn of the West and see Russia as a decrepit, corrupt state controlled by criminals. The only hope for Albenistan is for it to break its connections with the CIS and the West and strike its own path, led by a strong, military leader who understands the need for strength and order.

Dedicated Ordinary 3/Fast Ordinary 2/Strong Ordinary 2: CR 6; Medium-sized Human; HD 3d6-3 and 2d8-2 and 2d8-2; hp 34; Mas 8; Init +2; Spd 30 ft.; Defense 20, touch 20, flatfooted 18; BAB +5; Grap +6; Atk +6 melee (1d4+1 knife) or +7 ranged (2d6, Makarov); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SIG rogue group; SV Fort +3, Ref +5, Will +4; AP 0; Rep +1; Str 12, Dex 15, Con 8, Int 10, Wis 15, Cha 13.

Skills: Drive +5, Hide +4, Knowledge (current events) +4, Knowledge (tactics) +7, Move Silently +3, Profession (Intelligence Officer) +6, Sense Motive +5, Survival +4, Treat Injury +5, Speak Language (Russian, Tajik), Read/Write Language (Russian, Tajik)

Feats: Advanced Firearms Proficiency, Confident, Deceptive, Personal Firearms Proficiency, Simple Weapons Proficiency.

Occ: Military (Knowledge [tactics], Navigate).

Possessions: BDUs, combat knife, load-bearing vest, Makarov PMM, 6 PMM magazines, tactical radio.

Tactics: A SIG Officer will attempt to coordinate any attack on any enemy. He will call on whatever resources are available. While he will not lead from the front, he will certainly engage as best he can. In close quarters, he will use his Makarov, but outside or in a spacious environment, he will try to get his hands on an AKM or other longarm.

Standard Guard

Many of the guards at the Qalashar Facility have come from the smugglers and criminal gangs operating in the border region. These men are not fanatics and most of them are not even believers in the nationalist aims of the HMA. To most of the Standard Guards, this is a job, and not a good paying one at that. They are the grunts and are not completely trusted by the HMA.

Tough Ordinary 3/Strong Ordinary 3: CR 5; Medium-sized Human; HD 3d10+6 and 3d8+6; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15, touch 15, flatfooted 14; BAB +5; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Russian, Tajik)

Feats: Advanced Firearm Proficiency, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Occ: Criminal (Disable Device, Move Silently).

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, load-bearing vest.

Tactics: These guys are tough, but not stupid. When outnumbered, they'll find cover and try to pin down opposition. When outnumbering their opponents, they'll sometimes take chances and advance to put pressure on opponents, but they aren't fanatics and are not interested in suicidal charges, even as a last-ditch tactic. Surrender is certainly an option these guards will consider, but they will first try to flee.

Technician

The area along the border was once an important way station for Soviet armor and equipment bound for Afghanistan. At that time, there were some university graduates who were trained as weapons technicians. These Weapons Techs worked on the Soviet military bases and some even traveled around the USSR, working for the military. After independence, business was bad and many technicians went abroad, trying to make a decent living. After the currency crisis, many of the Weapons Techs worked as manual laborers. When the HMA quietly searched for these technicians, the most

desperate and the most bitter joined up. Most, however, are not committed to the cause of Albenistani nationalism. Most, rather, are dedicated to the cause of putting food on their families' tables and providing a dry, warm environment in which their families may live. Further, it has been made known to them that the HMA is keeping track of their families. Should a Technician attempt to leave or pass on information about the facility, that Technician's family would pay the price along with the Technician.

Smart Ordinary 2: CR 2; Medium-sized Human; HD 2d6+2; hp 11; Mas 12; Init +2; Spd 30 ft.; Defense 13, touch 13, flatfooted 11; BAB: +1; Grap +0; Atk +0 melee (1d3-1, unarmed) or -4 melee (1d3-1, improvised weapon) or -2 ranged (1d3, improvised weapon); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +1, Ref +2, Will +2; AP 0; Rep +1; Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13.

Skills and feats: Computer Use +8, Craft (electronics) +10, Disable Device +7, Knowledge (current events) +3, Knowledge (physical sciences) +6, Knowledge (popular culture) +4, Knowledge (streetwise) +5, Knowledge (technology) +7, Profession (Technician) +5, Read/Write Language (Russian, English, Tajik), Repair +10, Research +7, Search +7, Speak Language (Arabic, English, Pashtu, Russian, Tajik)

Feats: Builder (electronic, mechanical), Gearhead, Simple Weapons Proficiency.

Occ: Technician (Craft [electronic], Craft [mechanical], Repair)

Possessions: Tools, street clothes.

Tactics: The Technicians are not trained combatants and many of them are not particularly dedicated to the cause. At the first sign of trouble, most of them will run. Those that don't are likely to observe the fight from a safe area. Treated with respect and offered rewards, many will be willing to give what information they have. The Technicians will only fight if their lives are threatened. If attacked, they will attempt to surrender first, but if they fear they will be murdered, they will attempt to flee and only as a last resort will they fight.

ZPU Gunner (ZPUG)

The ZPU Gunners are ex-military. After the currency crisis spending on the military declined and many military personnel were demobilized. Not able to find any jobs, and seeing the desperate situation of most Albenistani outside the urban centers, these trained military

personnel were easily persuaded to join the HMA. While not the most fanatical of the members of the HMA, most ZPUGs are true believers in the nationalist cause. The ZPUGs are among the most professional of the HMA members at the Qalashar Facility. Should the PCs be captured by the ZPUGs they can expect their captors — at least while in the care of a ZPUG — to follow the Geneva Conventions.

Fast Ordinary 3/Dedicated Ordinary 3: CR 5; Medium-sized Human; HD 3d8+3 and 3d6+3; hp 44; Mas 12; Init +3; Spd 30 ft.; Defense 19, touch 19, flatfooted 16; BAB +4; Grap +5; Atk +5 (1d4+1 knife) or +7 ranged (2d8, AKM) or +7 ranged (3d12, ZPU); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +4, Ref +6, Will +5; Rep +2; Str 13, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills: Balance +7, Craft (mechanical) +3, Drive +7, Hide +5, Knowledge (current events) +2, Knowledge (popular culture) +2, Knowledge (streetwise) +4, Knowledge (tactics) +3, Listen +6, Move Silently +5, Profession (military) +6, Read/Write Language (Russian, Tajik), Speak Language (Pashtu, Russian, Tajik), Spot +8, Survival +4

Feats: Advanced Firearms Proficiency, Exotic Firearms Proficiency (heavy machine guns), Far Shot, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Occ: Military (Demolitions, Navigate).

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, load-bearing vest.

Tactics: The ZPU Gunners will not abandon their post unless ordered to do so. All ZPUGs are armed with AKMs for use against personnel, though if manning a ZPU, the ZPUGs will attempt to bring that weapon to bear on any attackers. If a ZPUG is involved in an attack while away from his post, he will seek cover that still allows a good field of fire. He will rarely use autofire, but will conserve ammunition and place his shots as best he can. If he is outnumbered, or his position becomes tenuous, he may use autofire in conjunction with a fighting retreat, seeking a more defensible position or a larger body of friendlies. While retreat is the first option, should he find himself outnumbered or his position overrun, a ZPUG will consider surrender an acceptable alternative if he believes he can expect humane treatment.

The Named Bad Guys

Amrullo Asrorova, Senior Lieutenant.

Amrullo Asrorova graduated from Khorforjan State University with a Bachelor of Science in Pharmacology. On graduation, he traveled to Isherbazi in the hopes of securing a government position. This was in the summer of 1991, and while there were rumors of independence, Asrorova did not believe them. When September came, and independence with it, Asrorova thought he was doomed. However, he still applied for a government position. He was accepted into the Ministry of the Interior and found himself in the Department of Food and Health Research. While mundane, the job seemed stable. As the country's economy slowly inched toward collapse, Asrorova figured there wasn't much security to be had. When he heard of the Security and Intelligence Group (SIG), he figured it couldn't hurt to see about transferring there. It seemed a powerful organization, though a quiet one.

Asrorova joined SIG just as the civil war was reaching its most violent point. Asrorova was involved in operations uncovering rebel supporters in Isherbazi. The problem was he wasn't particularly capable as an investigator. For years, he was trapped as a Junior Lieutenant, his career stalled. He had fewer and fewer cases, and he figured he would soon lose his job. He didn't hide his dissatisfaction well. Further, he was upset that he was unable to use his scientific training.

Soon after the end of the war, Asrorova suddenly found himself back at university. He had been offered the opportunity to continue his studies at a post-graduate level. He was thrilled and threw himself into his academic pursuits. He was working on his doctorate when the rogue element in SIG approached him. They revealed that it was through their influence that Asrorova had received the chance to study again, and they needed him working on a project for them. Though somewhat concerned about becoming involved in an anti-government conspiracy, Asrorova considered this his only route to promotion, and so he joined.

Asrorova joined Project HARVEST hoping that it might help to rejuvenate his career. He proved intelligent, dedicated and resourceful. His superiors appreciated his lab work and his results. Project HARVEST was about biological and chemical warfare, but all Junior Lieutenant Asrorova cared about was the pay and the prestige. He finally received his promotion to Lieutenant and he had high hopes of getting to Senior Lieutenant. When he was offered a

position at the Qalashar Facility, he saw it as an opportunity. He accepted and as he had planned, this got him his promotion to Senior Lieutenant. He doesn't care that he is working on weapons that will likely be used against his countrymen, he only cares about getting his captaincy.

Asrorova has buried any moral qualms he may have and has thrown himself completely into his work. Major Radjabov considers Asrorova a valuable member of his team. In fact, the major has started to question the reports he had received about Asrorova's past incompetence. For his part, Asrorova has attempted to ingratiate himself to the major and to his younger counterpart, Capt. Sadriddin Shernazarov.

Smart Hero 5/ Field Scientist 4: CR 9; Medium-sized Human; HD 5d6 and 4d8; hp 46; Mas 10; Init +2; Spd 30 ft.; Defense 17, touch 17, flatfooted 13; BAB: +4; Grap +3; Atk +3 melee (knife 1d4-1), or +3 melee (1d4-1, unarmed), or +6 ranged (2d6 Makarov PMM); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SIG rogue group; SV Fort +3, Ref +5, Will +5; AP 11; Rep +3; Str 8, Dex 15, Con 10, Int 16, Wis 12, Cha 13.

Skills: Computer Use +16, Craft (chemical) +10, Craft (pharmaceutical) +19, Investigate +6, Knowledge (earth and life sciences) +21, Knowledge (physical sciences) +16, Knowledge (tactics) +6, Knowledge (technology) +14, Knowledge (theology and philosophy) +7, Navigate +7, Read/Write Language (Russian, Tajik), Repair +15, Research +15, Speak Language (Russian, Pashtu, Tajik)

Feats: Combat Expertise, Combat Martial Arts, Double Tap, Educated (earth and life sciences, physical sciences), Gearhead, Iron Will, Personal Firearms Proficiency, Point Blank Shot.

Talents (Smart Hero): Savant (Craft, pharmaceutical), Savant (Knowledge, earth and life sciences), Trick.

Class Features (Field Scientist): Scientific Improvisation, Skill Mastery (Craft, chemical; Craft, pharmaceutical; Knowledge, earth and life sciences; Knowledge, physical sciences; Navigate), Smart Defense.

Occ: Technician; Craft (pharmaceutical), Knowledge (earth and life sciences), Research.

Possessions: Makarov PMM, 5 magazines, BDUs, combat knife, load-bearing vest.

Tactics: While Lt. Asrorova has been active in the Ministry of the Interior almost his entire adult life, he is not well trained in combat. When faced with high-speed military operators, he will

always choose the better part of valor and attempt to escape. If escape is not possible, Lt. Asrorova will accept capture, but he will not voluntarily cooperate. If his life is in danger, or he finds himself — through no fault of his — in the midst of a firefight, he will make a fighting withdrawal and will attempt to gather help. He is no hero and not even really a soldier.

What Does He Know? Asrorova knows only enough to do his job. He is aware that he is part of a rogue element in SIG, though he has no idea how pervasive or large the movement might be. He is aware that they are working on viral and chemical agents, but he is not sure for what. He has noted the development of the briefcase devices, but he is uncertain what the target might be. Finally, he knows that an important member of the HMA retrieved one of the devices, and he has heard the name Abbas bandied about, but he does not know to where Abbas may travel.

What Will He Tell? He will not speak save through interrogation. Now that his career is back on track and he is gaining some kind of acceptance and respect, Asrorova is unwilling to jeopardize that. It could lead to his death, and he believes himself ready for that. Under interrogation, though, he cannot last forever. He has never been trained in how to endure questioning. Right now, for him, his career is his life. Giving information will destroy his career, which will pretty much kill him.

Ilhom Mahoud, Senior Lieutenant

Ilhom Mahoud grew up in a relatively prosperous bureaucrat's family. He went to school simply with the intention of joining the civil service as well. However, independence changed all that. Suddenly the civil service didn't seem like much of an option. Still, his family had enough money and influence to get him into Khorforjan State University. Soon after graduating, Mahoud was able to secure a position with the Security and Intelligence Group. SIG had important work during the civil war, but Mahoud was not the kind of agent sent into the field. Mahoud maintained records, filed reports and compiled data.

While he had reached his goal of joining the civil service, it was not like he had imagined. Corruption and criminal actions continued unabated after independence, but the groups holding the purse strings had changed. President Umarov and his cronies continued to gorge on the nation's shrunken wealth to such a degree that others could do little more than wrestle over the remaining crumbs. The type of moderate

wealth his parents had managed to amass was unavailable to Mahoud. His parents had spent all their savings on his education, and Mahoud became their sole source of support.

Despite his despair and disillusionment, Mahoud threw himself into his job. Though he lacked any kind of field experience, he did well for himself. He became a lieutenant quickly, but then his career stalled. The administrative departments in SIG were not deemed essential, and when money needed to be cut, the records section, in which Mahoud worked, was usually the first target. Mahoud maintained his job because he had connected himself to everyone in his department through favors and ingratiation. He networked constantly, always selling himself and cementing his place in SIG.

It was not long after the civil war, as SIG started to reassert itself as an important part of the Ministry of Interior that Mahoud learned of the anti-government conspiracy. He had not been approached, but his myriad connections gave him enough information that he was able to deduce the situation. Mahoud did not reveal his knowledge but locked it away in his skull, knowing that it could become valuable in the future. He quietly amassed more and more information on the movement until he had as good an understanding of its purpose, plans and pursuits as most inside the conspiracy.

While he had known of the conspiracy for some time, Mahoud was still surprised when the rogue element approached him. He had long previously decided that the conspiracy was both pursuing a worthy goal and fairly certain of success. Mahoud did not pass up the opportunity and enthusiastically joined. The rogue group within SIG insured Mahoud reached Senior Lieutenant. When Project HARVEST required an administrator, Mahoud was the natural choice.

Smart Hero 4/Charismatic Hero 2/Negotiator 2: CR 8; Medium-sized Human; HD 4d6 and 2d6; hp 26; Mas 10; Init +1; Spd 30 ft.; Defense 14 (+1 Dex, +3 class), touch 14, flatfooted 13; BAB: +4; Grap +3; Atk +3 melee (1d4-1, knife) or +5 ranged (2d6, Browning HP); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SIG rogue group; SV Fort +5, Ref +4, Will +7; AP 11; Rep +4; Str 8, Dex 12, Con 10, Int 16, Wis 14, Cha 13.

Skills: Bluff +10, Computer Use +15, Craft (writing) +9, Diplomacy +12, Forgery +6, Gather Information +8, Knowledge (business) +7, Knowledge (civics) +11, Knowledge (current events) +11, Knowledge (popular culture) +6, Knowledge (streetwise) +7, Knowledge

(technology) +4, Knowledge (theology and philosophy) +5, Profession (bureaucrat) +9, Read/Write Language (Russian, English, Tajik), Research +11, Speak Language (Arabic, English, Pashtu, Russian, Tajik)

Feats: Alertness, Combat Expertise, Educated (civics, current events), Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious, Trustworthy.

Talents (Smart Hero): Savant (Computer Use), Exploit Weakness.

Talents (Charismatic Hero): Fast Talk.

Class Features (Negotiator): Conceal Motive, React First.

Occ: Military (Drive, Navigate)

Possessions: Browning Hi-Power, 2 Browning magazines, BDUs, combat knife, load-bearing vest.

Tactics: Lieutenant Mahoud is not much of a soldier. He is a bureaucrat who has been assigned to administrative duties at Qalashar. If faced with opposition, Mahoud will first attempt to talk his way out of it. He will use Bluff and Diplomacy. He will threaten only as a last resort. First he will try to bargain his way out, pretending to be compliant, all the time telling the PCs lies. If this fails, he will try to cut a deal, his freedom in exchange for information. Finally, if things look grim, he'll start to threaten, exaggerating the number of soldiers on the base and their disposition. If forced to fight, Mahoud will attempt to make a fighting withdrawal. He will not stand toe-to-toe against a superior force and if withdrawal is not an option, he will accept surrender if he believes he may receive humane treatment.

What Does He Know? Mahoud knows about everything going on at the base. He knows that Abbas was here, and that Abbas is traveling under the alias Ali Ahmed Hussein, a Syrian national working for the International Aid and Assistance Conference, a charitable, non-governmental organization. Mahoud believes Abbas is traveling to Khorforjan, but he is not certain if that is Abbas' final destination. Mahoud is aware that Building X houses a laboratory and Mahoud processes most of the supply orders for equipment. While he is aware that Qalashar is under the command of a rogue faction of SIG, he does not know how high the conspiracy goes.

What Will He Tell? Mahoud will reveal information he believes the PCs already have or would soon learn if they are willing to set him free. He will tell them about Building X and about Abbas. He will plead ignorance regarding

the rogue faction of SIG and will claim to believe he is following orders. He will hide behind the guise of a true patriot if pushed. If faced with violent interrogation — or he believes he is faced with the same — he will reveal everything.

Musulmongul Radjabov, Major

Musulmongul Radjabov grew up in Isherbazi but he studied in Moscow. A diehard conservative, he detests change and revels in strength. He had only just entered the military when the USSR sent troops into Afghanistan. A supply officer, Radjabov was transferred back to Albenistan — at that time the Albeni Soviet Socialist Republic — and to Khorforjan. Albenistan was important as a transit point for the Soviet presence in Afghanistan. Radjabov proved both competent and politically astute. By the time the Soviets disengaged from Afghanistan, Radjabov was a Senior Lieutenant and second-in-command of logistics for the Khorforjan region.

Though a patriot of the USSR, Radjabov was also devout in his religion, which created problems for him in the military. Radjabov always believed that he should have reached captain and possibly even major in the Soviet Army, and he thought the promotions were denied to him due to his religion. As such, when Albenistan gained independence, Radjabov became as fervent a patriot of the Republic of Albenistan as he had been of the USSR. Initially, he took a position with the State Security Police, but he considered his talents wasted. The SSP looked at his military service and put him into an administrative position. Radjabov wanted something more.

When he learned of the Security and Intelligence Group (SIG), it sounded perfect. His transfer was accepted and he was immediately put in the field, leading an investigative unit operating inside the Autonomous Province of Qurghon Khujand. His actions against rebel elements garnered him a reputation of ruthlessness and the captaincy he had desired. Another promotion, though, wasn't soon to arrive. The civil war disrupted everything, including Radjabov's career. Other men, more capable as soldiers or spies, gained positions of authority in SIG while Radjabov's career stagnated. He became vocal — though quietly so — with his disenchantment. This may have targeted him as a candidate for the anti-government conspiracy.

Soon after the end of the civil war, the rogue

element of SIG approached Radjabov, making him an offer. With his background in both administration and training as a chemist, he was considered the perfect man to lead Project HARVEST, which involved the development of chemical and biological weapons. Radjabov joined in the conspiracy and soon found himself a major. It didn't take long for him to find the perfect locale for a secret research laboratory. The rogue element of SIG had joined other anti-government forces within the military and the SSP, and had even forged a loose alliance with Holy Motherland Albenistan. SIG and the HMA joined together to reopen the Qalashar Facility which would both serve as a base of operations for Project HARVEST but could also be used to repair old Soviet and Albenistani armored vehicles for the planned coup d'état. Radjabov became the base commander and brought in two scientists he believed he could trust and who were capable enough to succeed.

Project HARVEST has indeed succeeded with the creation of E15631-October — a hardy, aerosol variant of Ebola. The next phase has been left to the HMA, and so Radjabov handed over two briefcases designed to spread E15631-October in an urban environment. He is expecting to receive orders to close the facility, so his involvement is starting to flag.

Smart Hero 4/Tough Hero 3/Charismatic Hero 3/Soldier 2: CR 12; Medium-sized Human; HD 4d6+4 and 3d10+3 and 3d6+13 and 2d10+2 and Robust (+3); hp 48; Mas 13; Init +6; Spd 30 ft.; Defense 17, touch 17, flatfooted 15; BAB +6/+1; Grap +6/+1; Atk +6/+1 (1d4 knife) or +9/+4 ranged (2d8+2, AKSU-74) or +8/+3 ranged (2d6, Makarov PMM); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SIG rogue group; SV Fort +8, Ref +6, Will +3; AP 6; Rep +5; Str 11, Dex 15, Con 13, Int 14, Wis 9, Cha 12.

Skills: Bluff +4, Concentration +6, Craft (chemical) +10, Craft (mechanical) +7, Demolitions +10, Diplomacy +9, Disguise +9, Gather Information +10, Forgery +7, Knowledge (civics) +10, Knowledge (current events) +13, Knowledge (streetwise) +14, Knowledge (tactics) +10, Knowledge (theology and philosophy) +17, Research +8, Spot +8, Survival +8, Speak Language (Arabic, Russian, Tajik, Uzbek), Read/Write Language (Arabic, Russian)

Feats and Talents: Advanced Firearm Proficiency, Alertness, Combat Expertise, Educated (current events and theology and philosophy), Improved Initiative, Personal Firearm Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Talents (Smart Hero): Plan, Savant-Knowledge (streetwise).

Talents (Tough Hero): Damage Reduction 1, Robust.

Talents (Charismatic): Coordinate, Fast Talk.

Class Features (Soldier): Weapon Focus (AKSU-74), Weapon Specialization (AKSU-74).

Occ: Academic (Gather Information, Knowledge [theology and philosophy] and Research).

Possessions: AKSU-74 short assault rifle, 5 magazines, Makarov PMM with 3 magazines, BDUs, combat knife, load-bearing vest.

Tactics: Radjabov is a trained and capable combatant. He is not, however, crazy. If he faces one or two opponents, he will engage in combat. He is inordinately impressed with the feel of automatic fire, and so will likely use autofire attacks. If he faces more than two opponents and he is alone, he will make a fighting withdrawal, making as much noise as possible to alert the rest of the base. Once he has back up, he will return. He will not lead from the front, but will use his men carefully, not sending any on ridiculous, suicide attacks. He will target apparent leaders first and then attack those individuals who have proved most capable in combat. He will avoid capture as long as possible, and will willingly risk his life in an escape attempt, but capture remains preferable to certain death.

What Does He Know? As the commanding officer (CO) of the base, Radjabov knows everything. He is also aware that Colonel Olim Iskanov who is stationed at Khorforjan heads the SIG rogue group. He knows that Abbas is the leader of the HMA and that he travels under the alias of Ali Ahmed Hussein, a Syrian national working for the International Aid and Assistance Conference, a charitable, non-governmental organization. He was instrumental in creating the plan to spread the Ebola variant in Khorforjan, hoping to inflict massive damage on the NGOs and THE UN's Central Asian Stabilization Force – Albenistan (CASFOR-A), so he is well aware of Abbas' destination and plans. Radjabov has worked in Khorforjan and knows that the leader of the HMA in that city is Bahrom Hasanov, who owns Sadirov Holdings and who maintains good relations with the government, the NGOs and the soldiers of CASFOR-A. Hasanov's right hand and the most active operative in the region is a criminal called Saparmurat. Saparmurat has contacts in the nearby Ashanjube Internally Displaced Persons camp, run by the International Humanitarian Organization.

What Will He Tell? Radjabov is not stupid; he knows that his value lay in the information he holds. Should he be captured, he will offer small tidbits — such as indicating he knows who leads the HMA in Khorforjan or that he knows Abbas' destination — in the hopes of receiving relatively good treatment in exchange for cooperation. He will, however, always be looking for a way out. He will not want to travel to Khorforjan, as he knows Abbas' plans for that area. He will refuse to cooperate if he is handed over to the Albenistani authorities and will only cooperate while in the hands of some Western or NATO force.

Sadriddin Shernazarov, Captain

At only 30 years old, Sadriddin Shernazarov is SIG's youngest captain. He grew up during the declining years of the Soviet involvement in Afghanistan and Albenistan's importance to Moscow. He was a young man when the civil war broke out, and he dropped out of the State Science Academy in Isherbazi — one of the most prestigious universities in Central Asia. His education led him to a position in the State Security Police (SSP) as an investigator. He was assigned to Khorforjan and quickly moved up through the ranks.

In 1997, as the civil war was reaching its conclusion, Shernazarov was approached by the Security and Intelligence Group (SIG). He transferred and was immediately sent back to the State Science to complete his studies. Shernazarov returned to active duty in SIG in 1999. While in Isherbazi, he saw the corruption and decay that filled the government and bureaucracy. He became disillusioned and angry, and even considered leaving SIG. Instead, in 2000, Shernazarov was approached to join a rogue element in SIG, whose purpose was to overthrow the corrupt government and replace it with a stronger one that did not pander to Moscow or the West. Shernazarov joined.

His work within the rogue group led to his promotion to Senior Lieutenant. However, Shernazarov didn't use his scientific training for a few years, until Major Radjabov approached him and inquired if he was interested in working on Project HARVEST, developing chemical and biological agents. Shernazarov agreed and gained another promotion, to Captain. He soon found himself lead scientist at the Qalashar Facility.

Shernazarov respects Radjabov, but does not particularly like him. Shernazarov considers the major too career oriented. While Shernazarov is

concerned about his own career, and this was the reason for his transfer from the SSP, he does not consider himself as focused on his career to the same extent as the major. The major, however, is more soldier than bureaucrat, so Shernazarov respects him. The captain, though, does not respect his assistant, Senior Lieutenant Asrorova. Asrorova has all of Radjabov's failings with none of his accomplishments. Asrorova is a scientist more than a bureaucrat and a bureaucrat more than a soldier. While Shernazarov is happy to spend time with Asrorova, he does not respect him on a professional level. Asrorova is a better scientist than Shernazarov, but he will never be much of a soldier and should never be anything more than a Senior Lieutenant and an assistant.

Smart Hero 5/ Field Scientist 2/Soldier 3: CR 10; Medium-sized Human; HD 5d6 and 2d8 and 3d10; hp 57; Mas 10; Init +2; Spd 30 ft.; Defense 19, touch 19, flatfooted 16; BAB: +5; Grap +4; Atk +4 melee (knife 1d4-1), or +4 melee (1d4-1, unarmed), or +8 ranged (2d6+2 Makarov PMM); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SIG rogue group; SV Fort +5, Ref +7, Will +5; AP 11; Rep +3; Str 9, Dex 14, Con 10, Int 16, Wis 12, Cha 13.

Skills: Computer Use +12, Craft (chemical) +8, Craft (pharmaceutical) +16, Intimidate +9, Investigate +6, Knowledge (earth and life sciences) +18, Knowledge (physical sciences) +14, Knowledge (tactics) +6, Knowledge (technology) +12, Knowledge (theology and philosophy) +5, Listen +9, Navigate +7, Read/Write Language (Russian, Tajik), Repair +11, Research +12, Speak Language (Russian, Pashtu, Tajik), Spot +9.

Feats: Combat Expertise, Combat Martial Arts, Double Tap, Far Shot, Educated (earth and life sciences, physical sciences), Iron Will, Personal Firearms Proficiency, Point Blank Shot.

Talents (Smart Hero): Savant (Craft, pharmaceutical), Exploit Weakness, Trick.

Class Features (Field Scientist): Scientific Improvisation, Smart Defense.

Class Features (Soldier): Weapon Focus (Makarov PMM), Weapon Specialization (Makarov PMM).

Occ: White Collar (Computer Use, Diplomacy)

Possessions: Makarov PMM, 5 magazines, BDUs, combat knife, load-bearing vest.

Tactics: Shernazarov always carries his Makarov with him, even to meals and while relaxing. If he is facing one or two opponents, he will seek cover and start to Double Tap. If he is facing more than two opponents, he will attempt

to secure a longarm and if one is not immediately available, he will make a fighting withdrawal. If he escapes, he will seek help, alerting as much of the base as he can. Once he is armed with an assault rifle, be it an AKM, AK-74 or even a weapon taken from one of the enemy, he will re-enter combat, leading whomever he can gather. Surrender is only an option when faced with a vastly superior force or if escape is completely impossible.

What Does He Know: As the second-in-command (2IC) of the base, Shernazarov knows everything. He is also aware that Colonel Olim Iskanov who is stationed at Khorforjan heads the SIG rogue group. He knows that Abbas is the leader of the HMA and that he travels under the alias of Ali Ahmed Hussein, a Syrian national working for the International Aid and Assistance Conference, a charitable, non-governmental organization. Shernazarov has worked in Khorforjan and knows that the leader of the HMA in that city is known as Hasanov, though the most active operative is known as Saparmurat.

What Will He Tell? Shernazarov will tell nothing except under interrogation. He would actually rather die than talk. He is very aware that even if his life is spared, he'll end up in one of Albenistan's military prisons, and he likely wouldn't last long there. He might try to feed the PCs false information. He will give the name of the leader in Khorforjan as Nurov and the leader of the SIG rogue group is Major General Marat Umarov — both completely fictitious names. He will admit that he is researching chemical and biological weapons, but he will claim they are only doing so to create defenses against the same. He will claim ignorance of the HMA involvement and will intimate, though not outright state, that this project has the highest level of approval in the Albenistani government.

B. The Good Guys

Sergeant Brett Wiley

Brett Wiley has served in the British Army for 9 years, in the SAS for the last 5 of those years. He is a skilled, capable and humble operator, acting as spotter for Staff Sergeant Fielding. He is well liked by his teammates and quite affable, even with outsiders. Wiley is most likely, out of the entire SAS element, to extend a hand in friendship to the Increment team. While garrulous, he is very aware of operational security and when speaking of missions, he is quite tight-lipped.

NOTE: Sergeant Wiley showcases a new feat — Spotter — which is detailed in *Appendix 5: Skills and Feats*.

(Dedicated Hero 3/ Fast Hero 2/ Infiltrator 4/Soldier 4) (13): CR 13; M; HD 3d6 and 2d8 and 4d8 and 4d10; hp: 75; Mas 11; Init +3; Spd 25 ft.; Defense 26, touch 24, flatfooted 23; BAB +8/+3; Atk +10/+5 melee (1d4+2 knife) or +12/+7 ranged (2d8+2 Diemaco C7) or +11/+6 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SAS; SV Fort +5, Ref +9, Will +4; AP 9; Rep +3; Str 15, Dex 17, Con 11, Int 13, Wis 15, Cha 10.

Skills: Balance +7, Hide +17, Knowledge (physical sciences) +4, Knowledge (streetwise) +7, Knowledge (tactics) +9, Listen +18, Move Silently +15, Navigation +7, Read/Write Language (Arabic, English, Pashtu, Tajik), Speak Language (Arabic, English, Pashtu, Tajik), Spot +19, Survival +14, Treat Injury +6, Tumble +7

Feats and Talents: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Dead Aim, Double Tap, Far Shot, Personal Firearms Proficiency, Precise Shot, Simple Weapons Proficiency, Spotter, Stealthy, Track.

Talents (Dedicated Hero): Aware, Skill Emphasis (Spot).

Talents (Fast Hero): Evasion.

Class Features (Infiltrator): Improved Implements, Improved Evasion, Sweep.

Class Features (Soldier): Weapon Focus (Diemaco C7), Weapon Specialization (Diemaco C7), Tactical Aid.

Occ: Military (Knowledge [tactics], Survival).

Possessions: Diemaco C7 assault rifle (illuminator; laser sight; scope, electro-optical; suppressor, removable); 8 C7 magazines; SIG Sauer P226; 4 P226 magazines; concealable vest; backpack; binoculars, electro-optical; chem-lights (5); compass; flashlight; GPS receiver; map, area; multi-purpose tool; night vision goggles; radio, tactical; rope (synthetic, 75 ft); satcom (portable satellite terminal).

Tactics: Sergeant Wiley will act as spotter to Staff Sergeant Fielding for any targets over 350 feet away. Once targets come within 350 feet, Wiley will engage, usually attacking with Double Tap. Wiley rarely — save in the most extreme circumstances — uses autofire attacks. He saves his ammunition, picks his targets carefully and will usually take the extra round to use his Dead Aim feat to insure a good hit. In combat, he is always watching Fielding's back.

In fact, while Fielding is not aware of this, Wiley is quite ready to put himself between danger and Fielding, believing the staff sergeant is a more valuable asset to the team.

Staff Sergeant Trent Fielding

Trent Fielding is a quiet, precise man. While considered all but family by most of the SAS element, he is not given to overt shows of affection. Even when surrounded by his SAS mates, he rarely speaks and then only in short, clipped sentences. He is not shy, rather he is careful in all things. Fielding does not like to gamble but rather invests every action with forethought and calculation. He has become one of the top marksmen for the SAS and, along with his spotter, Sergeant Wiley, he usually leads any support or reconnaissance activity for the SAS. When Fielding does converse, it is usually with or around Wiley. They are all but inseparable.

(Tough Hero 3/ Fast Hero 2/ Soldier7/ Spec Ops Marksman 2) (14): CR 14; M; HD 3d10+6 and 2d8+4 and 7d10 +14 and 2d8+4; hp: 139; Mas 16; Init +5; Spd 25 ft; Defense 26, touch 24, flatfooted 23; BAB +10/+5; Atk +12/+7 melee (1d4+2 knife) or +14/+9 ranged (2d10+3 L115A1) or +13/+8 ranged (2d6, P226); FS 5 ft by 5 ft; Reach 5 ft; AL SAS: SV Fort +10, Ref +11, Will +6; AP 9; Rep +2; Str 14, Dex 17, Con 16, Int 12, Wis 15, Cha 10

Skills: Hide +20, Knowledge (tactics) +9, Listen +11, Move Silently +13, Navigate +7, Read/Write Language (Arabic, English, Russian, Tajik), Speak Language (Arabic, English, Russian, Tajik), Spot +14, Survival +9

Feats and Talents: Advanced Firearms Proficiency, Armor Proficiency (light), Alertness, Dead Aim, Dodge, Double Tap, Far Shot, Mobility, Personal Firearms Proficiency, Precise Shot, Quick Reload, Simple Weapons Proficiency, Toughness, Stealthy

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

Talents (Fast Hero): Evasion.

Class Features (Soldier): Improved Critical, Improved Reaction, Tactical Aid, Weapon Focus (L115A1/Accuracy International Arctic Warfare Magnum), Weapon Specialization (L115A1/Accuracy International Arctic Warfare Magnum).

Class Features (Spec Ops Marksman): Careful Aim,

Occ: Military (Hide and Knowledge [tactics]).

Possessions: L115A1 rifle (scope, electro-optical; suppressor, removable); 8 L115A1

magazines; SIG Sauer P226; 4 P226 magazines; concealable vest; backpack; binoculars, electro-optical; chem-lights (5); compass; flashlight; GPS receiver; map, area; multi-purpose tool; night vision goggles; radio, squad; radio, tactical; rope (synthetic, 75 ft).

Tactics: Staff Sergeant Fielding is quite happy to engage targets at 10 range increments. The farther from his position, the better, as it lessens the chance of return fire. Fielding will attempt to identify any enemy snipers and neutralize them first. He will then move on to officers or apparent leaders. Next he will choose enemies manning heavier weapons, such as machine guns, RPGs or mortars. Finally, he will choose the most dangerous or aggressive enemy. He relies on Wiley as his spotter and has complete faith in the sergeant's abilities. In the event of his position being overrun, he knows Sergeant Wiley will take the lead in such a combat and will switch to his P226, protecting Sergeant Wiley's back and flanks.

APPENDIX 3 - EQUIPMENT

Explosives and Splash Weapons

Mine: A mine is a generic term for a buried or hidden explosive intended to disable or destroy at target.

Explosives and Splash Weapons

									Purchase	
Weapon	Damage	Critical	Type	Burst	REFDC	Range	Size	Weight	DC	Restriction
Mine	5d6	-	Con.	10 ft.	18	-	M	12 lbs.	14	Mil (+3)

Vehicles

BRDM-2 armored reconnaissance vehicle: The BRDM-2 is a wheeled reconnaissance vehicle. It had replaced the BRDM-1 in almost all Warsaw Pact countries by the mid-1980s. This vehicle has amphibious capabilities and has a top speed of 23(2) in the water. It is armed with both a 14.5 heavy machine gun and a 7.62X54mmR medium machine gun in a top turret. The BRDM-2 chassis, minus the machine gun turret is the basis for the SA-9 Gaskin SAM transport erector launcher vehicle.

The BRDM-2 is three squares wide and four squares long. It provides full cover to its occupants.

BTR-70 armored personnel carrier: The BTR-70 entered service in the USSR and Warsaw Pact countries in the early 1980s. The vehicle carries six passengers, each with their own gun-port. The main armament of the BTR-70 is a 14.5mm heavy machine gun and it also carries a 7.62mmR medium machine gun. It is fully amphibious and has a top speed of 23(2) in the water.

The BTR-70 is three squares wide and four squares long. It provides full cover to its

occupants.

BTR-80 armored personnel carrier: The BTR-80 entered service in the late 1980s as a replacement for the BTR-70. The main armament of the BTR-80 is a 14.5mm heavy machine gun, though some variants include a 30mm cannon. Its secondary armament is a 7.62mmR medium machine gun. It is fully amphibious and has a top speed of 23(2) in the water.

The BTR-80 is three squares wide and four squares long. It provides full cover to its occupants.

Frog-7 Transport Erector Launcher (TEL): The Frog-7 TEL is based on the ZIL-135 8x8 truck, also known as the BAZ-135. The TEL is basically an eight-wheeled truck with a crane and a launch rail. Due to the size of the Frog-7 rocket, the TEL only carries one and is reloaded using the integral crane.

The Frog-7 TEL is three squares wide and six squares long. It provides three-quarters cover for occupants.

Vehicles Table

						Top				Purchase		
Name	Crew	Pass	Cargo	Init	Man	Speed	Def	Hard	HP	Size	DC	Rest
BRDM-2	4	--	500	-3	-4	108(10)	8	10	50	H	42	Mil (+3)

BTR-70	2	8	1000	-3	-4	90 (9)	8	10	50	H	40	Mil (+3)
BTR-80	2	8	1500	-3	-4	100(10)	8	10	50	H	42	Mil (+3)
Frog-7 TEL	1	2	3,000	-4	-4	80 (8)	6	6	48	G	38	Lic (+1)
SA-8 TELAR	3	--	250	-4	-4	80 (8)	6	6	52	G	42	Mil (+3)
SA-9 TEL	4	--	250	-3	-4	108(1)	8	10	50	H	42	Mil (+3)
SS-21 TEL	3	--	2,000	-4	-4	80 (8)	6	8	60	G	42	Mil (+3)
UAZ-469 LUV	1	3	1,000	-2	-2	125(12)	8	8	40	H	25	Lic (+1)

SA-8 Gecko Transport Erector Launcher And Radar (TELAR): The TELAR for the Gecko has the designation BAZ-5937. The crew of the vehicle includes a driver, a gunner-radar operator and a commander. The vehicle is fully amphibious and has a top speed of 23(2) in the water. The vehicle is basically a six-wheeled truck that is shaped somewhat like a boat, with a radar assembly and four launch rails on top. Once all four missiles have been launched, reload time is five minutes.

The Gecko TELAR is three squares wide and six squares long. It provides three-quarters cover for occupants.

SA-9 Gaskin Transport Erector Launcher (TEL): The Gaskin TEL is based on the BRDM-2 armored reconnaissance vehicle. The SA-9 TEL has no weaponry other than the SAMs, which are fired from a mount that has launch rails for 4 missiles in two separate pods. The vehicle is fully amphibious and has a top speed of 23(2) in the water. Once all four missiles have been launched, reload time is five minutes.

The Gaskin TEL is three squares wide and four squares long. It provides full cover to its occupants.

SS-21 Scarab Transport Erector Launcher (TEL): The TEL for the Scarab is a 6x6 wheeled vehicle designated 9P129. It is designed very similar to the Gecko TELAR however it does not have a radar assembly. Due to the size of the SS-21 missile, only one can be carried and launched by the TEL. A transporter-loader and a missile transport trailer towed by a truck support the Scarab TEL. The TEL is fully amphibious and has a top speed of 23(2) in the water.

The Scarab TEL is three squares wide and six squares long. It provides three-quarters cover for

occupants.

UAZ-469 light utility vehicle: The UAZ-469 is the common jeep for Russia and most of the Commonwealth of Independent States. It is a sturdy but cheap vehicle with multiple configurations and uses. It can be fixed with a pintel mount in the rear for a heavy machine gun.

Vehicle Weapons

14.5mm heavy machine gun: The 14.5mm machine gun, such as the 14.5 mm KPVT mounted on the BTR-80 APC, is for use against lightly armored vehicles and personnel. It can also be used against low-flying aircraft.

7.62mmR medium machine gun: The 7.62mm machine gun, such as the 7.62mm PKT mounted on the BRDM-2 armored reconnaissance vehicle, is for use against personnel and lightly fortified fixed positions. It can also be used against low-flying aircraft.

Frog-7 surface-to-surface missile: The last of the USSR's Free Rocket Over Ground systems, the Frog-7 is an unguided, tactical, artillery rocket. Capable of carrying nuclear or chemical payloads, the standard warhead is high explosives.

The Frog-7 has a blast radius of 50 feet. Any individual or item caught within the burst radius may make a Reflex save against DC 18 for half damage. For each 10 feet beyond the blast radius, 1 die of damage is reduced.

SA-8 Gecko surface to air missile: The SA-8 is a single stage, radar guided anti-aircraft missile with a back-up optical targeting assist system. Designed for use against aircraft, the Gecko ignores 10 Hardness of any object hit.

The Gecko takes no range penalties. The Gecko is fired either individually or in a volley of two missiles.

The Gecko has a blast radius of 15 feet. Any individual or item caught within the burst radius may make a Reflex save against DC 15 for half damage. The missile's minimum range is 5,000 feet. If the missile strikes an individual or object within 5,000 feet of its launch, it will not explode, but will still inflict 3d12 damage to the individual or object struck.

SA-9 Gaskin surface to air missile: The SA-9 is a single stage, infrared guided, anti-aircraft missile. Designed for use against aircraft, the Gecko ignores 5 Hardness of any object hit. The Gaskin takes no range penalties. The Gaskin is fired in a volley of two missiles to increase the possibility of a hit.

The Gaskin has a blast radius of 10 feet. Any individual or item caught within the burst radius may make a Reflex save against DC 15 for half damage. The missile's minimum range is 2,500 feet. If the missile strikes an individual or object within 2,500 feet of its launch, it will not explode, but will still inflict 3d12 damage to the individual or object struck.

SS-21 Scarab surface-to-surface missile: The SS-21 was designed as a replacement for the Free Rocket Over Ground systems. The Scarab is an unguided, tactical, artillery rocket. Capable of carrying nuclear or chemical payloads, the standard warhead is high explosives.

The Scarab has a blast radius of 50 feet. Any individual or item caught within the burst radius may make a Reflex save against DC 18 for half damage. For each 10 feet beyond the blast radius, 1 die of damage is reduced.

Vehicle Weapons Table

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight
14.5mm MG	2d12	20	Ballistic	150	A	linked	H	NA
7.62mmR MG	2d10	20	Ballistic	120	A	linked	H	NA
Frog-7	9d12	20	Ballistic	23k	1	1	G	5435
SA-8	7d12	20	Ballistic	3940	1 or 2	4	G	290
SA-9	6d12	20	Ballistic	2130	2	4	G	65
SS-21	9d12	20	Ballistic	40k	1	1	G	4430

APPENDIX 4 - NEW PRESTIGE CLASS

Special Operations Marksman

While the Marksman is becoming much more common on the modern battlefield, they have always been an important element for special operations forces. These individuals are experts with longarms, often favoring a specific type of weapon. A Marksman acts as long-range support for any type of assault operation but also in a surveillance or reconnaissance role. Marksmen are heavily drilled in long-range shooting and target acquisition but also receive training in quiet movement and remaining unseen. On the battlefield, they are ghosts, striking from great distances, difficult to spot and instilling fear in the enemy

Requirements:

Base Attack Bonus: +8

Skill: Hide 10 ranks, Knowledge (tactics) 6 ranks, Move Silently 8 ranks, Spot 10 ranks.

Feat: Dead Aim, Far Shot, Personal Firearms Proficiency.

Class Information

The following information pertains to the Special Operations Marksman prestige class.

Spec Ops Marksman

Level	BAB	FOR	REF	WIL	Special	DEF	REP
1st	+1	+0	+1	+1	Talent, Bonus Feat	+1	+0
2nd	+2	+1	+1	+1	Bonus Feat	+1	+0
3rd	+3	+1	+1	+2	Cross-Training	+2	+1
4th	+4	+1	+2	+2	Talent	+2	+1
5th	+5	+2	+2	+3	Bonus Feat	+3	+2
6th	+6	+2	+3	+3	Cross-Training	+3	+2
7th	+7	+2	+3	+4	Talent	+4	+3
8th	+8	+3	+3	+4	Bonus Feat	+4	+3
9th	+9	+3	+4	+5	Cross-Training	+5	+4
10th	+10	+3	+4	+5	Talent, Bonus Feat	+5	+5

Talent: At 1st, 4th, 7th and 10th levels, the Special Operations Marksman selects a talent from the following class talent trees. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be

Hit Die

The Special Operations Marksman gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The Special Operations Marksman gains a number of action points equal to 6 + one-half his character level, rounded down, every time the character attains a new level in this class.

Class Skills

The Special Operations Marksman's class skills are as follows: Balance; Bluff; Climb; Computer Use; Concentration; Drive; Escape Artist; Gather Information; Hide; Intimidate; Jump; Knowledge (tactics); Listen; Move Silently; Navigate; Read/Write Language; Repair; Search; Sense Motive; Speak Language; Spot; Survival; Swim; Treat Injury; Tumble.

Skill Points at each level: 5 + INT modifier

selected more than once unless expressly indicated.

Firearms Training Talent Tree

One cornerstone of special operations

training is the firearm drill. Thousands of rounds are expended on both shooting ranges and in "killing houses" — specially designed training areas for close quarters drill using firearms.

Improved Critical: The character chooses a weapon with which s/he has Personal Weapon Specialization. The threat range of the chosen weapon increases by one. This modifier stacks with other similar modifiers, such as those provided by feats or class features.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Specialization.

Personal Weapon Focus: The character chooses a specific weapon — which includes unarmed strike or grapple. The character must be proficient with the chosen weapon.

The character adds +1 to all attack rolls made using the selected weapon. This modifier stacks with any other modifiers including the Weapon Focus feat.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Proficiency in weapon chosen.

Personal Weapon Specialization: The character chooses a weapon with which s/he has Personal Weapon Focus talent. Personal Weapon Specialization provides the benefit of the Weapon Specialization feat. The character gets a +2 bonus on damage rolls with the chosen weapon. This modifier stacks with any other modifiers including the Weapon Specialization feat.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Focus in weapon chosen.

Greater Weapon Specialization: The character chooses a weapon with which s/he has Personal Weapon Specialization. The Greater Weapon Specialization talent increases the bonus on damage rolls from the Personal Weapon Specialization to +4 when using the selected weapon. This modifier stacks with any other modifiers including feats and class features.

The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Specialization in weapon chosen.

Sniper Talent Tree

Sniper training focuses on both the approach and the elimination of a target. A sniper must be a ghost on the battlefield, moving silently and invisibly. Further, a sniper should eliminate his/her target, be it personnel or equipment, quickly.

Camouflage: Using this talent, if the character takes a full round to prepare, modifiers for ability, cover and concealment are doubled for all Hide skill checks.

Prerequisites: Survival 6.

Critical Strike: This talent allows the character the ability to automatically confirm a threat as a critical hit when attacking with a specific type of weapon, eliminating the need to make a roll to confirm the critical hit.

Prerequisites: Far Shot feat, Careful Aim talent, Personal Weapon talent or Weapon Focus feat in weapon used.

Careful Aim: When using a weapon with which the character has the Personal Weapon talent or the Weapon Focus feat, the character can double ability modifiers to attack rolls by taking a full-round action to steady or aim the weapon. Like the Dead Aim feat, once the character begins aiming, s/he can't move, even to take a 5-foot step, until after the character makes his/her next attack, or the benefit of the talent is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his/her next action, the character must make a successful Concentration skill check against DC 15 or the character loses the benefit of aiming.

This talent can be used in conjunction with the Dead Aim feat. If used together, the character only needs to take a single full-round action, not one full round action for each.

Prerequisites: Far Shot feat, Personal Weapon talent or Weapon Focus feat in weapon used.

Quick Aim: The character can gain the benefits of the Careful Aim and/or Dead Aim talent by making a move-equivalent action to steady or aim his/her weapon.

Prerequisites: Careful Aim talent, Precise Shot feat, Personal Weapon talent or Weapon Focus feat in weapon used.



Cross-Training: At 3rd, 6th and 9th level, the Special Operations Marksman selects a talent from the available class talent trees (Firearms and Sniper Talent Trees) or from the following talent tree. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Assault Talent Tree

Most special operations forces are trained in room clearing and assaulting enclosed areas — such as buildings, aircraft, train cars, etc — to rescue hostages, make an arrest or neutralize a threat.

CQD: CQD stands for Close Quarters Drill. When fighting in close quarters (room, shed, aircraft cabin, etc), the character incurs no attacks of opportunity when making any kind of attack, this includes actions such as Grapple attacking an opponent's weapon or using a ranged weapon in melee combat.

Breaching: Breaching is the term applied to entering an area during an assault. This may mean going through a door, a window or even a hole blasted in a wall by explosives. When entering an area during an assault or entering an area in which resistance is expected, the character always acts in the surprise round with a +4 bonus to initiative.

Prerequisite: CQD.

Defensive Aid: This talent reflects rigorous training in hostage rescue scenarios. As a move equivalent action, the character can provide Defensive Aid to any individual within 5 ft. The character must spend an action point to trigger this talent.

Defensive Aid provides a +1 bonus to defense and saving throws.

Prerequisites: Breaching, CQD.

Instinctive Shooting: Instinctive shooting is a term referring to a type of training common to counter-terrorism and hostage rescue forces. This

talent allows the character to instantly identify and engage hostile targets while also identifying and not engaging friendlies. This is an important skill in a hostage situation. The Instinctive shooting class feature provides the benefit of the Quick Draw feat. If the character has the Quick Draw feat or later acquires it, the class feature provides a +2 modifier to initiative checks in the surprise round and the first round of regular combat. This modifier only affects the first round of regular combat so the character's position in the initiative order may change after the first round.

Further, by spending an action point, the Instinctive Shooting class feature allows the character to automatically confirm all critical threats in the surprise round and critical threats against flat-footed opponents in regular combat.

Prerequisites: Breaching, CQD.

Clear the Room: In most situations, characters involved in an assault will be armed with automatic weapons capable of burst fire. When using a weapon that has either automatic or burst fire capacity, the character can subject opponents to autofire but will not subject any friendly or non-hostile targets to the effects of autofire. The autofire attack is made as per the normal rules, but the character may choose which targets in the area of effect are subject to the autofire attack. Those targets that are subject to the autofire attack must make a Reflex save as

per the autofire rules or be subject to damage.

The Clear the Room class feature may also be used with the Strafe feat.

When using this talent, the character may make an autofire or strafe attack with weapons that have automatic or burst fire capacity and can even be used with weapons that have burst fire but do not have automatic fire capacity.

Prerequisites: Breaching, CQD, Instinctive Shooting.

Bonus Feats: At 1st, 2nd, 5th, 8th and 10th level, the character gains a bonus feat from this list below. The character must meet the prerequisites of the feat to select it.

Advanced Combat Martial Arts, Advanced Firearms Proficiency, Advanced Two-Weapon Fighting, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Athletic, Blind-Fight, Combat Expertise, Combat Martial Arts, Combat Reflexes, Combat Sense, Combat Throw, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Endurance, Focused, Guide, Improved Combat Martial Arts, Improved Combat Throw, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Run, Shot on the Run, Skip Shot, Stealthy, Strafe, Surface Vehicle Operation, Toughness, Track, Weapon Focus.

APPENDIX 5 - SKILLS & FEATS

The following section includes a variant of an existing skill and feat as well as four entirely new feats. The modified Exotic Firearms Proficiency feat now includes "heavy weapons" which are crew-served weapons such as howitzers and mortars. While the workings of howitzers and mortars — as well as other indirect fire and crew-served weapons — are substantially different, the rarity of such weapons in most campaigns justifies their joining in one feat.

Craft (culinary) (Int)

This skill allows a character to create meals, dishes, desserts and other food creations. When attempting to prepare food, the character simply makes a Craft (culinary) check, the result of which determines the quality of the product. For the most part, the Craft (culinary) skill requires the use of equipment, such as a stovetop, oven, barbeque, etc. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Bland
10-19	Palatable
20-24	Delicious
25-30	Exquisite
31 or higher	Masterpiece

Effective Fire

The character has had extensive training in the targeting of indirect fire weapons.

Prerequisite: Proficient with weapon, base attack bonus +1.

Benefit: When the character uses an indirect fire weapon and makes an attack using indirect fire, that character reduces the attack penalty per range increment by 1.

Exotic Firearms Proficiency

Choose a weapon type from the following list: cannons, heavy machine guns, heavy weapons, grenade launchers, and rocket launchers. Heavy weapons include such crew-served weapons as howitzers and mortars.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat as many

as five times. Each time a character takes the feat, he or she selects a different weapon group.

Gourmet

The character is a trained chef, capable of making excellent meals worthy of a fine dining restaurant.

Prerequisite: Craft (culinary) 4 ranks

Benefit: The character may add his/her Wisdom or Charisma modifier to all Craft (culinary) skill checks.

Impressive Trajectory

The character has been trained in the use of indirect fire for heavy support weapons.

Prerequisite: Base attack bonus +1, Exotic Weapon Proficiency (heavy weapons).

Benefit: When the character uses a heavy weapon in its indirect fire mode, its range increment increases by one-half (multiply by 1.5).

Spotter

The character has been trained to act as a spotter for a marksman or sniper. The character aids the marksman or sniper in preparing a shot and realigning a missed shot.

Prerequisite: Base attack bonus +4, Spot 6 ranks, Alertness, Personal Firearms Proficiency

Benefit: The character can add one-half his/her base attack bonus to another character's ranged attack roll (with a minimum modifier of 1) if the other character takes a round to aim the ranged attack.

APPENDIX 6 - ALBENISTAN

Please note, Albenistan is a completely fictitious country.

Albenistan Brief

Prepared by 1Lt William Morse

Recent History: Albenistan gained independence from the USSR on 18 September 1991, though its initial political structure mirrored that of the Soviet Union. Abdul Umarov, an important political figure in the Soviet government, took control of the nation as

the Chairman of the Supreme Assembly. Various elements within Albenistan resisted Umarov's control, and from the spring of 1992, sections of the country became hostile to government officials and forces. A full-scale civil war followed in the summer of 1993, and the government only maintained effective control of Viloyati Khujkhon, the province that included the capital, Isherbazi.

The Russian Federation and the

Commonwealth of Independent States gave covert and overt military and financial support to the Umarov government. By the spring of 1997, government forces dominated most of the country except for the rugged and barren area bordering Afghanistan.

The leaders of the two main rebel groups, Marat Burhonov

of the Albeni People's Liberation Party and Islom Khafiz of the National Army for Freedom and Reconciliation, agreed to sit down for talks with Umarov. An agreement was reached on 12 December 1997. The three groups formed an interim government which ratified the Albenistani constitution on 1 January 1998. Elections were held and on 12 April 1998, Abdul Umarov received an overwhelming majority of the votes. UN observers reported widespread irregularities, but neither Burhonov nor Khafiz, both of whom ran for president, did more than complain.

President Umarov's government was still composed of the representatives that had sat in the Supreme Assembly preceding national acceptance of the constitution. The planned election for representatives was delayed by a currency crisis. The economy of Albenistan collapsed in August of 1998 and the country only survived through massive loans, including a large "bail-out" package from the International Monetary Fund. Since that time, the economy has been growing stronger, but the country's economy remains one of the worst in the region.

Elections for the Assembly of Representatives (the lower chamber) or Majlisi Namoyandagon were held on 23 April 2001, and in this election, Ikhbol Nurov, a staunch supporter of Islom Khafiz received the position of prime minister as his National Reconciliation Party joined a coalition 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 — to gain a majority.

Since the outset of the War on Terror, President Umarov has been very receptive to US and NATO overtures, including joining NATO's Partnership for Peace. However, both the National Reconciliation Party and the Party of Albenistani Workers are opposed to supporting the War on Terror. President Umarov angered both parties by accepting British and German troops as part of the UN's Central Asian Stabilization Force (CASFOR). The next presidential election comes in 2005, and there is some concern that President Umarov may lose his hold on the Albenistan government. The government's control is not total, and the area along the Afghanistan border is in the hands of warlords and smugglers. The last remnants of the Russian military — termed advisors and observers — recently withdrew from Albenistan at the request of the president.

Economy: Albenistan has the second-lowest per capita GDP among the 16 former Soviet republics. Arable land is limited to between 9% and 12%. The most valuable crop is cotton, though much of the arable land is given over to subsistence farming. The nation has various mineral resources, but most are in limited quantity. The most valuable minerals now being mined include silver, gold, uranium, and

tungsten. Hydropower facilities are important for the Albenistani economy. The industrial infrastructure suffered greatly during the civil war (1992 - 1997) and Albenistan carries a large foreign debt from the 1998 currency crisis. An agreement was reached with Russia to restructure Albenistan's debt burden in 2002.

The Albenistani currency, the dinar, is not officially available outside the country. The government has maintained the official exchange rate at 2,500 dinars per US dollar, though the black market rate has fluctuated between 12,000 and 25,000 dinars to the dollar.

Military: While Albenistan prospered during the Soviet Union's involvement in Afghanistan, its military has suffered extreme rust-out since independence. The currency crisis stalled the recovery from the civil war and troops remain ill equipped and poorly trained. The southern border area and most of the Autonomous Province of Qurghon Khujand are out of government control. President Umarov agreed to allow troops from the UN's Central Asian Stabilization Force (CASFOR) to operate in Albenistan and British and German troops are now patrolling the areas bordering Qurghon Khujand under the command of the Central Asian Stabilization Force - Albenistan (CASFOR-A). CASFOR-A is headquartered at

Camp Parker in Khorforjan.

Stability: The country remains very unstable. Warlords and smugglers rule the area along the southern border and the incessant fighting has created a humanitarian crisis. Displaced Persons continue to arrive from Afghanistan, adding to the existing and escalating problems of Internally Displaced Persons. Humanitarian organizations, based in the city of Khorforjan, have set up camps for IDPs and DPs, and have attempted to address the rising risk of malnutrition and starvation, but their efforts are hampered by a lack of security outside the city.

Conclusions: Without foreign financial and military aid, President Umarov will likely lose the next election. Based on the popularity of anti-Western parties such as the National Reconciliation Party and the Party of Albenistani Workers, it is likely an anti-Western candidate will gain the presidency, possibly even Islom Khafiz. While CASFOR-A may help to bring some stability to the area around the city of Khorforjan, it is not large enough to affect the ongoing security crisis in the Autonomous Province of Qurghon Khujand. The humanitarian crisis there will escalate until it is beyond the capabilities of Non-Governmental Organizations or the government of Albenistan.

APPENDIX 7 - ORGANIZATIONS

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 8 - GLOSSARY

16 Air Assault Brigade: A combined air assault and airborne operations unit in the British Army.

160 Special Operations Aviation Regiment: The premier special operations aviators in the world. A part of the United States' Special Operations Command, 160 SOAR is also known as the Nightstalkers due to the night operations capability of its pilots.

7 Squadron: The RAF squadron that regularly supports special operations units. 7 Squadron is the premier night operation squadron in the RAF.

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 M113 and the UK Spartan are both APCs.

ASAP: As Soon As Possible.

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.

Blue on Blue: This is euphemism for death by friendly fire or an attack by friendly forces.

Chinook: A large utility helicopter, usually assigned to transport equipment or personnel.

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.

ETA: Estimated Time of Arrival.

HAHO: High Altitude High Opening. A technique of aerial insertion by parachute in which the skydiver opens the parachute at a high altitude and glides to the target.

HUMINT: Human Intelligence, gathering intelligence by using people, be they actual spies or informants.

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*.

Lynx: A utility and support helicopter that, in its Battlefield Lynx variant, is the main ground support aircraft for the UK's 16 Air Assault Brigade. More information available 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 Goggle. Special optics that enhance ambient light to allow wearers to see in darkness.

Patrol: A unit consisting of 4 operators. 4 patrols equal a troop.

QRF: Quick Reaction Force. A unit or group ready to quickly act or react to a given circumstance, such as an attack.

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.

SAM: Surface-to-air missile. An anti-aircraft missile, fired from the ground.

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*.

Satcom: This is a man-portable radio with satellite communications capabilities. 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.

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: The UK's Special Forces Group

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. Similar to the US Special Operations Command.

Tango: Terrorist.

TELAR: Transporter Erector Launcher and Radar. This term refers to vehicles which can transport, target and fire surface-launched missiles. The TELAR is a mobile missile battery, though it may be limited in the number and frequency of its missile launches. A Transporter Erector Launcher (TEL) lacks radar or other targeting device, though it can transport and fire missiles.

Troop: A unit consisting of 4 patrols. Usually, a troop includes sixteen operators. 4 troops equal a squadron.

UAVs: Unmanned Aerial Vehicles. Pilot-less drone aircraft that can be used for reconnaissance or as a weapons' platform. Not to be confused with the UAZ, a short-form for the UAZ-469, a light utility vehicle.

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THE QALASHAR DEVICE

Information gathered from a raid on a drug smuggling way station near the village of Ashkashem has led Great Britain's Secret Intelligence Service to investigate an abandoned vehicle repair facility near the town of Qalashar along Albenistan's border with Afghanistan. It seems the abandoned facility is abandoned no more. Someone has occupied the base, but for what purpose? Worse, a letter recovered in the Ashkashem raid refers to a device or weapon that will 'strike fear in the hearts of the enemy and destroy their feeble resolve.' What kind of device could be hiding at the Qalashar facility? Fear of what this weapon might be and how it could be used has lead the SIS to reactivate the Increment unit that successfully completed the raid on Ashkashem. Their mission: discover who has occupied the Qalashar facility and neutralize any threat that might be posed by the Qalashar Device.

The Qalashar Device is an adventure for 4 to 6 characters of levels 9 to 11 using the d20 Modern Roleplaying Game. This supplement can be used as a stand-alone adventure or as the introduction to the Albenistan Series. The Albenistan Series consists of three adventure supplements from SEP Spec Ops line. The Qalashar Device was preceded by Raid on Ashkashem and will be followed by the Khorforjan Gambit.

Along with the adventure, this supplement includes extensive write-ups for 4 "named" villains with histories, 2 SAS operators and sundry minor villains, statistics for 8 vehicles and 6 new heavy weapons, as well as the Special Operations Marksman prestige class, information on the fictional country Albenistan, four new or updated feats and entries on 3 organizations.

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

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