

SPECIAL Operations™

Craig Sheeley



GDW

TWILIGHT: 2000™ 2nd Edition
MERC: 2000™

SPECIAL

Operations™

Craig Sheeley



CREDITS

Design: Craig Sheeley

Development: Loren K. Wiseman

Art Direction: Kirk Wescom

Graphic Design and Production: LaMont Fullerton, Ami Jontz and Rob Lazzaretti

Cover Art: Bob Larkin

Interior Art: Grant Goleash

Typesetting: Michelle Sturgeon

Proofreading: Anne Bedard and Michelle Sturgeon

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Special Operations

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SPECIAL OPERATIONS

Welcome to the shady world of intelligence work and espionage operations. A world where the enemy is not often clear, and where killing someone doesn't accomplish much except to complicate matters. Where the objective is usually as nebulous as the opponent, and often just part of a larger scheme. Occasionally you'll get an assignment where you have a clear goal and the leeway necessary to accomplish it. But not often—frustration is the agent's normal lot in life. Why do you think you got out of the business in the first place?

DEFINITION: "SPECIAL OPERATION"

"Special operation" is a vague term applied to a huge variety of missions. It can include assassinations, kidnappings, burglaries, sabotage, smuggling, courier service, full-scale assaults and body-guard duty. It can also include wire-tappings, surveillance, data-searches, digging through reams of library information to find that one piece of desired data, tailings, spying and counterspying and a hundred other dull duties that steal time from your life.

For the purposes of **Merc: 2000** characters, only the first group of special operations is important. The time-consuming missions of boredom and drudgery are usually handled by normal espionage and intelligence agents—it's their rice bowl. They're paid a salary to go out and do the relatively safe jobs to gather intelligence and information. They're paper-pushers and glorified clerks, for the most part—this is not bad, because their services are essential. Without information, no country, no organization can survive in a highly competitive world. And sometimes you can find out more about a subject by going down to the library and looking it up than you can by parachuting a spy in to check it out. Library searches are cheaper than a spy mission, too.

The dull work is usually done by the time the **Merc: 2000** characters get called in to handle a situation. Which means, of course, that the mercs are going to have to handle the hard jobs, the dangerous tasks that the agencies in question don't want to have to deal with.

Make sure your insurance is paid up. And have your last will and testament drawn up, too.

THE DIFFERENCE

Most special operations sound a great deal like a merc's normal stock-in-trade. Most of the time, the objectives aren't too different: You have a defined task and a lot of information on what's there to get in your way (hopefully). The difference is in the type of support offered. Most mercs hope for (or negotiate for) some sort of insertion and extraction—that "ticket home" is one of the most important parts of a merc's job. That all changes on a spec op.

The primary feature of special operations is secrecy. "Plausible deniability" ceases to be a phrase, moves past being an active term, and becomes a way of life. Every part of the mission has to be shrouded in secrecy, not just before the mission, but after it, too. And at no time can the hiring agency afford to be linked to the

mission. That would complicate matters and compromise the mission (or worse). Almost all special operations are "black bag jobs."

The practical effect is that actual support is rare. Before the mission, the mercs are likely to be provided with excellent (if limited to "need-to-know" parameters) information on the target and the mission. Unless the mercs' job is to gather information, the hiring agency usually has a great deal of information on the subject at hand, the results of many man-hours spent by those glorified clerks searching through all the available information and gleaning data from many disparate sources, finally distilled into clear, concise briefings for the mercs who have to do the dangerous work.

Once the mission starts, the mercs are usually on their own. They are the force that does not exist, since what they're doing is likely to break a few laws and step on some important toes, and the patrons don't want repercussions coming back to haunt them. Insertion can sometimes be arranged, but there's not much chance of mid-mission assistance, and extraction is usually up to the mercs. And if the mercs are caught, no one in the patron agency knows anything about their mission or even their existence. The phrase "disavow any knowledge of your actions" is not just a line from a TV show. Thus, the source of many a merc's nightmare—if you screw up, there is no backup, and no one will bail you out.

Indeed, the agency that hired you is quite likely to move to block any personal backup from reaching you. From their point of view, if you failed, you are better off dead than rescued. They might even have someone else right on your heels with orders to frag you in the event of failure.

That's one of the problems of dealing with espionage matters: Your friends can be worse enemies than your opponents.

STEALTH IS WEALTH

Most mercs are very familiar with the necessity of maintaining security before the mission—"loose lips sink ships" and can blow the mission to pieces before you can even get to it. Special operations take this necessity and expand it to an all-encompassing priority, starting before the mission and lasting until the incident is declassified—which, considering the nature of most mercenary special operations, is likely to be never.

The penalties for disclosure, for spilling about the job, are almost as nasty as those for failure. Once a merc takes one of these jobs, he is on the patron's security list and is never really alone again, as the agency will always keep an eye on the merc to make certain he doesn't go telling things he oughtn't to people he oughtn't. Most mercs come from military backgrounds where they had to be cleared for sensitive information anyway, so they're already the subject of internal security scrutiny. Working special operations makes this worse, as more agencies join the throng just waiting for the merc to shoot his mouth off. And watch those really sensitive jobs—certain patrons may choose to eliminate the mercs after the job is done rather than risk a breach of security.

On the job, the demand for secrecy changes the way mercenaries operate. Rarely are there assignments where a mercenary group can go in with guns blazing, wiping out everything before them. (This is not to say that such jobs don't exist. When they do, they're usually overt assaults that serve to deliver a message, wipe out a politically weak enemy or act as a diversion from another, less obvious, operation.) Usually, the mercs have to be careful to avoid conflict and detection, because either could cause mission failure, destroy the mercs and lay bare the patron's plans (the targets often have good intelligence, too, and can put together the pieces to figure out what's really going on). The perfect special operation is one where the mercs are never seen, never heard, and the fact that they were even on the scene at all is discovered quite some time after they're gone. *So stealth becomes the single most important skill in a merc's repertoire.* The ability to defeat electronic detection measures is also important, and in an age utterly dependent on computers, the skill and talent associated with data-retrieval takes on new significance. Acting and disguises suddenly become a good way to get into target areas, and are a great deal less hazardous than breaking-and-entering.

Even combat styles change. A bullet left behind is a piece of evidence; a shell casing may sport a nice thumb-print on the end where it was loaded into its magazine. The one-movement knock-out blow and knife-to-the-kidney routine become the tactics of choice, because even a silenced gun might be just too much noise for the situation. Thanks to modern forensic practices, dead men can tell tales. A few skin scrapings left under a dead man's nails can reveal the genetic makeup of his killer; even skin cells on clothing yield information. Gloves and masks become staple clothing, like pants, shoes and shirts. The art of misdirection serves to fool the target into not looking for data in the right area—if they think you're working for a European business cartel, they won't have their moles go through the DEA files looking for your actual identity.

In short, a special operation means a great deal of trouble just to conceal yourself and the mission from discovery. And you can't even brag about them, so forget looking to increase your renown among other mercenaries.

CHOOSE YOUR FRIENDS CAREFULLY

Because your enemies will choose *you*. Most of the time, by the time an operation's over, knowing your identity won't provide much information to the people you just operated against. They might, depending on who they are, try to find you for reprisals—drug cartels, criminal organizations, and fanatics with thin skins and reputations to uphold fit into this category—most special operations targets won't gain much from wiping you out.

What they gain from knowing who you are is the knowledge that you did a dirty on them and are a prime candidate to do it again. So they'll keep tabs on you and inspect any moves you make in order to see if you're moving against them again. Remember, too—some of them may be as good at their jobs as you are at yours.

Furthermore, knowing who you are means having an idea of who you were working for, and your patron may have other enemies who hinder you on the off chance that they're hindering your employer. For instance, if you do a job for the DEA and your enemies learn of it, they're likely to suspect that any further operations you do may be linked to the DEA, and anti-DEA forces will come crawling out of the woodwork to interfere with you in the

future, whether you're connected to the DEA that time or not. The way to stop this sort of action is, of course, to make sure that there's no connection drawn between you and your employer. Good luck.

There are two schools of thought about patron-mercenary relations. The first school insists that you know as much about your employers as possible, trying to find out who or what you're working for—for protection purposes, to be sure you'll be paid, and to make sure you're working for people who aren't in the habit of greasing temporary help (like mercenaries) to ensure secrecy or to avoid payment for services rendered. The down side of this is the risk of too close an association with the patron, which may very well bring the patron's enemies down on you.

The other school of thought advocates "ignorance is bliss" or "what you don't know you can't tell." Here, you attempt to preserve any lack of information on your employer, maintaining as much distance as possible to avoid any but the most tenuous of connections. Mercs following this advice tend to insist on ironclad, fool-proof money-in-advance-in-the-numbered-Swiss-account payment schemes. The down side is, of course, the chance that your employer may be extremely unreliable and prone to cheating in some way or another.

Sticking with more or less reputable patrons can pay off in money, resources, jobs, and information contacts. Your renown may not be high on the outside, but a single recommendation from a powerful and well-connected patron can achieve greater results than a high renown can (remember, it's not what you know, it's who you know). Having friends in high places never hurts, since you may need them if an operation gets FUBAR.

SO WHY DO IT?

The risks and troubles of special operations put many mercs off of them: "Not worth the trouble for the money." And it is true that many of these operations don't pay off as well as a great many bush-war contracts. The average special operation is a one-shot, in-and-out proposition, usually with good intelligence preparation and often minimal firepower risk. The people you go up against are generally not armed to the teeth, sitting around waiting to put high-velocity bits of metal into you. Sure, there are assignments like that, but the pay is raised to match the risk. Most of the time, it's a matter of sneaking into a building to liberate some information or do some sort of dirty work that an agency can't afford to have tied to them—the worst thing you risk is a stint in jail for burglary. A far cry from signing on to an extended position to sit in a Central American/South American/African/Far Eastern tropical forest, waiting to be shot by insurgents/guerrillas/freedom fighters or to catch the latest tropical disease. At least most special operations will keep you relatively close to home and hearth. And if you do a good job on your missions, others will follow. Being a private special operations contractor isn't a bad living, if you can get used to the paranoia.

Special Operations is a dark twist on the already shady world of **Merc: 2000**. It includes more information on the organizations that most mercenaries will get to know on a business basis—the CIA, DIA, FBI, KGB, GRU, MI-6, etc. It also includes enhanced combat rules, including rules for non-lethal combat, precision weapons fire, new melee weapons, the effects of antitank weapons on living creatures, and weapon specialization. Of course, **Special Operations** contains adventures, both for the survivalist world of **Twilight: 2000** and the more complex politics of **Merc: 2000**.

THE REFEREE

The referee's job in **Special Operations** is pretty much the same as it is in any **Merc: 2000/Twilight: 2000** game. There are a few different details for the referee's attention, though. In a **Special Operations** background or campaign, the PCs' actions have personal repercussions ranging far beyond merely completing (or not completing) a mission. Usually, anyone attacked by the characters is going to be around (or some part of the organization will survive) after the attack is over. And they're going to be annoyed, to put it mildly.

Another factor is the fact that the PCs are playing in the big leagues now, and they will be running afoul of organizations like the CIA, KGB and MI-5. The PCs should be aware that NPCs working for these groups are as good as they come and are at least as good at what they do as the PCs themselves. If you use your connections to get the plans of a nuclear facility in Germany, GSG-9 will get wind of it eventually and take steps to find out why you are interested (that's their job, after all).

The referee should advise the players of some of these difficulties so they can make plans to cope with them. In particular, the lack of insertion/retrieval support is important, as well as perpetual emphasis that revealing your patron is almost worse than failing the mission.

SPECIAL OPERATIONS MISSIONS

As discussed earlier, the special operation mission is a lot more involving than the normal "parachute in, shoot anything that isn't nailed down and set fire to whatever is" action. Depriving the enemy of solid information is almost as important as completing the mission, and "no comebacks" becomes a normal precaution.

Pre-Mission Preparations: The level of support received on a special operation can vary widely. Unless the patron has a solid operational basis for smuggling people and equipment into the mission area, the team is likely to have to handle details such as setting up base camp, insertion and retrieval. Any concrete, active support (such as supplying transport for insertion and retrieval) presents a much greater risk that the patron's identity and involvement will be discovered, something which is to be avoided at all costs. If the patron organization *wanted* to be identified, to send some sort of message, they wouldn't need to hire you, would they?

Briefing: Depending on the situation, a special operations briefing can tell the PCs everything about the target they need to know, right down to the guards' names and the serial numbers on their guns. Or if the patrons don't have that much information about the target, the PCs may have to improvise as they go along. Of course, if this is the case, the debriefing after the team returns can be as valuable as mission success—the situation in the movie *Predator* was one of these cases. The intelligence agency didn't know precisely what was in the rebel camp, and the data gleaned from it was more important than wiping out the insurgents. For circumstances like these, make sure to stress the importance of gathering information while on the job by rewarding the team with greater pay, favors, etc. when they return with valuable data.

Insertion: The team usually has to handle this. However, this is not as bad as it sounds, since the target in most special operations missions is near transport and often in the middle of civilization. In cases where the target is off in East Nowhere, patron organizations may provide transport to get the team near the target.

OPPOSITION

As mentioned above, the enemy forces in special operations missions are likely to be more professional and smarter opponents than some normal **Merc: 2000** missions. After all, when a government intelligence agency stoops to hiring professional gunsels to do their dirty work, the work's likely to be very dirty indeed. Of course, the "dirt" on a job may only extend to the patron's unwillingness to be involved with it—a police-sponsored search-and-destroy mission on a neighborhood drug gang would qualify as a special operation, so long as the police wanted no part of it to touch them. If the DEA sponsored such a mission, it would definitely assume the status of a special operation.

EXTRACTION

Extraction is often a better term than retrieval where special operations are concerned, because the team usually has to get itself out of the target area and away from immediate reprisals. Of course, in cases of the target being located in hard to reach territory, the patron may provide transport away from the target as well as to the target.

Extraction may be as simple as a rental car, cabin cruiser or private plane held in waiting at a small airport. It might involve complicated pickup schemes using skyhook rigs, helicopters or special submarines (although this last is very uncommon).

REWARDS

As stated in **Merc: 2000**, the characters aren't running a charitable institution. They expect to be paid—paid well and promptly. In addition, there are other perks to pulling off special operations.

Skill Points: Skill points are awarded as per the **Twilight: 2000** rules on page 138—one point for surviving the mission, one bonus point for each particularly hazardous or particularly intensive skill used, and perhaps an additional bonus point for a player who is particularly good at staying in character or who performs a notably heroic deed. In the scope of **Merc: 2000** and **Special Operations**, bonus points awarded for particularly hazardous or intensive skill use should be applied only to the advancement of the skill in question—this prevents players from concentrating their experience points too much. And when conducting a special operation, award every member of the team a bonus skill point if they accomplished their patron's objectives exactly (the referee will have to be strict but fair when interpreting the patron's *exact* objectives—don't give out this award very often!), as well as concealing both their identities and their patron's identity, if secrecy was desired (it usually is).

Money: Patrons desiring mercenaries for special operations are aware of the deservedly bad reputation of such missions. Therefore, in order to attract competent mercenaries in mercs' sellers' markets, the monetary rewards for special operations are enhanced to 1.5 times the normal amount. For example, a simple, one-day intelligence mission (known as a B&E, since it usually involves breaking and entering to obtain the desired information) would net \$3450 for a successful mission, instead of the normal \$2300. Some missions, depending on the patron and the mission, may offer even greater rewards for success-only missions where there's no money up front but a great deal more than normal if the mission is a success.

Reputation: In the special operations racket, renown is not necessarily a good thing. The referee should keep *two* Renown counts—one is the normal Renown count, and the other is the *Reputation* total. Renown is earned as per the rules in **Merc: 2000**, page 48, and is always positive, since it aids in attracting patrons. One point of Reputation is earned every time the team participates in (whether they succeed or not) a mission where they leave enough evidence to link them to the mission (see Signing Your Jobs, below). Add half this Reputation total to Renown when attempting to attract patrons who don't care about comebacks and are more interested in the team's fame than in secrecy. *Subtract* Reputation from Renown when attempting to attract special operations patrons.

Reputation has another effect—that of making the team more conspicuous and well-known. The consequences of this are detailed in Friends and Enemies on page 9.

TARGETS

Targets are rated like patrons, in levels I to V. The level indicates the amount of resources available to the target, for investigation, intelligence gathering and raw manpower (which also translates into reprisal strength in many cases).

Level I: Private individuals with a few connections. A private eye or a single police detective would fit into this category. Also, larger groups with poor investigative skills, like a drug gang, a small terrorist organization or another mercenary group, would fall under this heading.

Level II: Limited-scope intelligence-gathering bodies, small organizations with decent investigative skill, but lacking the contacts and range to gather information out of their area. Most police departments around the world apply, as do a great many corporations, who aren't interested in anything beyond their operations. Most druglords and mobs also apply.

Level III: Small (by superpower standards) intelligence organizations, like small national agencies, large police departments, customs agencies, organized crime groups (by virtue of their connections) and so on.

Level IV: Medium-sized government intelligence organizations and extremely good corporate security organizations. The once-mighty KGB and GRU fit into this category—they've lost a great deal of their power with the collapse of Soviet central authority.

Level V: Large government intelligence organizations, such as the CIA, DIA, FBI, Interpol, MI-5 and -6, SDECE and BND.

The target's level is the deciding factor in discovering a team's identity (and through that information, the team's patron). If the team members took normal precautions to protect their identities

(and that of their patron), then the target's level is treated as a skill level to unmask the team. Normal precautions make it an Average: Target level task. Supremely paranoid precautions (everyone disguised, destroying all security surveillance information, wearing gloves when loading clips to prevent fingerprinting the shells, cleverly decoying the target into believing it's another group that did the job, etc.) make discovering the team's identity a Difficult: Target level task. If the team goofs up and leaves all sorts of evidence, but the target has reason to be fooled (or not investigate the incident too closely), then discovering the team's identity is an Easy: Target level task.

SIGNING YOUR JOBS

It has been said that forensic science has advanced to such a degree that there is no crime where evidence cannot be discovered, ranging from elementary fingerprinting to genetic cell analysis and molecular testing. The extreme levels of analysis are seldom used, due to their cost, and forensic analysis isn't often applied to sites of mercenary activities. But some organizations would use basic forensics to aid their intelligence and counter-intelligence arms in discovering who was behind a raid. And nearly every organization will do what it can to find out who was responsible for an attack or other special operation.

The referee has the task of determining whether the team left enough evidence to finger them for the job. Sometimes this will be easy—if the team is sloppy, talkative, fails to conceal team-member identities, allows pictures to be taken while on the job (many corporations and government organizations have automatic or supervised video security), etc., then the team will be identified, and fast. If the team takes normal precautions (disguises, fooling security, maintaining secrecy, not being caught, etc.), then the chance of the target discovering just who hit them depends on the power of the target. Although we give task rolls for this, in the final analysis, it is up to the referee to determine to what extent the team has been compromised.

Time: The time required to investigate the team's identity is highly variable. Easy identifications take 2D6 hours; Average identifications take 2D6 days; Difficult identifications take 4D6 days. Subtract the target's level from the dice roll. For instance, a level V target needs 2D6–5 days to identify a team that hit them and was careful about it.

Outstanding success divides the time required for identification by 2. Failure means the target failed to identify the team. Catastrophic failure means the target identified *someone else* as the culprit!

Needless to say, the referee makes this test roll secretly. The characters won't know much about the investigation until one of their contacts tells them about it, the investigators gets too close during the hunt, or the investigation succeeds and the target comes after the mercs.

Determined Enemies: Some targets are more stubborn than others. It is up to the referee to determine if a target will continue an investigation after the first one, in hopes of finding the responsible parties. Each month, a determined target may make another attempt to discover the team's identity. Each attempt is one level more difficult than the first attempt (i.e., an Average task becomes a Difficult one, and a Difficult task becomes one-fourth the target's level). Any Catastrophic Failure ends any further chances of continuing the investigation, since the mystery has been officially solved when the other group was fingered.

FRIENDS AND ENEMIES

The special operations arena is an even more tight-knit club than normal mercenary operations. The best way to get employment is to prove yourself with success. A good track record is the best way to ensure continued employment.

After a few jobs for the same employer, the team can count on that employer for further assignments. In addition, the number of successful missions performed for that employer becomes a "skill level" for requests for assistance and favors. In short, the employer becomes a *friend*—not quite as reliable as a contact, and certainly a lot less personal, but wielding a lot more power and influence.

The difficulty of the task roll for assistance depends on the relative "cost" of the favor asked. For instance, asking the CIA to run a background check on a minor terrorist (or someone else of minor or little importance) would be an Easy test. Asking for a transport plane retrieval from an unfriendly country would be Difficult—unless the team explained why they wanted the plane, who they were working for, what they were going after, etc. And even then the difficulty would only be lowered to Average. You see, the "cost" of a favor can be offering something in return—currency, favors, information (information, in the special operations business, is often worth more than currency).

Don't press your luck—friendship can wear thin fast. Each request for aid or assistance after the first in the same month is one level of difficulty greater. And once a catastrophic failure is rolled (it will eventually be rolled, if the team persists), your friend gets the impression that you're presuming on your friendship and severs the relationship. Your record with that patron is back to square one: You have to start racking up new mission successes to build the relationship once again.

Enemies are easier to make. Just put the screws to a target—the organization that you hit is likely to become very irritated with you, swiftly. The referee should keep a record of organizations that the team has worked against. If a team only does one mission against an organization, there is still a chance that the organization will consider the team for hiring, should the chance come up. The chance is a Difficult: Renown test.

If the team hits an organization *twice*, the chance turns to the possibility that the organization will consider actively working against the team if the team ever shows up in the organization's territory. The chance is a simple 12—Renown roll on 1D10. If the team hits an organization for the third time, the team is now on the organization's (censored) list and is fair game.

Enemies will not always move directly against a team. Sometimes the enemy will manifest as more subtle treachery, like keeping an eye open for the team and tipping off their target! And sometimes enemies will cloak their intentions and put the team to use, say, to betray a favorite patron or friend, or to act as unwitting double agents. The directness of enemy actions is up to the referee, who must take the enemy's purposes, organizational makeup and general character into account.

Finding the Team: One of the bad points of Reputation is that the team's members are known and easily identified. The team's Reputation is used as a chance that the team's enemies will detect them whenever they enter an enemy's territory, or when the team and an enemy are in the same place. Depending on the precautions that the PCs take when they enter a country, city or other enemy zone of operations, the chance that any given enemy will detect the team will be Easy: Reputation (if the team is being

sloppy), Average: Reputation (if the team is taking normal precautions), or Difficult: Reputation (if the team is being so secretive even they don't know what they're doing or who they are).

Once a team is spotted, the enemy's actions are up to the referee. This is a great plot device—for instance, an enemy may decide to hinder the team during their mission, tripping all the alarms after the team penetrates the target. Or an enemy could ambush the team as they prepared for their mission—a sure sign to scrub the mission. Or they could alert local authorities of the team's whereabouts, identities, cover, aliases, etc., which would surely make extraction an interesting part of the adventure.

Finally, if a team really angers an enemy, subtlety will probably be discarded, and the team will be attacked while between missions, one after another or simultaneously. This is great cinema and provides a great reason for the team, if it survives the attack, to work towards wiping out the enemy in question.

As usual, the referee can decide that organizations are friends or enemies, without resorting to the die-rolling process. Keep such choices logical—a drug cartel that's had two "factories" torched, several leaders assassinated and a massive load of drugs destroyed by a mercenary team is not likely to be friendly with that team. Not unless the cartel is really a "front" set up by the DEA and deliberately hit by the mercenaries in order to fool the other cartels into accepting it, setting them up for the big fall...

The possibilities are endless.

SPECIAL OPERATIONS PATRONS

The people most likely to hire for these missions are *government-based intelligence agencies*: the US "alphabet soup" bunch (CIA, DEA, DIA, DoD, FBI, NSA, NSC), the Soviets (KGB, GRU), the British MI-5 and MI-6, the French SDECE, the German BND, and other less-renowned intelligence agencies tied to less-illustrious powers (all these agencies are covered more fully in the World Intelligence Agencies chapter, page 10). These government groups are usually professional, somewhat hidebound and slow (they are, after all, bureaucracies), and competent.

Next on the docket are *corporate intelligence agencies*. These agencies may be direct subdivisions of corporations, detached agencies, or even shadow agencies isolated from their parent companies by layers of dummy corporate ownerships. They range from stupefying incompetence to crackerjack professionalism and speed, and their policies towards outside help are equally diverse—it all depends on the policy of the parent company or even the agency management. Corporate patrons tend to pay more than government patrons, but their motives are even less clear and the jobs they want done a little more raw. After all, they're hiring you to do something they don't want to do themselves. You don't often walk away from a corp job feeling good about what you've done.

Last on the list are the *private contractors*. These people range from front-men for criminals to concerned citizens. They are even more diverse than the corporate agencies in attitude, honesty and how they feel about mercenaries. Their preparatory information is not likely to be near the caliber of more professional operations. And they don't pay as well. On the other hand, private contractors often lack the immense punitive resources available to governments and the corporates. Just watch them carefully and make sure you're not working for someone who's going to sell you out or knife you when your back is turned.

WORLD INTELLIGENCE ORGANIZATIONS

The world of special operations is dominated by the government intelligence agencies. For years, the superpower agencies of the Soviet Bloc and the US and its allies were the major players in the special operations game. Now, with the rise of corporate power and the weakening of governmental power, agencies formerly considered pawns or minor players assume greater importance.

Special Operations looks at the intelligence agencies of the world (and the known terrorist organizations) from the standpoint of their influence on mercenary operations, rather than from a political, economic or military standpoint.

UNITED STATES ORGANIZATIONS

Central Intelligence Agency (CIA)

Target Level: V

Area of Operations: Worldwide (except, in theory, the United States of America)

Purpose: Intelligence gathering, espionage, counterespionage

Type of Operations: All, from assassination to sabotage

Uses Mercenaries?: Somewhat frequently

Patron Level: I-IV

Background: The CIA was formed after WWII in response to the poor state of US military intelligence. It was thought that a central agency, coordinating all the reports of the various military and civilian intelligence agencies, could work more efficiently than the disparate and divisive agencies already in existence.

The CIA moved beyond this duty (which has become the primary task of the NSA) to become involved in all sorts of espionage/intelligence activities. Historically, it did not establish a good track record for competence among the international espionage fraternity, a stigma which persists to this day.

Legally, the CIA is forbidden to have operations proceeding inside the boundaries of the United States. J. Edgar Hoover, director (and, some say, dictator) of the FBI at the time, used his considerable influence to make sure that no other agency intruded on his stranglehold on internal intelligence. In fact, the CIA's operations routinely take place inside the US, in order to deal with foreign involvement in US affairs.

The CIA still does a great deal of intelligence gathering and evaluation, and remains the major US intelligence arm. It does not undertake active espionage as often as its foreign counterparts—activities such as sabotage, assassination, counterterrorism, insurrection, law enforcement, etc.—and is still hampered by a ponderous bureaucracy, under-trained agents and support structures, a lack of cooperation from many government agencies (including the FBI and the Secret Service, a legacy of J. Edgar Hoover's jealousy), the reputation for incompetence, and, now, reduced funding and personnel. The active espionage activities that the CIA does sponsor are usually less than successful—at least those which reach press notice.

Special Operations: The CIA has a willingness to turn to

mercenaries. In the past, sponsorship of freedom fighters and insurrectionists was common. With reduced funds all around, independent (and trustworthy) mercenaries are a more economical solution—the reasoning being that professionals are more likely to successfully complete an operation in a shorter amount of time and with less support than nonprofessionals. The agency usually insists that there be no comebacks—if they want the target to know who was behind an operation, they'll leak it on their own and take the glory.

Special operations for the CIA are more likely to be B&E, black-bag jobs, looking for data and information rather than bloodshed. On occasion, there are "sanctioned" missions, where the CIA wants someone dead or set down permanently. These are very, very rare, because the CIA can usually call on the US military to handle aggressive missions. When the job is dirty and the CIA doesn't want any official agency involved, the mercs are called in to do it.

CIA mission support usually consists of good intelligence for briefings, decent local intel support and assistance with gaining access to foreign countries, steadiness—the company isn't well-known for double-crossing or abandoning employees—and more material support (vehicles, supplies, etc.) than most intelligence agencies are willing to part with. The CIA's funding may have been cut, but the company is still wealthier than many of its contemporaries.

Defense Intelligence Agency (DIA)

Target Level: IV

Area of Operations: Worldwide

Purpose: Military intelligence and threat evaluation

Type of Operations: Intelligence gathering

Uses Mercenaries?: Sometimes

Patron Level: III

Background: The DIA is somewhat similar to the Soviet GRU in that its primary purpose is keeping an eye on enemy weapons and threat capabilities. Unlike the GRU, the DIA doesn't engage in active sabotage and espionage, devoting its efforts to gathering information.

Any threat to the USA is the province of DIA investigations, particularly if the threat is backed by foreign powers. For the most part, DIA efforts take place beyond the borders of its parent country.

Special Operations: The DIA rarely uses mercenaries. Free-lance operatives can supplement their income by providing the DIA with information (so a contact in the DIA is valuable), but the DIA uses US armed forces for active strikes.

Drug Enforcement Agency (DEA)

Target Level: IV

Area of Operations: Worldwide, but concentrating on the US and Western hemisphere

Purpose: Elimination of narcotics use, manufacture and smuggling into the United States

Type of Operations: Intelligence gathering, law enforcement, customs, attacks against narcotics dealers, manufacturers and smugglers

Uses Mercenaries?: Yes, usually outside the borders of the US

Patron Level: III

Background: The DEA is the enforcement arm of the Bureau of Narcotics. In the 1980s, a "war on drugs" was declared, representing a shifting of resources to attempt to deal with the growing narcotics problem in the US. Since that time, the DEA has been at the forefront of a losing battle against narcotics and the industry that produces them. In the '90s, the problem worsened with the discovery of the narcotic *crank*, which produces many of the same effects as crack cocaine, except that crank can be chemically manufactured in almost any city in North America. The DEA's efforts have shifted to matters inside the US, and operations outside the US have been relegated to secondary importance.

Special Operations: The DEA maintains operations outside of the US, and these provide most of the mercenary opportunities for DEA patronage. These missions fall into two categories: information and assault. Information missions are usually black-bag and extremely secret—what's the good of discovering the location of an opium mill if the owners know that you know where they are? They'll simply pick up and move elsewhere. Assault missions are aimed at a specific target, with the intent of wiping out the target. These missions include assassinations and sabotage, as well as straightforward destructive assaults. Assault missions typically require no comebacks.

DEA support grows with the importance of the target and is definitely better in the Western hemisphere than it is elsewhere. Most of the time, information on the target is adequate for assault missions and less so for information missions—after all, the point of an information mission is to gather target information.

The DEA is fond of using deniable mercenaries for covert assaults on narcotics manufacturers, in order to avoid accusation of murder or interference in another nation's affairs.

Department of Defense (DoD)

Target Level: V

Area of Operations: Worldwide

Purpose: Parent super-organization commanding US Armed Forces

Type of Operations: Intelligence gathering, security

Uses Mercenaries?: Rarely

Patron Level: II

Background: The DoD is the massive bureaucracy occupying the Pentagon in Washington D.C. It includes the commands of all US Armed Forces and issues their orders. Every US military man or woman is, by definition, a member of the DoD.

Special Operations: The DoD rarely has to hire mercenaries. It has one of the world's largest (and certainly most powerful) militaries under its command, including a variety of special forces units. Because of this, the DoD disdains hiring mercenaries—after all, what can they do that the DoD's forces can't? When the DoD has to hire mercenaries, it is because it does not have

suitable US forces in the area, or it wants deniable persons to do a no-comeback job. Most often, DoD patronage consists of DoD personnel hiring mercenaries, old friends of theirs or people whom they trust—this accounts for the organization's relatively low patron level.

DoD support varies. It usually includes serviceable intelligence briefings, about what the mercs were used to in military service. Sometimes insertion and retrieval support is also provided. Travel support is only provided if the team is going to be shipped to the job's location.

Department of State (DoS)

Target Level: III

Area of Operations: Worldwide

Purpose: Advancement of US interests through diplomacy

Type of Operations: Intelligence gathering, rescue coordination

Uses Mercenaries?: Rarely

Patron Level: II

Background: The US State Department is the diplomatic-relations arm of the US government. It has facilities in almost every nation on Earth, and gives assistance to Americans involved in foreign entanglements.

Special Operations: The State Department almost never uses mercenaries. The department isn't in the business of warfare (quite the opposite) and espionage. Any mercenaries hired by the State Department will be hired independently by State Department officials to handle problems "unofficially," which accounts for the low patron level. This definitely means covert, no comebacks and little support.

DoS jobs are usually rush jobs, dealing with local problems that are too urgent or too sensitive to call in US troops. The DoS uses force as the last option, usually when it's almost too late. For instance, a State Department official might contract a mercenary team to rescue an important hostage, or to grease a dangerous terrorist organization which threatens the official or an important American citizen. State Department jobs nearly always involve merc teams already in the area (or nearby), and are always "off the record" and deniable.

Support consists of briefing information, which ranges from excellent (rare) to mediocre. Once the information is handed to the team, they're on their own. Whether the mission is a success or not, the mercs never dealt with the department, understand?

Federal Bureau of Investigation (FBI)

Target Level: V

Area of Operations: United States of America

Purpose: Law enforcement

Type of Operations: Criminal investigation and law enforcement

Uses Mercenaries?: Rarely

Patron Level: II

Background: A part of the Department of Justice, the FBI is the primary national law enforcement agency in the United States of America, and is charged with criminal investigations that cross state jurisdictions. This includes cases that cross the national border, so international crimes within the country are the FBI's business. Federal crimes—such as tax crimes, anti-trust crimes

and environmental crimes—also fall into the FBI's jurisdiction. The FBI can investigate any federal crime within the US.

Special Operations: The FBI does not hire mercenaries. Individuals attached to the FBI might hire mercenaries to undertake something ethical but illegal, like wiping out a drug ring or attacking a crime syndicate, but these missions would be strictly at the word and discretion of the patron official. In short, the official would be hiring the team on his own (usually out of a desire to see the target "brought to justice," one way or another). The fact that the patron is also an FBI agent would not enter into the contract. FBI patron missions are always no comeback, covert or clandestine missions.

Because of this, the only mission support FBI patrons can provide is accurate briefing information.

National Security Agency (NSA)

Target Level: IV

Area of Operations: Worldwide

Purpose: Information gathering

Type of Operations: Electronic information gathering and evaluation

Uses Mercenaries?: Rarely

Patron Level: II

Background: The National Security Agency (which was not even allowed to publicly acknowledge its own existence until the 1970s) is devoted to gathering and evaluating information through electronic media. The agency lives through wire-tapping, bugging, snooping and interception of broadcast media of all sorts. It is not really an "active" agency, engaged in any sort of espionage. It does provide a great deal of information for other US intelligence agencies, though.

Special Operations: The NSA rarely hires mercenaries. If it does, the mercenaries won't know it, because of the layers of intermediaries and subcontractors employed by the NSA. NSA-backed mercenary operations are always clandestine, intelligence-gathering, B&E jobs, swathed in secrecy.

National Security Council (NSC)

Target Level: II

Area of Operations: United States of America

Purpose: Presidential advisory committee on security

Type of Operations: Intelligence evaluation

Uses Mercenaries?: Rarely

Patron Level: IV

Background: The National Security Council is the president's advisory council on security matters (which often include military matters). It is made of appointees drawn from government posts (such as the head of the CIA, etc.) and private citizens whose advice the president considers valuable. As such, it is not a formal governmental body, except to the extent that its members hold government positions.

The NSC is not involved with any active intelligence or espionage matters. Its job is to evaluate intelligence and bring the matter to the president's attention.

Special Operations: When a member of the NSC needs to use mercenaries, he's either taking matters into his own hands, or the subject is so sensitive that it can't be referred to one of the US' vast number of special operations groups or agencies. This

means that the matter is particularly ticklish, and any job backed by the NSC is going to be extremely clandestine, no comebacks, and no slipups tolerable. No team with a Renown of less than 10 will be considered for an NSC job, and the referee should make any NSC jobs sheer nightmares of intrigue, danger or risk.

NSC support always includes excellent briefing material (burn after reading!) and may well include extra money up front to assist in transport, insertion and extraction. NSC support only includes assistance from US forces when the mercenary team serves as an ignition for full-scale US military intervention, a nightmarish scenario for most mercs. You may even get a book of White House matches!

RUSSIAN COMMONWEALTH (EX-USSR) ORGANIZATIONS

Komitet Gosudarstvennoy Bezopasnosti (KGB)

Target Level: V

Area of Operations: Worldwide

Purpose: Intelligence, espionage and counterespionage

Type of Operations: Intelligence gathering, espionage, counterespionage, sabotage

Uses Mercenaries?: Rarely

Patron Level: III

Background: The KGB, still the largest intelligence agency in the world, was formed just after the Russian Revolution of 1917. Although it changed names several times in the intervening years, it was still the same body that is now called the Committee for State Security (*Komitet Gosudarstvennoy Bezopasnosti*). It has always been just that—a blanket agency with the responsibility of maintaining internal and external security for the state. Controlling aspects of security from border guards to intelligence analysts to spies, both foreign and domestic, the KGB boasted a total complement of nearly 750,000 employees at one time—demonstrably the largest intelligence bureaucracy in human history.

The KGB is smaller now, thanks to smaller budgets and lean times. The KGB's executive branch has dealt with the financial crisis by cutting the size of the domestic branch, dropping expensive foreign projects, and firing a large number of paper-pushers, replacing them with more efficient computerized data processing. The overall effect is that the KGB is no longer the feared "Big Brother" it once was, but anyone operating against the KGB soon finds that the organization has lost none of its ruthlessness and effectiveness. Instead, the KGB has been forced to run "lean and mean," actually increasing its efficiency as it decreases its operations. In particular, *Smert'shipionam* ("Death to Spies," aka Smersh) is as dangerous as ever.

No longer does the KGB back Marxist insurrectionists the world over. Money that used to be spent on terrorists is transferred to intelligence operations in Armenia, Georgia, Azerbaijan and the rest of the Islamic republics. The other republics, particularly Ukraine, watch these troublemakers with unease. The KGB is not trusted in these separatist countries.

The KGB does still protect Soviet concerns abroad, and the information-gathering arm is still as strong as ever.

Mercenaries striking against Soviet targets may find the KGB called in against them, if the target is important enough.

Special Operations: When the KGB wants dirty terrorist jobs done, it sends money or other payment to Libya, which serves as

sort of an intermediary/hiring hall for KGB interests. Jobs that used to be done by the infamous Bulgarian assassins now go to Islamic terrorists from Quadafi's stable.

On rare occasion, a KGB scenario will call for western mercenaries, usually to serve as patsies for some sort of convoluted plot. These missions are typically arranged without the mercs' knowing who really hired them. Mission support is provided as appropriate to the KGB agent's patron cover. The mission may be straight—that is, just as the patron outlines it—but if it is, the mission still serves KGB interests. Most of the time, the mission is a double-cross, and the team is left high and dry, with the impression that they're working for someone else (someone the KGB wants to get into trouble).

Free-lancers: With so many layoffs and budget cuts, the KGB has flooded the free-lance espionage market with many competent agents, some of whom are willing to work for less than their free-world counterparts, others demanding top fees. Running into ex-KGB (and ex-GRU—see below) agents on a mission is a real possibility. Furthermore, a great many ex-KGB/GRU agents don't care much about the morality of working for immoral employers—mercenaries may find themselves facing these agents as opponents.

Glavnoye Razvedyvatel'noye Upravleniye (GRU)

Target Level: IV

Area of Operations: Worldwide

Purpose: Military intelligence

Type of Operations: Intelligence gathering, sabotage

Uses Mercenaries?: Rarely

Patron Level: II

Background: The GRU was formed as a military intelligence and espionage agency, under the control of the Soviet army rather

than control of the KGB. Its main purpose was that of gathering military intelligence the world over and providing special forces with extraordinary strike capability, from saboteurs to the *Spetsialnoye Naznachenie* (Spetznaz).

The budget cuts hit the GRU harder than the KGB. In the wake of cutbacks and operations losses, the GRU is a skeleton of its former power.

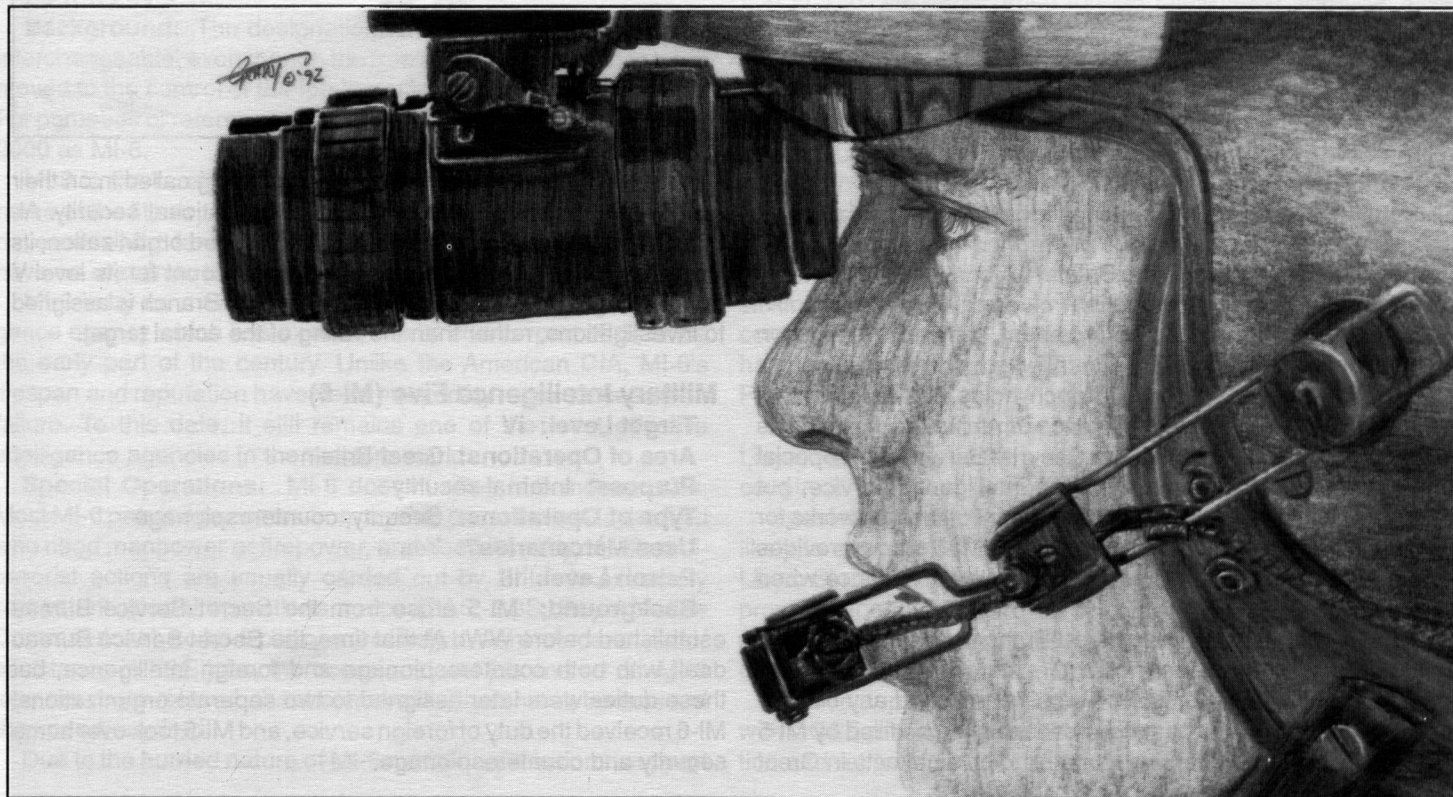
It maintains some of the special forces units (the Spetznaz and the VDV Air Assault Force) but has been forced to almost completely cut military advisor presence and arms shipping programs abroad.

Special Operations: The GRU does use mercenaries, strangely enough. These uses are very infrequent, and almost always overt. The GRU *wants* its targets to know who attacked them—to the point of providing Soviet weapons and training for the mercenaries. This is in order to maintain some sort of international presence, a "fierce front" image.

The GRU expects its mercenaries to be competent enough to avoid being caught alive—it wouldn't do to have stories of the GRU hiring foreigners to do their jobs. Still, hiring mercenaries for a mission every few months is less expensive than using precious Spetznaz for the job.

GRU support is variable. Briefing information ranges from horrible to pretty good. Travel, insertion and retrieval support is good—sometimes the GRU will provide the mercs with Soviet equipment (guns, munitions, uniforms) to maintain the image, up to and including lending Mi-24 Hind attack helicopters!

Free-lancers: The GRU has provided even more mercenaries to the pool of special operations and cadre troops than the KGB. Ex-GRU operatives are likely to be military advisors, following their old trade or special operatives (elite troops, spies, etc.) rather than grunt ground-pounders.





UNITED KINGDOM ORGANIZATIONS

Special Branch

Target Level: V

Area of Operations: Great Britain

Purpose: Criminal investigation

Type of Operations: Law enforcement, criminal investigation

Uses Mercenaries?: No

Background: The Special Branch holds the distinction of being Great Britain's oldest intelligence organization. It serves as the legally official arm of MI-5, the Security Service. The Special Branch is not actively engaged as an intelligence service, but rather as a sort of detective and police organization that works for MI-5. Special Branch makes all the arrests in MI-5 cases, provides royal and embassy security, and assists with surveillance when asked.

Special Operations: The Special Branch never hires mercenaries, since its purpose does not require mercenary assistance—remember, Special Branch is MI-5's police unit, and any circumstance requiring the services of mercenaries can be filled by MI-5 agents. However, mercenaries committing criminal acts in Great

Britain can depend on the Special Branch being called in on their case, if the circumstances threaten British national security. Although the Special Branch is only a middle-sized organization, its close ties to MI-5 and its professionalism account for its level V target rating. This rating is used if the Special Branch is assigned to investigations, rather than the rating of the actual target.

Military Intelligence Five (MI-5)

Target Level: IV

Area of Operations: Great Britain

Purpose: Internal security

Type of Operations: Security, counterespionage

Uses Mercenaries?: Yes

Patron Level: III

Background: MI-5 arose from the Secret Service Bureau established before WWI. At that time, the Secret Service Bureau dealt with both counterespionage and foreign intelligence, but these duties were later assigned to two separate organizations. MI-6 received the duty of foreign service, and MI-5 took over home security and counterespionage.

For a time, MI-5 was plagued by a "mole"—a turncoat agent within its own ranks—until the 1970s, when the organization developed a sudden burst of competence, and MI-5 has had a good record of service ever since. MI-5 operatives are easily as competent as their KGB counterparts, and the agency continues to do a good job of foiling foreign espionage and sabotage in Great Britain.

MI-5's job of dealing with internal security and counterespionage makes it a natural enemy of mercenaries conducting operations inside Great Britain. The British take a dim view of mercenary operations—for one thing, they're illegal by definition. After all, if you have to hire mercenaries to do something, then it's probably something you can't (or don't want to) accomplish legally.

Special Operations: The one place where MI-5's good record falters is in Northern Ireland. The "troubles" continue unabated, and the British seem unable to stop them. MI-5 does employ foreign mercenary troops for specific operations rather than as garrison troops. These missions are covert, no-comeback jobs, usually wet jobs to put down terrorist leaders and to attack strike marshalling areas before the strikes can occur.

Mission support includes good briefing intelligence and sometimes insertion assistance. If retrieval assistance is given, it's the army, which means the team has been sent in to confuse matters and give the army an excuse to move in and mop up.

Military Intelligence Six (MI-6) or Special Intelligence Service (SIS)

Target Level: IV

Area of Operations: Worldwide, except Great Britain

Purpose: Foreign intelligence

Type of Operations: Intelligence gathering, espionage

Uses Mercenaries?: Yes

Patron Level: III

Background: The designations MI-6 and SIS have become interchangeable, even though the true MI-6 department has been moved to the control of the foreign office, instead of home office. For purposes of reference, the organization is referred to in **Merc: 2000** as MI-6.

MI-6 is the foreign intelligence arm of Great Britain. It is the home of the literary myth of James Bond, whose cinema exploits have made MI-6 familiar to millions of people who would otherwise have no reason to know of the agency.

MI-6 is by no means "James Bond." It is a competent intelligence agency which has existed, like its counterpart MI-5, since the early part of the century. Unlike the American CIA, MI-6's lifespan and reputation have been marked by more success than failure. To this date, it still remains one of the most effective intelligence agencies in the western world.

Special Operations: MI-6 doesn't often hire mercenaries. Most MI-6 patronage comes from agents or controllers in the field who need manpower or firepower, and need it swiftly. MI-6's anti-terrorist actions are usually carried out by Britain's extremely competent special operations troops (SAS, SBS, Royal Marine Commandoes), so MI-6 patrons are likely to want mercenaries for assistance in B&E jobs, the occasional wet job and so on. MI-6 jobs are more relaxed about comebacks than most, because of the speed required.

Due to the hurried nature of MI-6 mercenary missions, support

is minimal. Insertion and retrieval assistance is usually nil; travel assistance isn't necessary—the mercs will probably be hired on the spot or very near to the target country. But briefing intelligence is as good as the individual patron can provide because the patron is probably part of the operation! Not directly with the team, but off on the side doing something more suited to the patron's talents. For the benefit of referees using MI-6 agents as direct participants, they vary from Veteran to Elite NPC level.

FRENCH ORGANIZATIONS

Défense et Surveillance du Territoire (DST)

Target Level: III

Area of Operations: France

Purpose: Internal security

Type of Operations: Counterespionage

Uses Mercenaries?: No

Background: The DST is roughly the same thing as Britain's Special Branch plus MI-5. It is in charge of internal security, which includes protecting France's nuclear industry, and the usual job of keeping track of foreign agents in the country.

The DST is the agency which mercenaries run afoul of if they commit offenses against the interests of France inside its borders.

Direction Générale du Sécurité Extérieure (DGSE)

Target Level: IV

Area of Operations: Worldwide, except France

Purpose: Foreign intelligence

Type of Operations: Espionage, intelligence gathering, subversion, armed insurrection

Uses Mercenaries?: Yes

Patron Level: III

Background: The DGSE (formerly the SDECE, until reformation in 1982), is the French foreign intelligence service. Once largely staffed by voluntary military personnel (who had other government occupations and were not paid for their espionage services!), it is now a largely civilian agency, like its counterparts MI-6 and the CIA.

The DGSE has had a turbulent history, complicated by France's political infighting, disputes with DST, and headstrong directors who overstepped their authority (such as Alexandre de Marenches, who had the agency performing 80% of its operations within the borders of France, and Admiral Pierre Lacoste, who ordered the sinking of Greenpeace ship *Rainbow Warrior* in 1985). But recently, the DGSE has proved to be more competent and less hampered by the normally chaotic state of political war that is a French trademark.

DGSE is particularly involved in the war between Chad and Libya, helping to funnel arms and espionage aid to the small country.

Special Operations: Mercenary operations for DGSE are likely to concern the ongoing, low-level war between Chad and Libya. Since using French troops on guerrilla assaults would only provoke repercussions from Libya and its Arab allies and supporters, mercenaries are perfect for a number of jobs striking at Libyan objectives and terrorist camps.

Mission support on a DGSE Libyan mission is usually good, with DGSE providing good briefing intelligence, as well as insertion and retrieval aid. Missions of this sort are semi-covert—the

DGSE should not be directly involved—and usually pretty dangerous, because Libyan objectives are guarded by men made paranoid by the presence of enemies to the south.

GERMAN ORGANIZATIONS

Bundesnachrichtendienst (BND)

Target Level: IV

Area of Operations: Worldwide

Purpose: Espionage

Type of Operations: Information gathering, espionage

Uses Mercenaries?: Rarely

Patron Level: III

Background: The *Bundesnachrichtendienst* (Federal Intelligence Office) is a descendant (some would say a direct descendant) of the old Nazi espionage organizations, formed after WWII using a high proportion of “former” Nazis. The Soviet Union continued to be the BND’s main concern from its formation to the present, although the weakened status of its eastern neighbors, reunification and the new threat of renewed terrorism have managed to shift its emphasis somewhat. Given the touchy national situation of the Baltics and the southern Soviet states, the BND continues its watch on the former members of the Eastern bloc, ready to warn of impending war.

The BND is not as concerned with the dirtier sides of espionage as some of its foreign contemporaries. Sabotage and subversion are slighted in favor of pure information acquisition. And while the BND is concerned with the possibility of terrorism, dealing with terrorists is left to the BfV (and its military counterpart, MAD).

Special Operations: BND special operations are almost always clandestine, black-bag operations, usually to find out some piece of information in one of Germany’s eastern neighbors. Foreigners already on assignment in one of these countries may be contacted by the BND to do a quick job and lift some data.

Mission support begins and ends with briefing intelligence. And mercs working for the BND are cautioned to avoid detection at all costs or to trick the target into believing that the team is after something else, because if the team’s objective is discovered, the information retrieved will probably be rendered useless.

Federal Office for the Protection of the Constitution (BfV/MAD)

Target Level: III

Area of Operations: Germany, eastern Europe

Purpose: Counterespionage

Type of Operations: Counterespionage, counterterrorism

Uses Mercenaries?: Rarely

Patron Level: II

Background: The dual agency of the BfV/MAD is in charge of counterespionage for the German state. It is responsible for security, watching foreign and hostile agents, and providing counterterrorist forces with information and orders.

Special Operations: The BfV/MAD rarely hires mercenaries. Occasionally, a BfV officer will contact mercenaries to carry out a diversionary action or to go to a foreign country to gather information on a terrorist organization. They don’t need assault troops, they can call on GSG-9 when they need armed assaults.

Mission support is good briefing intelligence and travel assistance if the mission is beyond Germany.

ISRAELI ORGANIZATIONS

Mossad Letafkiddim Meyouchadim

Target Level: V

Area of Operations: Worldwide

Purpose: Intelligence gathering

Type of Operations: Intelligence gathering, espionage, agent training

Uses Mercenaries?: No

Background: Mossad (as it is called for short) is one of the most feared intelligence organizations in the world. It is also one of the most successful.

Mossad tends to concentrate its efforts on the Middle East, which is where most of Israel’s enemies are located. Its duties there are to keep tabs on Israel’s enemies, infiltrate and subvert Israel’s enemies, and deny power to Israel’s enemies. Duties away from the Middle East include acquisition of new military technologies, gathering information on every country (you never know who might turn into an enemy, or aid one), training agents from friendly intelligence agencies, and conducting espionage against Israel’s enemies abroad.

Perhaps the single-minded goal of protecting and improving Israel’s position in the world helps account for Mossad’s success while having such a small manpower base. Current estimates place Mossad’s manpower at 2000 to 3000, or 0.25% of the KGB’s once-mighty personnel count.

Mossad is likely to be called in if mercenaries threaten Israel’s interests or security. And Mossad does not hesitate to kill anyone who proves to be a serious threat to Israel or who attacks Israeli troops. Assassination, sabotage, blackmail, infiltration, theft—there is practically no expedient that Mossad won’t use.

Mercenaries going against Israel in the Middle East are likely to be tracked by Mossad and dealt with by the Shin Beth (see below).

Special Operations: Mossad doesn’t use mercenaries—they’re unreliable by comparison to the average Israeli unit, much less to the average Mossad officer.

Sherut Bitachon Klalt (Shin Beth)

Target Level: III

Area of Operations: Middle East

Purpose: Internal security

Type of Operations: Counterespionage, internal security, information gathering, counterterrorism

Uses Mercenaries?: No

Background: The Shin Beth (pronounced Shin Bet, the two Hebrew letters of its acronym) is Israel’s counterintelligence and internal security arm. Even smaller than Mossad (1000 to 2500 members), Shin Beth is an extremely effective organization. It works hard to gather any information on Arab enemies, to the extent of espionage against its allies. In addition, Shin Beth maintains files on *anyone* who has a police record in Israel, and it has a phone-tap system that allows listening in on any phone in Israel.

Shin Beth handles counterterrorism inside Israel or any of Israel’s possessions. Their methods have come under fire for allegations of torture and brutality.

Special Operations: Shin Beth is likely to be the most brutally effective, yet still highly skilled, opponent any mercenary group

could have the misfortune to run up against. All Shin Beth combat officers count as Elite troops, and they'll use any trick in the book to achieve their objectives.

OTHER ORGANIZATIONS

International Criminal Police Organization (Interpol)

Government Backer: International
Target Level: IV
Area of Operations: Worldwide
Purpose: Law enforcement
Type of Operations: Information gathering, criminal investigation
Uses Mercenaries?: No
Background: Interpol was formed in the 1920s as an international information-sharing service. Used as a political organ by Nazi Germany and by Taiwan in the '80s, Interpol exists as an international assistant to criminal investigations in any country. Interpol has few legal enforcement powers, mostly limited to levying fines on ecological offenders in Europe. Weaker members of the EEC have been trying for years to give Interpol more teeth, but economic powerhouses like Germany and France don't want Interpol to interfere with their affairs.

Interpol is usually involved in mercenary affairs as a source of information and as assistance to criminal investigations on request. Its agents are quite good at their jobs. They may or may not be combat troops, but they're excellent investigators.

Minor Intelligence Agency

There are many minor intelligence agencies in the world. Every nation has one, and most corporations have them, too. Their effect of mercenary operations are likely to be quite similar, given their similar capabilities, so they are dealt with under one generic description here.

Government Backer: Various or none
Target Level: I to III
Area of Operations: Worldwide
Purpose: Espionage
Type of Operations: Information gathering, security, espionage, counterespionage
Uses Mercenaries?: Yes
Patron Level: II
Background: These agencies are everywhere. They include Hungary's AVH, Poland's UB, Romania's DIE, Czechoslovakia's STB and Cuba's DGI. Agencies whose names change in less stable political climates. The intelligence agencies of China, Japan, Australia and the African nations—there are enough intelligence agencies to fill a book. Their motives are the same as any other intelligence agency—gather information on other coun-

tries, particularly on enemy countries, work against enemy countries, safeguard the parent country's interests.

Special Operations: Mercenary operations for these agencies vary widely. So does support—even briefing information may not be the best available.

Corporate Intelligence Agencies

Target Level: I to III
Area of Operations: Limited to the parent corporation's area of operations and interest
Purpose: Espionage and counterespionage
Type of Operations: Information gathering, espionage and industrial espionage, sabotage, subversion, counterespionage, counterterrorism
Uses Mercenaries?: Yes
Patron Level: I to III
Background: These agencies are sponsored by corporations and business conglomerates, operating clandestinely under phony identities. These agencies are quite good, in their own corporate element. In the field of international espionage, however, they are outclassed—they don't have the manpower and resources to compete with the big national organizations. This does not mean the agencies are incompetent—quite the opposite. They usually have better information about their specialties than the nationals.

Corporate agencies have to be careful about not calling attention to their sponsors. If a corporate intelligence agency breaks the law, it has to be sure that repercussions don't reach the main company. Since these agencies consider legalities a hindrance to efficient operation, this happens quite often.

Corporate agents are judged on how well they perform. There are few cozy bureaucratic jobs for an agent who can't do his job. Because of this, efficiency is the watchword for corporates—succeed, no matter what it takes or who it hurts.

Special Operations: Corporate intelligence agencies often use mercenaries—it's more cost-effective than using regular troops. Corporate jobs are usually black-bag, covert or clandestine, and definitely no comebacks. These jobs can be anything—kidnapping, security, assault, B&E, wet jobs, etc.

Mission support is variable but usually includes decent briefing information (such information is likely to be quite sparse and concerned *only* with the mission), inexpensive insertion and retrieval support, and good travel assistance.

Warning: While most corporates are reliable, if there is any one type of patron that is likely to turn on the team and pull a double-cross, the corporate agency is it. Examine any mission done for a corporate to see that it isn't a suicide pact or a throw-away mission. In any event, make sure to have alternate plans and escape routes ready. Just in case.

Friends are nice, and friends in high places are nicer, but never owe them favors. For every visa they handle, for every diplomatic pouch they let you use, you build up a debt, and they will collect—on their own terms. How do you think I got into that mess in Morocco last year?

Sgt. Natasha Feodorovna Eremenko

WORLD SPECIAL FORCES

Nearly every country (and quite a few corporations) has its own special-action forces, either commandoes, special attack units (such as airborne troops), anti-terrorist groups, or all three. These are the forces which are most often called to guard extremely sensitive targets and deal with heavily armed enemies in a civilian setting (i.e., mercenaries).

These special forces often lack the heavy battlefield equipment carried by regular troops—the situation determines the level of equipment.

If the situation calls for ATGMs or machineguns, then the appropriate equipment will be issued. Most of the time special forces units are equipped with their personal weapons—short-ranged or automatic weapons are preferred—hand grenades, body armor (sometimes), smoke and concussion grenades, gas masks, appropriate camouflage uniforms, and a knife or other melee weapon. Transport and support are provided as necessary.

Special forces units are routinely activated as a possible response to an appropriate situation. However, they are rarely employed, because military force is usually not desirable in a delicate situation.

Once deployed, it is difficult to call back or gloss over the effects of military force. When the situation cannot be resolved by other means, military force is often the final option.

Special forces troops are almost always excellent swimmers, competent parachutists, expert marksmen, highly motivated and trained in the art of warfare.

Mercenary teams will not normally run up against these special forces. Normally, a team working a special operation hopes to have completed the job and left before the resident special forces can be called in to do their job. In the event that a team has to linger in the area long enough to meet up with the appropriate special forces, or is actually attacking a target guarded by special forces (if the team survives the encounter, it should demand more money for the final payment—hospitalization doesn't come cheap), the following general guidelines of special force organization are included.

Some of these guidelines are somewhat vague on specific information. Since many of these organizations are secret, specific information is often unavailable.

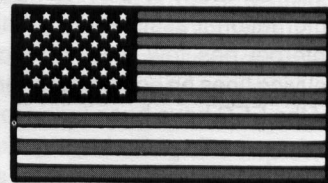
Cross-Training: It is a common practice for members of one special forces group to undergo the training of another (in addition to their own). Green Berets go through the British

Commando school, GSG-9 soldiers undergo US Army Ranger training, etc. This is considered a plus to a service record. It also enables PC special forces troopers to be personally acquainted with special forces troopers of other nations.

UNITED STATES OF AMERICA

Special Operations Group Delta (Delta Force)

This is the US rapid-response force. It responds to attacks on Americans anywhere in the world, specializing in anti-terrorist tactics. Rigorously and continuously trained, Delta Force is a multibranch force made up of elite troops from the army, navy, air force and marines.



Typical Squad: Delta Force units are based on a flexible scheme, so they can be tailored for specific assignments. A more or less typical squad would consist of two fire teams (four soldiers each) with one squad leader and two weapons specialists (one per team).

The squad leader is an Elite NPC; the others are either Elite or Veteran NPCs.

Weapons: M16A2 rifles, H&K MP-5s, accurized M1911A1 pistols, Beretta low-powered .22s (for use inside aircraft), concussion, gas and smoke grenades, and offensive grenades, if needed.

Special Weapons: M-60 machineguns, Remington 700 sniper rifles, H&K CAW or Remington 870P shotguns, M-203 and M-203PI grenade launchers, and other weapons as the mission demands.

Combat Equipment: Black uniform, gloves, ski masks, night-vision goggles, climbing ropes, gas masks, if needed.

US Army Special Forces (Green Berets)

The Green Berets (so-named because of their distinctive headgear) are the US Army's special operations troops. The Green Berets contribute troops to Delta Force, as well as undertaking special operations around the world. Their missions are not as specific as Delta Force, which is devoted to anti-terrorist missions.

Remember, a green beret does not make you bullet-proof.

Major General J.L. Moulton, CB, DSO, OBE

Founded by John F. Kennedy in the 1960s, their original mission was to infiltrate enemy countries to organize local resistance and partisan activity.

All Green Berets are parachutists, and many specialize in a second language.

Change the troop makeup from Elite/Veteran to Veteran/Experienced, and this data also applies to the "Black Berets" (the Rangers).

Typical Squad: Like Delta Force, Green Beret squads are formed for specific missions. On most missions, they use the standard US order of battle listed in **Merc: 2000** on page 86, except that they do not usually operate with ground vehicles, preferring the speed of helicopters. Green Beret troopers are Elite or Veteran. Green Berets on insurrection/partisan missions work in pairs.

Weapons: Standard US weapons. Partisan missions use whatever is locally available, as well as US weapons.

Special Weapons: Standard US heavy weapons, although Green Berets may use H&K CAWs in close quarters.

Combat Equipment: Standard US combat equipment.

US Navy Sea, Air and Land (SEALs)

The SEALs are the navy's elite special force unit. As well-trained and motivated as the army's Green Berets, the SEALs are trained in counterterrorist work as well as military missions.

All SEALs are expert swimmers, scuba divers, parachutists and trained in demolitions. The SEALs are unique in the US special forces in that they are highly trained in mini-sub insertions and extractions.

The SEALs' main wartime mission is pre-assault demolitions, to prepare the way for amphibious invasions, and demolitions on sensitive enemy targets near water.

Typical Squad: SEALs operate in squads of eight, split into two fire teams. They are a mix of Elite and Veteran troops.

Weapons: S&W Mark 22 "Hush Puppy" pistols, H&K MP-5s, Stoner Mk 23 Commandos.

Special Weapons: M-203PI grenade launchers, Remington 870P shotguns, demolitions equipment.

Combat Equipment: Scuba gear, swimming gear.

USMC Force Reconnaissance Company (Force Recon)

The USMC also has its special force unit, the Force Reconnaissance Company. All Force Recon troops are trained scuba divers.

Force Recon's primary duty (according to their charter) is to provide the US Marine Corps with long-range, independent reconnaissance capability. This means swimming/boating/parachuting onto the beach, identifying enemy fortifications and gauging beach compositions for assault craft. Navy SEALs then examine the photos and send out demolition teams to deal with obstacles and targets.

Typical Squad: Teams of four, including one armed medic, two recon specialists (photographers) and an engineer. Troops are a mixture of Elite and Veteran.

Weapons: Force Recon troops carry CAR-15s and a vast variety of personal weapons. Double-action revolvers are their preferred sidearm, since in the case of a misfire, you just pull the trigger again (unlike automatic pistols).

Special Weapons: M-79 and M-203PI grenade launchers, flamethrowers, and whatever personal special weapons that the troops feel they need.

Combat Equipment: Standard US issue, and scuba gear, and special equipment as required.

USMC 2nd Recon

The 2nd Recon is a special unit made up of four-man teams. Each team is a highly trained group of specialists, dealing in commando warfare. These teams are usually attached to regular marine units, but act independently—their attachment is just a cover.

The 2nd Recon fills security, assassination, clandestine recon, and other special operations roles. They also band together to handle counterterrorist operations.

As a side note, a 2nd Recon team makes an excellent basis for a PC team if the referee and the players want the characters to still belong to the military. These teams are highly mobile, highly independent, and see a lot of clandestine action.

The addition of USMC support may make up for the loss of good money and the requirement to follow orders.

Typical Squad: Teams of four. They are a mix of Elite and Veteran NPCs (usually half and half).

Weapons: Standard US issue, as well as personal weapons. Marine snipers use a 12.7mm sniper rifle specifically built for them (use the RAI Model 500 as a basis, but raise the range to 300 and reduce the SS modifier by one to account for the specific body tailoring). Personal weapons of all sorts are also used.

Special Weapons: Any US issue.

Combat Equipment: Standard US issue.

Air Force Pararescue Service

The Pararescue Service has the motto, "Live by the rope, die by the rope." Other special forces practice continually—the pararescuers never stop doing their job for real. In peace and in wartime, they will fly to the site of a downed aircraft and jump or rappel in to rescue the pilot, in any weather, in any terrain. If the rescue aircraft can't rescue both the pararescuers and the pilot, the pararescue troops wait for the next aircraft to come along.

In wartime, the Pararescue Service has the added mission of intelligence security: If personnel with vital information can't be rescued, they must be silenced. That's the pararescue's job.

Typical Squad: Squads of four All troopers Veteran or Elite.

Weapons: Light weapons, usually CAR-15s, various pistols and submachineguns, and grenades.

Special Weapons: Because of their assignment, pararescue troops rarely use heavy weapons.

Combat Equipment: Standard US issue, plus rappelling gear.

UNITED KINGDOM 22nd Special Air Service (SAS)

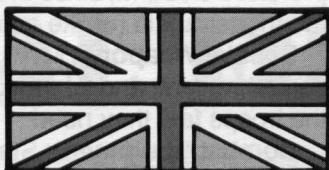
In WWII, the SAS acquired a reputation for nearly insane feats of military action. When compared to the normal British trooper, they did indeed appear to be more highly spirited. In actuality, the SAS is not an organization of madmen. It is a crack unit of commandoes with a primary mission of rapid-response armed assault instead of the old mission of infiltration and insurrection. The SAS was (and still is) the model for the formation of GSG-9 and Delta Force.

A unit of SAS troops is always on a three-minute standby in case of terrorist activity in Great Britain.

Typical Squad: Nine soldiers, one squad leader and two teams of four each. The squad leader is Elite; the teams are a mix of Elite and Veteran.

Weapons: Silenced Ingram MAC-10s, H&K MP-5 and MP-5S submachineguns, Browning HP pistols, Parker-Hale sniper rifles, "flash-bang" stun grenades.

Special Weapons: Gas grenades and other heavy weapons as required. The SAS pioneered a number of specialized explosive charges (such as the frame charge) for rapid entry purposes.



Combat Equipment: Black uniforms, ski masks, gas masks, body armor (flak vest), special vision gear if required.

Special Boat Service (SBS)

Also dating from WWII, the SBS is roughly equivalent to the US Navy SEALs, performing the same job as the SEALs and Marine Force Recon. In addition, they support the SAS in military operations, providing water transport and support. They are expert scuba divers and are trained at demolitions.

Typical Squad: As SAS.

Weapons: As SAS.

Special Weapons: The SBS uses demolitions more than the SAS, and may be equipped with demolition equipment.

Combat Equipment: As SAS, with the addition of scuba gear.

Number 3 Commando Brigade, Royal Marines

All Royal Marines receive commando training. The 3 Brigade is tasked for commando operations. Since the primary mission of the 3 Brigade is reinforcement of Norway and Scandinavia in the event of Soviet invasion (not likely, now), the 3 Brigade is well trained in arctic maneuvers and operations.

Typical Squad: Nine soldiers, with one squad leader and two fire teams of four each. Each fire team contains one heavy



weapons trooper. Troops are typically Veteran, with an Elite squad leader.

- Weapons:** Standard UK issue.
- Special Weapons:** Standard UK issue.
- Combat Equipment:** Standard UK issue.

GERMANY
Grenzschutzgruppe Neun (GSG-9)

GSG-9 is one of the Grenzschutzgruppen (Border Protection Groups) theoretically assigned to border patrol. One of the world's most proficient anti-terrorist groups, it was formed in 1972 following the Olympic Village incident in Munich.

GSG-9 is as crack a special forces unit as any in existence. GSG-9 members are also trained in scuba diving, as well as normal special operations skills. Its primary purpose is counterterrorism, but it also assists the BND in internal arrests and counterespionage, from time to time.

Typical Squad: One sergeant and four troopers make up a GSG-9 squad. The sergeant is almost always Elite, while the others are Veteran and Elite.

Weapons: Walther P-38 and H&K MP-5 and MP-5SD submachineguns, H&K G3 battle rifles, "flash-bang" stun grenades and offensive grenades.

- Special Weapons:** Steyr SSG sniper rifles.
- Combat Equipment:** Standard German equipment, gas masks.

FRANCE
Deuxième Régiment Étranger de Parachutistes (2^e REP)

One of the nine regiments of the French Foreign Legion, 2^e REP was reorganized from a standard airborne infantry regiment into a rapid deployment air commando regiment in the late 1960s.

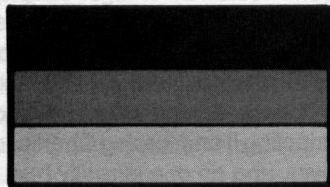
2^e REP was formed for and still limits itself to military functions rather than paramilitary or counterterrorist missions: Strategic strikes, combat rescues, counterinsurgency and reconnaissance are its missions. It has proved to be quite able at counterinsurgency in Chad.

Typical Squad: Use French standard as noted in **Merc: 2000**. The troops are a mix of Veteran and Experienced, with Elite leaders.

- Weapons:** Standard French weapons.
- Special Weapons:** Standard French special weapons.
- Combat Equipment:** Standard French equipment.

ISRAEL
Sayeret Matkal

This is the "reconnaissance squadron" under control of



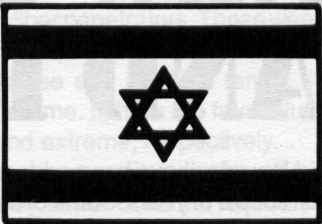
Israeli army GHQ. Its duties are strategic strike, combat rescue and reconnaissance, as well as assisting Mossad when the intelligence agency needs muscle.

Little is known about *Sayeret Matkal's* composition, since it is kept secret (although not as secret as General Intelligence and Reconnaissance Unit 269, the Israeli lone-operations unit—members of 269 are forbidden to acknowledge the unit's existence). When mercenaries meet up with Israeli special forces, they will probably be from *Sayeret Matkal*.

Typical Squad: Probably nine troopers, one sergeant and two teams of four each.

Weapons: Captured AK weapons, Galil SARs, Uzi submachineguns, Beretta .22 pistols.

- Special Weapons:** Unknown.
- Combat Equipment:** Unknown, but at least Israeli Army standard.



RUSSIAN COMMONWEALTH
Spetsalnaya Naznacheniya (Spetznaz)

The "special purpose" elite unit of the Soviet Union (and now of the Russian Commonwealth) was designed as a combination commando/infiltration unit, to carry out tasks similar to those carried out by German infiltration troops during the Battle of the Bulge. To this purpose, Spetznaz troops are schooled in the languages of their enemies and taught how to pass as enemy troops. This specialization caused great trepidation among NATO allies, in time of war—who could you trust if any soldier might be a Spetznaz trooper?

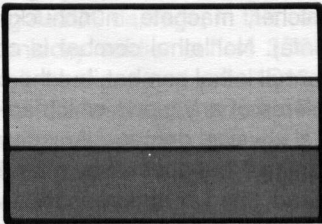
With budget cuts, the Russian military has shrunk. The Spetznaz are still retained, for the most part. The unit capabilities and insurrection abilities are too useful for the government to give up—and the Spetznaz are one of the last strong resources of the ailing GRU.

Spetznaz troops are also well-trained in normal strategic strike and reconnaissance missions, so they can undertake straight military operations as well as going behind the lines to cause trouble. There are Spetznaz naval troops as well as land-based troops.

Mercenaries: Despite the GRU's wishes, the loss of funding meant that some Spetznaz units had to be dismantled. Out of 35,000 members, some had to be lost. Many of these ex-commandoes have entered the mercenary market, particularly in Europe, where their extensive commando/terrorist/infiltration skills can be put to use.

Typical Squad: Use Soviet standard—or another appropriate national standard, if the Spetznaz are imitating another nationality.

- Weapons:** As appropriate to nationality assumed.
- Special Weapons:** As appropriate to nationality assumed.
- Combat Equipment:** As appropriate to nationality assumed.



NEW RULES, ADDITIONS AND REVISIONS

New rules have been added to the **Twilight: 2000** system in the last couple of years. Some of these have already appeared in **Dark Conspiracy** and are germane to the more-talk-less-gunplay environment of espionage. Others are new, in response to situations arising from play.

MELEE COMBAT

Quick Kill Rule: An outstanding success in an armed or unarmed combat melee roll (or a roll of 1 if the attacker has any appropriate skill at all, but too low to get an outstanding success) cripples the body area that is hit by the damage. If hit in the head, torso or abdomen, an NPC is dead or critically wounded. Since surprise attacks automatically hit, roll anyway to see if the hit is an outstanding success (Easy: Unarmed or Armed Combat).

Nonlethal Melee Combat: Sometimes it's more important to knock someone out than it is to kill them. This can be done with a number of blunt weapons (unarmed combat, axe, club, garrote, hatchet, machete, nunchucks, quarterstaff, sai, spear, sword, tonfa). Nonlethal combat is conducted in the same method as normal lethal combat, but the combatant using it must advise the referee of any blows which are nonlethal. These blows cause no real physical damage. Any damage they cause is checked off as damage, but goes away after the victim is rendered unconscious (head, torso or abdomen receives enough damage to be critical). Causing nonlethal damage is a normal Melee Combat task with unarmed combat, club, nunchucks, quarterstaff or tonfa. With axe, garrote, hatchet, machete, sai, spear or sword, it is one level of difficulty greater.

Example: Joe and Charlie duke it out. Joe has his fists (STR: 8 and Unarmed Combat: 7, plus 5 points of unarmed combat damage). Charlie has a hatchet (STR: 5, Armed Combat: 4). They are trying to knock each other out. Both have Initiative: 3. Charlie has the Agility advantage and goes first. Their fight is too close for either to try a diving blow. In phase 4, Charlie tries to hit Joe (Difficult: Armed Melee Combat) because he's trying to do non-lethal damage) and rolls a 2, succeeding and hitting Joe in the left leg for 3 points of damage. Joe strikes back, trying to one-punch Charlie by aiming for the head (Difficult: Unarmed Combat), rolling a 10 but not achieving critical failure. In phase 5, Charlie strikes again and rolls a 9 (avoiding critical failure). Joe punches and

misses. In phase 6, Charlie smacks Joe's left leg again for 7 points—Joe is feeling it now, and he's slightly wounded. Joe gives up trying his one-punch and switches to steady beating, hitting Charlie in the abdomen for 5 points.

On the next turn, Charlie and Joe miss one another in phase 4. In phase 5, Joe rolls a 1 and connects with Charlie's left leg, crippling it and forcing Charlie to the ground. The fight is essentially over, and no one is really hurt.

Melee Weapons Specialty: Some characters focus on a particular melee weapon type and become expert at it. Expertise with a particular weapon can be gained through extensive practice. To represent this dedication, players may designate the specialty weapon as a subcascade of the Melee Combat (Armed) skill on their character sheet. The detriment to this is that Melee Combat (Armed) skill for other melee weapons will be considered half of the specialty weapon. The benefit is that the character may be able to do extra damage with the specialty weapon. This damage is applied as an additional modifier to the damage roll for the weapon, and it is equal to the skill in the specific weapon, multiplied by the character's Strength and the result divided by 10 (round down). The damage modifier equation is:

$$[\text{Melee Combat (Armed: weapon specialty)} \times \text{STR}] + 10.$$

Vehicles and Melee Combat: Vehicles cannot be attacked by melee weapons. Not even a sledge hammer is going to do significant damage to an AFV, and will not do more than cosmetic damage to an unarmored vehicle in the time available in a normal combat sequence.

FIRE COMBAT

Targeted Shots: Aimed shots can be aimed at specific target areas (head, leg, etc.), at one level of difficulty greater. Only aimed shots may be targeted. If multiple shots are fired, any shots after the first (or the first three if using a laser scope and within 40 meters) roll randomly to see what locations they hit, if they hit. For instance, a sniper at medium range aiming at a target's head would have an Average: Small Arms task (Average for medium range, modified to Easy for aiming, further modified back down to Average for targeting a specific location). Subsequent shots in the same action would be counted as unaimed, striking random hit locations.

This option may also be used for antivehicle fire, assuming that

Who dares, wins.

Motto of the SAS

Adopt, Adapt, and Improve.

Motto of the Round Table

the aiming action indicates that the firer is bracing and carefully aiming for a specific point on the target. If successful, the firer may choose the area hit, which determines the armor coverage and the appropriate subtable—the actual amount of damage done to the vehicle still depends on the AV versus penetration result on the Vehicle Damage Resolution Table (**Twilight: 2000**, page 212). If multiple damage results are indicated, both hit the targeted area.

Aimed Three-Round Bursts: The three-round autoburst was adopted as a standard autofire setting because of the inaccuracy problem illustrated by the **Twilight: 2000** autofire rules—most bullets fired on full auto miss, and “rock-and-roll” is considered a sign of desperation or inexperience by professional soldiers (except for certain situations, where its morale effect is useful). The three-round autoburst is much more manageable, however. Any SMG, assault rifle or battle rifle may fire aimed three-round bursts (with experience, it is easily possible to get three and only three rounds out of almost any fully automatic weapon with a single carefully controlled pull of the trigger). First the firer must aim—figure the recoil as normal and use the firer’s appropriate Small Arms skill as an Average task to hit (modified for range, movement and all other appropriate modifiers. Obviously, firing an aimed three-round burst precludes any further aiming actions). If the shot hits, roll 1D6+2 to see how many rounds hit the target. Roll hit locations as usual. A firer may fire only one three-round burst per action, and three-round bursts have no danger zone.

Small Arms Specialization: A character can specialize in a specific firearm. This expertise is recorded with the STR skills, in the blank line left open for skills. The benefit to the specialization is less chance to automatically miss (see Multiple Modifiers in **Twilight: 2000**, page 196, first column) and extra STR bonus for controlling recoil.

The table below indicates the benefits and experience (XP) cost of such specialization. Each specialization must be taken with a specific weapon. The “level” number is merely a convenient way of keeping track of what effects have already been bought. The XP column is how many XP each “level” costs (levels are bought separately; purchasing level II specialization would cost a total of 19 XP). The Auto Miss column indicates any change to the automatic miss rule. The STR Bonus column indicates the effective addition to the firer’s Strength for purposes of withstanding the specialty weapon’s recoil.

SMALL ARMS SPECIALIZATION

Level	XP Cost	Auto Miss	STR Bonus
None	—	9-10	—
Level I	9	10	+1
Level II	10	—	+2

Examples: Vanna has level I specialization with her Browning HP-35. She has Small Arms (Pistol): 5 and STR: 3. She fires two quick shots in a single combat phase, for a recoil of 4. Her skill is lowered to 2. Without her specialization, the recoil of 4 would have been one greater than her STR of 3. Thanks to her specialization, she suffers no recoil penalties.

Arnold has level II specialization with the M16. He has STR: 8 and Small Arms (Rifle): 10. He fires five quick shots in a single combat phase, at close range. His specialization II makes his effective Strength: 10, which matches the rifle’s recoil exactly. Normally, any die roll of 9 or 10 would mean a missed shot, but his specialization allows him to hit with every shot at such close range.

Large-Caliber Penetrators: All API (armor-piercing incendiary), APFSDS (armor-piercing fin-stabilized discarding sabot) and APFSDSDU (armor-piercing fin-stabilized discarding sabot depleted uranium) rounds are large-caliber penetrators. These weapons each have three or four different penetration values. If there are three values, the first is for both close and medium range, the second for long, and the third for extreme. If there are four values, they are for close, medium, long and extreme, respectively.

The damage column for these weapons is only for attacks against personnel and animals. Body armor does not reduce this damage rating.

For damage against vehicles, roll 2D6 and add the total to the weapon’s penetration rating. The result is the attack’s final penetration value.

EXPLOSIVE ROUNDS

When a living target is struck with an explosive round, the target is usually dead. To determine the damage done, roll a number of D6 equal to the round’s penetration value (remember to add 2D6 for the final penetration value) or twice its concussion value, whichever is greater, and apply the entire damage rolled to the hit location that received the impact. After that, roll for concussion and fragmentation normally for everyone within the appropriate radius, including the main victim’s other hit locations.

Example: A soldier is struck directly by a 40mm HEDP grenade. The grenade hits his left leg, doing 4+2D6 damage, in this case 11D6 damage. Additionally, the unlucky soldier suffers 3D6+7 concussion damage to his other hit locations and rolls 1D10 to determine how many fragmentation hits are scored on him. Furthermore, his companions also suffer concussion damage and fragmentation hits as per the rules on page 197-198 of **Twilight: 2000**.

FALLING DOWN

Characters falling or jumping from a height may take damage upon hitting the ground, depending on how high they start. This damage is equal to 1D6 per meter fallen and is distributed according to the hit location chart as follows: Roll three locations. The first location takes half the total damage points. The second location takes one-quarter the total, and the last location takes the remainder. If the same location is rolled twice, it takes additional damage accordingly. It is possible for the same location to receive full damage.

Damage from falls can be reduced by Agility: Roll a number of D6 equal to the numerical value of the character’s Agility and reduce the damage by that amount (removing damage points from locations at the character’s discretion). Unconscious characters may not use their Agility in this manner, and characters who are burdened may only use half their Agility (round down) in this manner.

Referees may adjust the total number of damage dice at their discretion to reflect factors such as soft surfaces (deduct several dice for landing in soft snow or mattresses; double the dice for landing on a metal picket fence or sharp rocks, etc.).

Falling off or out of a moving vehicle can also be damaging. If a character falls off or out of a moving vehicle, the character takes damage as if he fell one meter per 10 meters of combat move.

Example: Frank bails out of a hovering helicopter at eight meters altitude, landing on normal ground. Frank takes 8D6 damage, translating into 31 points to three locations (left leg, head and head). His left leg takes 15 points, and his head takes 16 points of damage. Frank's head isn't that hard (CON: 5) and he's unconscious.

The helicopter moves on, and Dave jumps out when it's not quite so high off the ground (hopefully, he has a first-aid kit for poor Frank). Unfortunately, the helicopter is moving fairly swiftly (20 meters combat move), and Dave doesn't wait for it to stop. The fall is only three meters, into a big bush (subtracting 1D6 from the fall), so Dave takes 5D6 damage for 7 points to his right leg, 4 points to his chest and 3 points to his abdomen. Dave's Agility is 4, so he subtracts 4D6 from the damage he took. He rolls 12, and subtracts the damage from his chest and abdomen, and removes all but 2 points from his right leg.

VEHICLES

Drive Action: A few other actions can be combined with the drive action. Talking and driving can be done together freely. The ready/change equipment, reload and fire actions can each be done while driving, but any necessary driving checks are at one level more difficult (sometimes requiring a check that might otherwise not need to be made).

Vehicle Movement and Driver Initiative: Driving a vehicle is a special case of the repetitive action option. Vehicles move every phase, regardless of the Initiative rating of their operators. This movement is considered to be simultaneous, although for simplicity the referee will most likely choose to have characters move their vehicles each phase in reverse Initiative order (low-to-high).

At the beginning of each 30-second combat turn, each player of a driving character tells the referee the basic direction and speed of the vehicle. This can include such things as going in a straight line, following a road or path, travelling off-road toward a landmark, stopping, etc. The vehicle then follows the stated course through all phases prior to the driver's Initiative point. The only change that can be made to this plan during these pre-Initiative phases is to bring the vehicle to a halt in response to an unforeseen circumstance, terminating the repetitive action.

COLLISION DAMAGE

Vehicles can collide during combat (or any close maneuvering). Damage depends on the size of the vehicle and the *net combat speed*. Net speed depends upon the relative direction and speed of the two colliding vehicles. Vehicles headed in opposite directions add their speeds together. Those travelling in the same direction subtract the slower one's speed from the faster one's. All others use the speed of the faster for determining the *net combat speed*.

Ground and Water Craft: Collision damage=(tonnage of other vehicle×net collision speed)+10. For ground vehicles, this number is used as a penetration value against a randomly rolled hit location. For water vessels, the hit location is automatically considered waterline hull; the collision value is divided by the armor value of the given location and the resulting number then applies as waterline hull damage, causing flooding.

Aircraft: Collision damage=tonnage×net collision speed. Do not divide by 10. A random roll is made to determine wing or body

as a hit location; then the damage value is used as a penetration value versus the hit location's armor value, the result being used on the Vehicle Damage Resolution Table as if the aircraft were hit by a weapon.

Vehicle Collisions with Living Creatures: Multiply the tonnage of the vehicle times the net collision speed. If the target character is riding a bicycle or motorcycle, this number is the percentage chance that the cycle is rendered inoperable. Next, divide this number by two, and apply the damage to a randomly rolled hit location on the target. Target figures have the chance to leap out of the way of an oncoming vehicle by succeeding at an Average: Agility check. If they succeed, they are not struck by the vehicle.

Loss of Control: After all damage effects are calculated, vehicle operators must immediately make a Difficult test of the appropriate vehicle skills in order to remain in control of their vehicles. If one vehicle is 30 times or more the weight of whatever it collides with, the test to retain control becomes an Easy one (few tanks would care much about colliding with a compact car, and few trucks would notice running over a pedestrian). Failure at this check means the vehicle goes out of control. Ground vehicles skid to an uncontrolled stop, possibly colliding with something else, requiring other damage and control checks. Water vessels drift with the current, spinning slowly until control is regained or they hit something. Aircraft plummet toward the ground at maximum speed. Regaining control is a Difficult test versus the appropriate skill and can be made once per phase in which the driver is normally allowed an action. A catastrophic failure at the original test means that the vehicle is so severely damaged that control cannot be regained.

INITIATIVE (OPTIONAL)

Some referees have found the system for improving Initiative described on page 138 in **Twilight: 2000** to be too lenient, complaining that Initiative 5 and 6 characters rapidly become too common, especially among players who play regularly and often. The following change in the Initiative improvement process is optional and may be adopted by any referee who is having this sort of problem.

In order to reach the next level of Initiative, the character must pay a number of Initiative experience points equal to the *square* of the next level. For instance, a character with Initiative 3 must spend 16 Initiative experience points (4²) in order to reach Initiative 4. This change keeps early gains fairly easy, but makes becoming a high-Initiative character more of a challenge. The table below sums up the process:

INITIATIVE	
Initiative Level	Exp. Point Cost*
1	—
2	4
3	9
4	16
5	25
6	36

*Note that this is the point cost to achieve a given level from the level below it.

CHARACTER GENERATION

Characters working the special operations side of the mercenary street tend to be specialists rather than gunsels. In the game of espionage, violence is a tool to be used sparingly, since the other side can use violence and you're often just as vulnerable as your opponent.

SKILL ADDITION

Government agent occupations are allowed a fifth skill level per term after the first, representing the fact that intelligence agents have more training opportunities and are expected to be more capable than a soldier or average citizen.

SKILLS

Some new skills are required for special operations. In the original **Twilight: 2000** setting, no provision was made for the more social skill types.

The varied and sneaky missions of special operations make any skill useful, no matter how trivial it may seem. A silver-tongued actor may be able to accomplish things no amount of weapon skill can manage.

Merc: 2000 characters may select any of these skills instead of a skill available to the character's MOS.

Acrobatics (Agility): This skill allows a character to make Agility checks involving overall body motion at one step easier than normal. Note that this makes a character better at avoiding grappling and diving blows. This is not necessarily professional acrobatic skill *per se*; any sort of sports experience would serve as well.

Act/Bluff (Charisma): The ability to convincingly pretend you are something you are not. For instance, anyone with Disguise could dress like an enemy soldier, but convincingly adopting the role of a specific enemy soldier (or commander) would be an Act/Bluff task. So would any other attempt to lie and get others to believe you. The less probable the lie, the greater the difficulty of the task.

Bargain (Charisma): The skill used in trying to get more for what you offer. Most bargaining should be roleplayed, but the referee should give in more easily to characters with a higher Bargain skill, or let the player know critical information about the deal. An excellent skill for mercenaries, particularly negotiators.

Business (Education): Available to business occupations (attorney, civil engineer, manager). This skill indicates a familiarity with business practices, including a knowledge of bookkeeping procedures, an awareness of resources necessary to conduct different businesses, and familiarity with methods of locating and attracting customers. A character with this skill can merge fairly well with any kind of business background and can easily imitate a businessperson.

This skill can also be used as a gauge of a character's familiarity with bureaucracy, and used to interact with bureaucracies.

Streetwise (Intelligence): This skill is a general knowledge of how to survive in the roughest parts of an urban environment. It includes such things as knowing how to project an image that engenders respect among the locals and recognizing where to go to find what you need.

SPECIAL OPERATIONS SLANG

The argot of special operations parallels normal mercenary slang to a great degree, but here are a few new expressions dealing with situations normally outside of most mercenary operations:

Alphabet Soup: Used in reference to government organizations, particularly those in the United States, where acronyms are used instead of the organizations' real names.

B&E: Breaking and entering. A mission involving penetration of a secure area to gather something, usually information. Most B&Es are low profile, where combat is to be avoided.

Cell: A small group unit, isolated from others in the same organization.

If one member of a cell is captured, only the other members of that particular cell are compromised; the rest of the organization remains safe.

Clandestine: An operation where an effort is made to conceal both the operation and the identity of the patron. The object is that the target should not even know of an operation.

Close a Contract: Kill. Assassinate.

Company: The CIA to Americans, MI-6 to the British.

Cousins: British term used in reference to the American CIA and the American nickname for the British MI-6. Reflective of the close cooperation between the two agencies.

Covert: An operation where an attempt is made to conceal the identity of the patron, but not the operation itself.

Cut-Out: Sometimes called a brick wall, a cut-out is a dead end in a trail of evidence, derived from an old railroading term for a side track down which runaway cars could be diverted. Hiring agencies prefer several cut-outs between them and their hirelings.

Deniable Person (or Deniable): Someone hired so a government or organization can disavow any knowledge of that person or his activities if something goes wrong later. See also, Disposable.

Destabilization: Attempting to overthrow a government or send it into chaos so you can replace it or so it won't interfere with your plans.

Disposable: Something or someone that can be sacrificed if necessary to accomplish the mission.

Extraction: Evacuate. Leave the area.

F-Entity: CIA term for the Federal Bureau of Investigation.

Feeble: Epithet applied to the FBI by local law enforcement agencies, sometimes used derogatorily.

FUBAR: An acronym for "Fouled Up Beyond All Recognition." Some sources give a slightly different derivation.

N-Entity: CIA nickname for the NSA.

Neutralize: Kill. Assassinate.

Overt: An operation where no attempt is made to conceal the operation and the identity of the patron.

Plausible Deniability: Being able to claim that you didn't do it or even know anything about it when you really do and the facts look like you don't.

Sanction: Kill. Assassinate.

Spook: Nickname applied by the CIA to any espionage agent.

Tasked: Ordered.

Intelligence Agent

Secretive, cautious, not exactly a coward, but not disposed towards combat, the intelligence agent is the “spook,” the guy the agency sent along with you (or assigned as assistance) on the mission.

The agent knows his business, and his business is information, not warfare and gunplay. He’s the man in the know, the man with the scam, the chameleon with the local connections. Need to know the local power situation—either who orders whom or where the electricity comes from? He knows. A local custom confusing you? He can explain. And much more. The agent knows who’s who and what’s what.

For the most part, the intelligence agent is a spy, an information gatherer. He’s usually a competent combatant, too—his line of work boasts some pretty rough characters in the ranks. His owes his vast store of local information to experience—he’s been posted in this locale for over a year and knows that knowledge is both the best weapon and the best defense.

The agent’s motive is threefold: Complete the mission, don’t get caught or identified, and grab any scrap of data that you can. You never know when even the most trivial fact can come in handy.

Level: Veteran

Skills: Melee (Unarmed): 3, Small Arms (Pistol): 4, Local Language: 4, Disguise: 2, Act/Bluff: 3, Observation: 3, Stealth: 3

Initiative: 4

Ex-KGB

She was one of many, an appendage of the largest intelligence organization the world had ever seen. The very mention of her organization’s name was enough to strike fear into whole governments. But that was the past. The power of the central government crumbled, funds grew short, and the agency was trimmed. She was one of the twigs, an expendable. In one stroke, a lifetime job disappeared.

So she did what the rest of the Soviet Union was doing: She turned capitalist and went commercial. Now she’s a free-lancer, working for whoever pays the money. There’s little she won’t do. Murder, robbery, demolition, espionage, theft, torture—it’s all the same to her. She’s doing the same thing she was trained to do. The difference is now she does it for herself, rather than for the Central Committee.

The ex-KGB agent is a highly trained, competent agent. She knows plenty about other intelligence agencies; she has a thorough background in espionage and covert operations; and she knows how to use the tools of the trade and military weapons. In all, a dangerous person. Can she be trusted? Does anyone *really* ever stop working for the KGB?

Level: Experienced

Skills: Melee: 3, Small Arms (Pistol): 3, Disguise: 2, Interrogation: 4, Language (appropriate): 3, Lockpick: 2, Stealth: 3, Observation: 3

Initiative: 3



Cop

Whether he's walking the beat, working a desk, riding a prowl car or flitting across the country, he's an officer of the law. His sworn duty is to uphold the law, to protect the public from itself. He's seen more human inhumanity than even the most hardened combat soldier. What's worse is the fact that this dark side of humanity doesn't go away—every day, the cop stares it in the face and hopes that it's not a mirror.

He may be cynical. He may be stern or insensitive. Sometimes he may even be brutal. But whatever he does, the reason he became a cop is still there, underneath: Someone has to try to right the world's wrongs. That's why he volunteered. That's why he stays on the job.

A cop is usually a brand of local recruit. He won't do something grossly illegal and likes to keep things by-the-book—but if things get rough, the book may go out the window. The legal system is a cage, a restriction of the law's effectiveness. Too many criminal scum walk. Money talks. And the temptation to take direct action can be overwhelming.

He knows the territory, and he has a badge. Even if he's out of his legal jurisdiction, the shield is still a source of power, intimidation and trust.

Level: Experienced

Skills: Melee: 2, Small Arms (Pistol): 4, Interrogation: 2, Leadership: 4, Persuasion: 4, Observation: 5, Tracking: 3

Initiative: 3



Special Forces

He's the best of the best, the toughest of the toughest. A carefully trained, self-motivated combat machine, grouped with a team of others just like him.

No mission is too dangerous, no assault impossible. Not with him and his mates on the job. He knows how to rappel from a helicopter in motion into trees, how to swim through a hurricane to set charges on a beach covered with machinegun cross fire, how to field-strip a dozen different weapons at once, in his sleep, and reassemble them. The way he comes across, he should have a red "S" on his chest.

He can be an old combat vet—a gruff, no-nonsense soldier with both sleeves covered with hash marks. Or he can be a young, talented trooper with a lot of training, a few fire fights and an arrogant attitude—after all, he's special forces, and you're not.

Either way, he's death on legs. He's a weapon, to be pointed by his government at a specific target and unleashed. He's been added to your group as a specialist, or as extra muscle, uncomfortable out of uniform and dedicated to doing the mission and getting back to his unit.

Level: Veteran

Skills: Melee: 5, Small Arms (Rifle): 5, Parachute: 4, Swimming: 4, Mountaineering: 4, Leadership: 3, Stealth: 4, Observation: 5

Initiative: 5

SWAT Officer

The member of a special weapons and tactics (SWAT) squad or an emergency action team (EAT) is a cop—but a different kind of cop.

These officers do have to go through the regular police academy training. However, police departments generally prefer to recruit their SWATers or EATers from ex-Special Forces or marine snipers, so they are usually pretty tough customers.

SWAT cops are supposed to deal with ordinary hostage situations: A guy who has his wife in a doorway with a knife at her throat. Three punks try to rob a bank and get caught inside, then take the tellers hostage. A lone crazy barricades himself in a church tower and starts dropping passers-by at random.

And so on.

SWAT deals out more death in a month than an average police officer sees in a career.

Level: Veteran

Skills: Melee: 5, Small Arms (Rifle): 6, Parachute: 4, Swimming: 3, Mountaineering: 4, Leadership: 3, Stealth: 4, Observation: 5

Initiative: 5

Corporate Spy

Fancying himself part computer wizard and part James Bond, the corporate spy is in reality little more than a sneak thief in a three-piece suit.

A failed executive, the corporate spy probably once had a promising career. But that career was cut short either by the machinations of a competitor or by his own incompetence.

For whatever reason, he now seeks to make a living in the corporate world that rejected him, taking temporary positions in whatever corporation is the target of his present employer.

Like his counterpart in the international espionage trade, the corporate spy is an information gatherer.

And, likewise, his goals are threefold: Complete the mission, don't get caught, and grab any scrap of data that you can.

Corporate espionage is not quite as dangerous as international espionage, but it is not completely safe either—you never know when you'll uncover some link with a drug cartel or a criminal plot of some sort.

Level: Experienced

Skills: Computer: 3, Melee Combat: 3, Small Arms (Pistol): 2, Disguise: 2, Business: 4

Initiative: 4

Anti-Terrorist Squad Member

With the rise in international terrorism (and a corresponding rise in the homegrown variety of terrorism), many city and state governments have formed special anti-terrorist squads inside their normal SWAT organizations, known as AT squads.

The AT squad forms an elite within the department, and the AT squad member is much like the Green Beret in that he never lets you forget his special position.

The AT squad is called in when things look politically sensitive and time is short.

The AT squad member is used to making his own decisions, usually involving matters of life and death, and almost always on a split-second basis.

The AT squad member is not much for long-winded hostage negotiations—by the time he and his associates swing into action, the situation has deteriorated too much for that sort of thing.

Level: Veteran

Skills: Melee: 5, Small Arms (Rifle): 5, Small Arms (Pistol): 5, Parachute: 3, Swimming: 3, Mountaineering: 5, Stealth: 5

Initiative: 5

Hacker

The word “hacker” has a bad connotation, calling to mind amateur tricksters and ham-fingered electronic practical jokers.

The true hacker is none of these.

The true hacker is competent, knowledgeable and well supplied with electronic toys. His expertise with all sorts of machines is astounding, and his knowledge of his field is without equal. The only drawback to the hacker's career choice is that his single-minded devotion to a single field of knowledge has made him rather—“socially challenged,” shall we say.

The hacker is occasionally required to accompany the team on a mission, and this is where the drawbacks of his peculiar brand of genius are most apparent. It's true that the hacker relishes the thrill and excitement of a mission, and he even fancies himself to be quite the spy (he's even read a book on karate).

Unfortunately, he is almost completely lacking in any combat skills, and he needs to be carefully watched to prevent him from compromising the mission.

Level: Novice

Skills: Computer: 6, Electronics: 4, Melee Combat: 1, Mechanic: 2

Initiative: 2

BAIT AND SWITCH

The business world of 2000 is a nasty place. Corporate etiquette has become "whatever works." Not a day goes by that doesn't see some illegal or immoral act of corporate skullduggery. Espionage, information theft, kidnapping, sabotage, insider trading, tax evasion—no act is too low for the corporates.

Sometimes the game isn't all it seems. In this adventure, the team is contacted by a patron who wants them to throw a ringer into the game by doing some under-handed counterespionage.

The patron is a wealthy industrialist (level III). He wants the team to do a two-stage job. The mission is dangerous, and he tells the team members that fact from the beginning. So he's offering hazard pay: \$5000 per team member on completion of contract, with \$1000 per team member in advance.

MISSION BRIEFING

The first part of the mission is fairly straightforward: The industrialist wants the team to kidnap an important and well placed executive. His daughter, actually. She works in the office one floor down from his.

There are a couple of stipulations about the kidnapping: It is to take place while his daughter is at work, and no one is to be harmed during the action.

That's right, the team is to come in using blanks! Well, mostly blanks—a few bullet holes may be left in the walls and a couple of doors, but absolutely no damage is to be done to personnel. After the woman is kidnapped, the team is to take her to a specific building on the poor side of town, an abandoned residence.

By this time, the team members will probably be fairly confused. The man wants his own daughter kidnapped in a fake operation? It smells like a setup.

Ah, the patron explains, it is a setup. More to the point, a trap. And the team is the jaws of the trap. The second part of the mission is to wipe out the team that will surely attempt to steal the PCs' hostage from them.

He explains that his security has been aware of the threat of another kidnapping team in the area, laying in wait for his daughter, trying to find a good time to kidnap her. This other team has been most elusive, evading the efforts of his security to locate them. This operation is being staged in order to lure them out and into a fatal mistake.

Once the PC team reaches the house, the hostage will be filled in on the whole situation by one of her father's employees, who will be waiting there. The abandoned residence has a cellar, and for the last week, the patron's employees have been busily digging a tunnel from the abandoned house to another building a block or so away. The hostage will be taken through the tunnel to a waiting getaway car and whisked off to safety. The merc team is to remain behind to kill the rival team when they try to steal the hostage. If things get hairy, they can also escape via the tunnel. The patron gives the mercs the keys to the house so they can look it over (and fortify it if they wish) prior to the actual kidnapping.

INSERTION

The team is given maps of the office building and level where the kidnappee works. In addition, they are given security schedules so they can avoid the majority of the security forces.

RETRIEVAL

The team is to get itself out of the office building and transport the kidnap victim to the abandoned house via surface transport. Security won't chase them, but the patron assures them that the other team will be following and watching, waiting for a chance to ambush the kidnappers once they stop moving.

SECURITY

The corporate security guards are armed with S&W revolvers. In the event of an emergency, a SWAT team armed with M16A2 rifles and armored with Kevlar vests and helmets scrambles to deal with the problem. Normally, this team responds in 2D6 combat turns (60 to 180 seconds). This time, it takes the special team a full five minutes to respond, since orders were given to make a complete inspection of the security operation that day.

The company security guards are Experienced NPCs.

THE HOUSE

The house (shown on page 33) is a typical, single-family, run-down, abandoned house. It has power, but not running water. The walls are only AV: 2. It is part of a once comfortable suburban neighborhood, in company with other similar houses (see map on page 32). The bulk of the neighborhood is now uninhabited, which will mean less possibility of harm befalling innocent bystanders.

THE OTHER TEAM

The corporate "snatch" team has been watching the industrialist's daughter closely. So far company security has been staying too close to her to allow a kidnap attempt. The fake kidnapping does give them a chance to grab her (as her father has planned).

One of the enemy team members follows the mercs to their abandoned house hideout and guides the others to the site. After assembling out of sight in a house nearby, the snatch team attacks.

The attack uses straight commando assault tactics. Have the snatch team act like a counterterrorist team during a hostage rescue, sneaking up to the house using available cover, sending one fire team in through the back while the other team engages in a firefight out front, etc. There are 10 people in the snatch team, armed with a mixture of Uzi and Ingram submachineguns, "flash-bang" grenades, an Armscor grenade launcher loaded with tear gas grenades, and personal pistols (.357 revolvers and 9mm semi-autos). They wear gas masks and Kevlar vests, and have individual tactical radios.

The snatch team members are Veteran NPCs.

If they run into heavy opposition, they get heavy, too. The

Armscor is reloaded with a mixture of HE and smoke rounds, and four members of the team are set to cover the front of the house with M16 fire while the remaining members of the team are sent around back to try a break-in there, using grenade-launcher fire and concussion grenades.

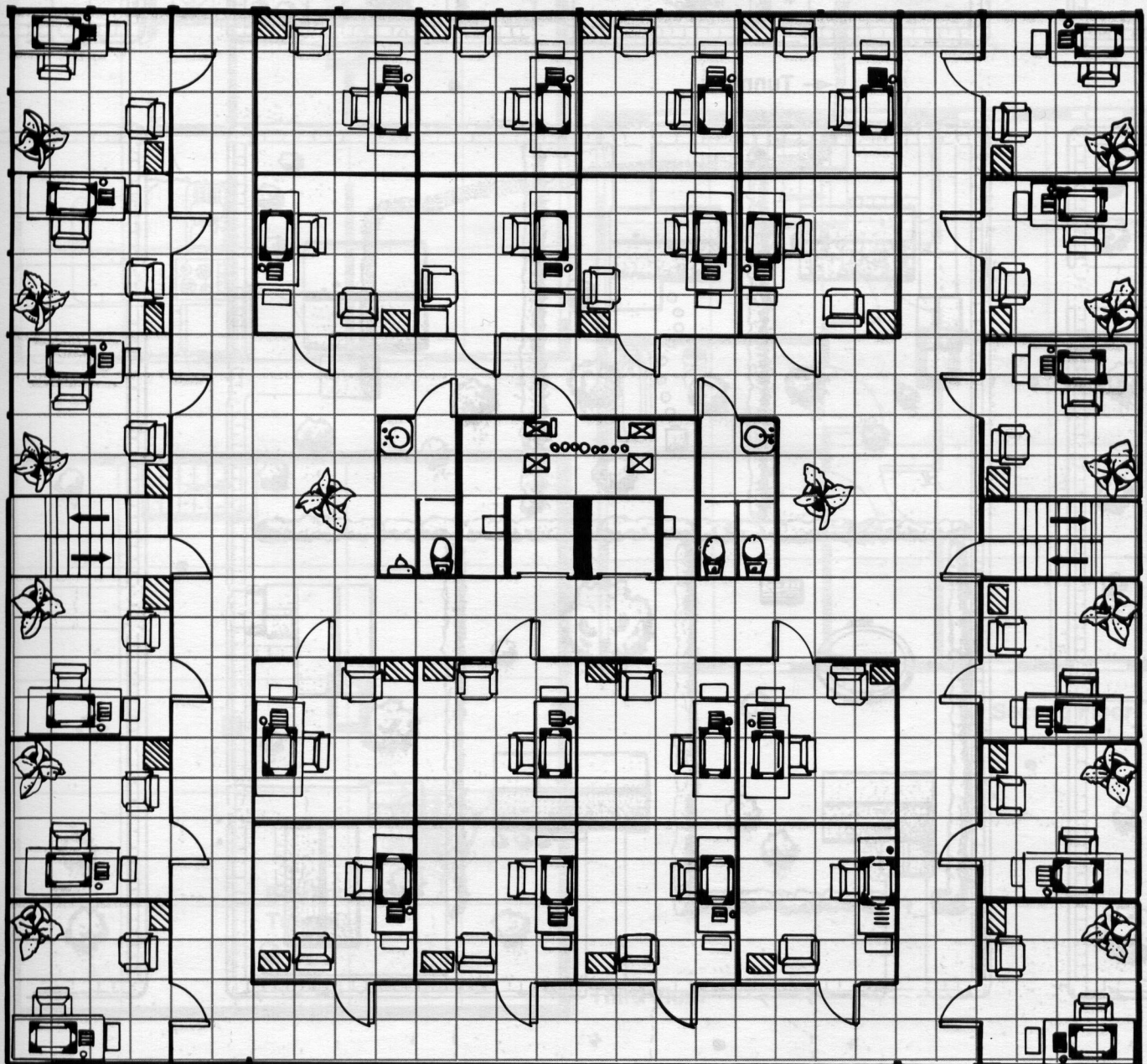
Of course, this much gunfire is likely to attract some additional attention.

About half an hour after the firefight starts, a police helicopter will fly over, trying to see what's going on. If it spots a firefight in progress (and if there is a firefight going on outside, the helicopter crew can't miss it), a 20-man detachment of SWAT officers will be sent out to take care of the matter. They arrive 20 minutes after the

chopper calls for them, and are Experienced NPCs with full close-assault armor, half armed with M16s, the other half with Remington 870P shotguns, "flash-bang" and concussion grenades, tear gas grenade launchers and gas masks. They attempt to arrest anyone in the area and will fire on armed men (shooting to kill) without hesitation.

OUTCOME

The moment the first police siren is heard, the snatch team will disengage and bug out, fast. The mercs would be well advised to do the same, because their employer won't move to get them out of jail if they get pinched.



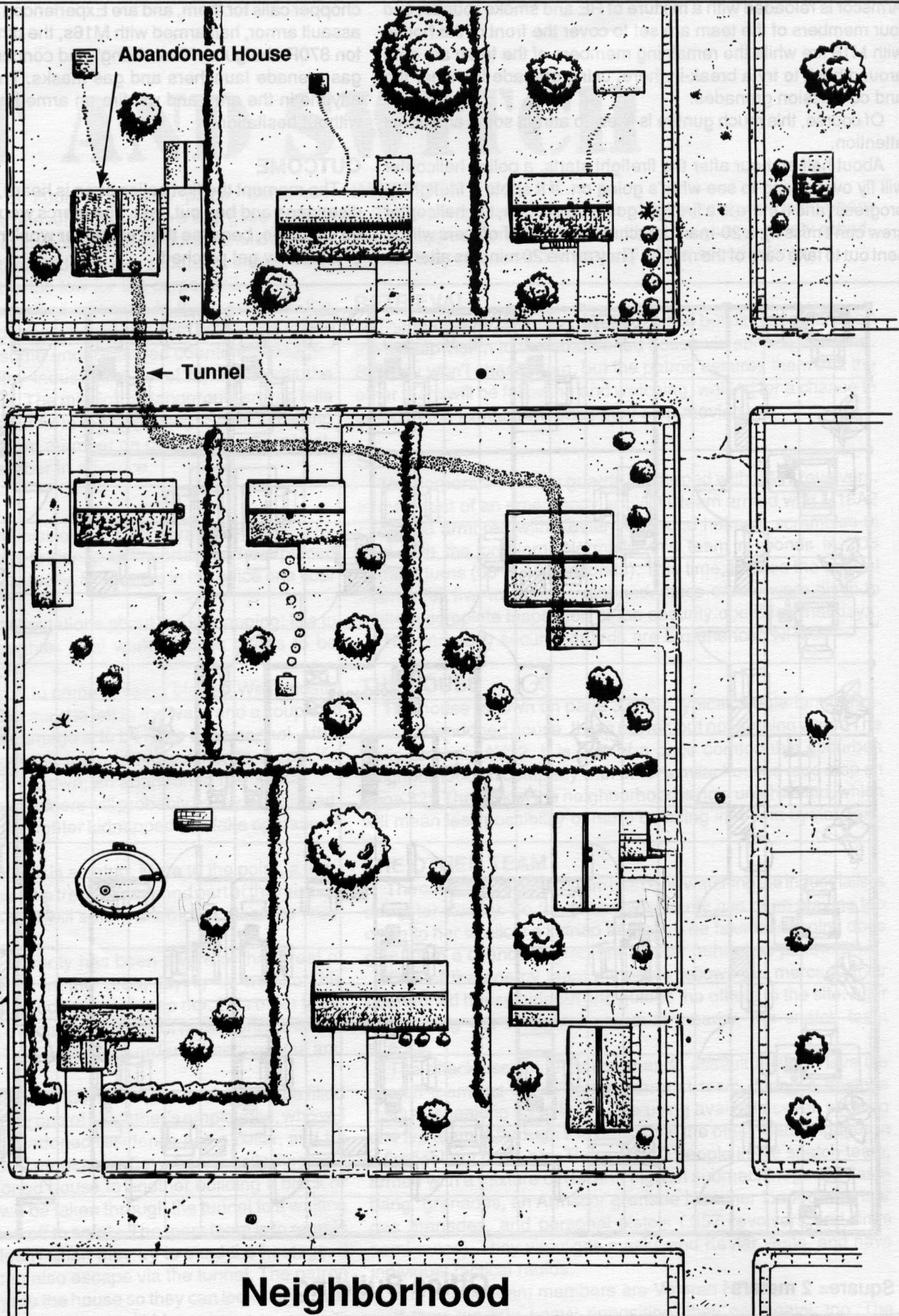
Square= 2 meters

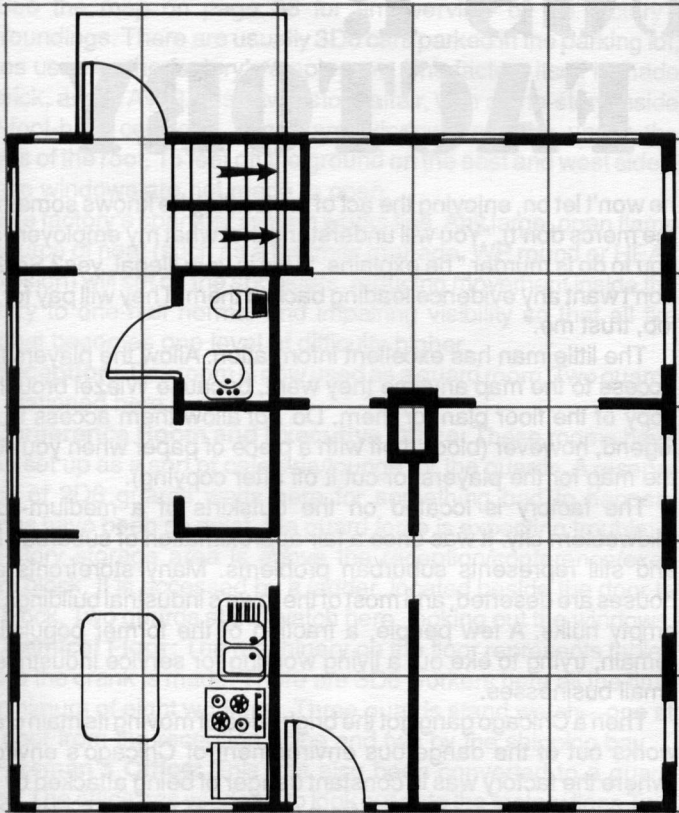
Office Building

Abandoned House

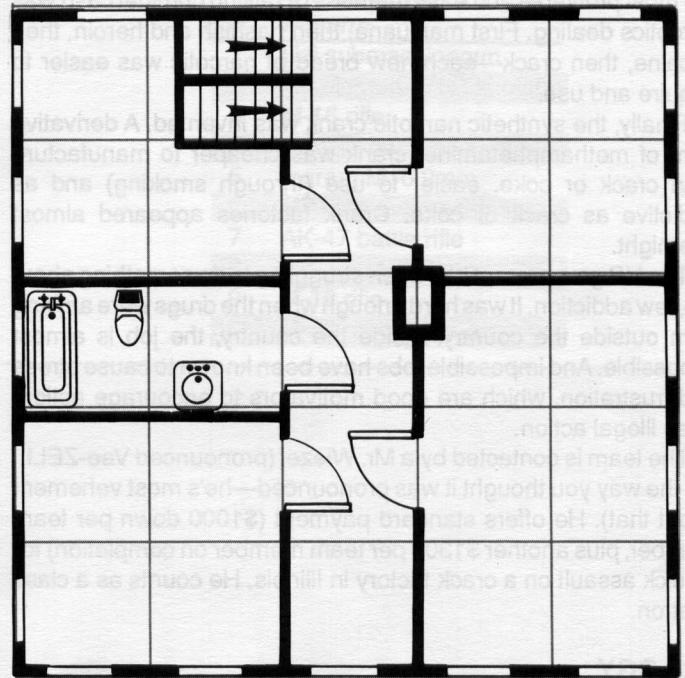
← Tunnel

Neighborhood

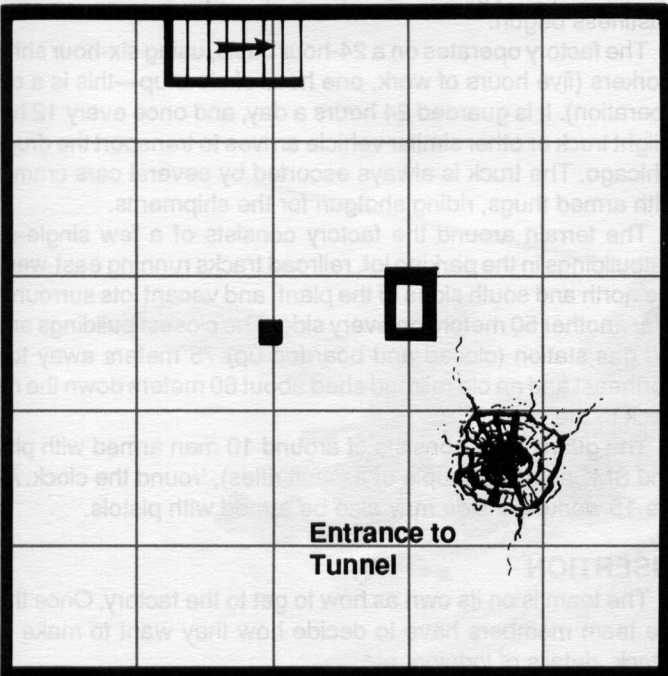




First Floor



Second Floor



Third Floor

Square = 2 meters

Abandoned House

WAR ON DRUGS I: THE CRANK FACTORY

Once upon a time, the United States of America represented the epitome of life for the world. In the US, it was said, the streets are paved with gold. "Where everything comes easy," a popular song explained, "you just hold out your hand."

Not any more. Now the streets are dangerous places in many parts of the country. Lawlessness in major metropolitan centers has always been a problem. In the late 20th century, the problem became worse as unemployment and population increased, leaving more people without anything to do to earn money. Greater and greater amounts of people turned to crime to make a living. One of the most profitable and easy methods of raising criminal cash was narcotics dealing. First marijuana, then hashish and heroin, then cocaine, then crack—each new breed of narcotic was easier to acquire and use.

Finally, the synthetic narcotic crack was invented. A derivative form of methamphetamine, crack was cheaper to manufacture than crack or coke, easier to use (through smoking) and as addictive as crack or coke. Crank factories appeared almost overnight.

The US government has been struggling to do something about the new addiction. It was hard enough when the drugs were arriving from outside the country. Inside the country, the job is almost impossible. And impossible jobs have been known to cause stress and frustration, which are good motivators to encourage action. Even illegal action.

The team is contacted by a Mr. Wiesel (pronounced Vee-ZELL, not the way you thought it was pronounced—he's most vehement about that). He offers standard payment (\$1000 down per team member, plus another \$1300 per team member on completion) for a quick assault on a crack factory in Illinois. He counts as a class I patron.

TRILOGY

The War on Drugs scenario has three parts, of which this is the first. The parts can be played as separate scenarios or as a series of three, proceeding from part 1 to parts 2 and 3 in order.

MISSION BRIEFING

Mr. Wiesel meets with the team to brief them on the target. The man is short, with lank, greasy hair, a few lip hairs that might be struggling to be a mustache, and quick eyes. He has a faint Spanish accent atop a whiney voice. His clothing is a nondescript, off-the-rack lower corporate suit.

The target, he says, is a major crank factory in the middle of a nowhere city in Illinois. The team's orders are simple: Destroy the factory and its operation. They can accomplish this any way they want, so long as the factory is destroyed in a week. "And don't worry about killing innocent people," Wiesel insists. "Anyone in this factory is not innocent, believe me!"

Wiesel will not reveal his employers (truth to tell, he doesn't know who's employing him—he is an intermediary's intermediary—but

he won't let on, enjoying the act of pretending he knows something the mercs don't). "You will understand that what my employers ask you to do is murder," he explains. "This is very illegal, yes? So they don't want any evidence leading back to them. They will pay for the job, trust me."

The little man has excellent information. Allow the players free access to the map anytime they want, because Wiesel brought a copy of the floor plan for them. Do *not* allow them access to the legend, however (block it off with a piece of paper when you copy the map for the players, or cut it off after copying).

The factory is located on the outskirts of a medium-sized Midwestern city. It was once a fair approximation of suburban hell and still represents suburban problems. Many storefronts and houses are deserted, and most of the town's industrial buildings are empty hulks. A few people, a fraction of the former population, remain, trying to eke out a living working for service industries or small businesses.

Then a Chicago gang got the bright idea of moving its main crank works out of the dangerous environment of Chicago's environs (where the factory was in constant danger of being attacked by the gang's enemies), far enough from Chicago to increase safety and near enough to continue the narcotics supply to Chi-town. The factory was set up in the legally acquired shell of an old small fabrication plant; guards were posted; and production of chemical nastiness begun.

The factory operates on a 24-hour basis, using six-hour shifts of workers (five hours of work, one hour of cleanup—this is a clean operation). It is guarded 24 hours a day, and once every 12 hours a light truck or other similar vehicle arrives to transport the drugs to Chicago. The truck is always escorted by several cars crammed with armed thugs, riding shotgun for the shipments.

The terrain around the factory consists of a few single-story outbuildings in the parking lot, railroad tracks running east-west on the north and south sides of the plant, and vacant lots surrounding it for another 50 meters on every side. The closest buildings are an old gas station (closed and boarded up) 75 meters away to the northeast and an old railroad shed about 60 meters down the north track to the west.

The guard force consists of around 10 men armed with pistols and SMGs (and a couple of assault rifles), 'round the clock. Also, the 15 workers inside may also be armed with pistols.

INSERTION

The team is on its own as how to get to the factory. Once there, the team members have to decide how they want to make their attack, details of lodging, etc.

RETRIEVAL

The team is on its own getting out of town, too. Seeing that it's almost right on an interstate, getting away from the factory after the job is done shouldn't be too hard.

THE FACTORY

See the map on page 36 for an overview of the factory's surroundings. There are usually 3D6 cars parked in the parking lot, autos used by the factory's employees. The factory itself is made of brick, and is AV: 9. It is a two-story affair, with a one-story inside (20-foot-high ceilings). There are windows running under the eaves of the roof, 15 feet off the ground on the east and west sides. These windows are not made to open.

The factory's sprinkler system works fine. Any large, open flame or source of heat (such as a thermite grenade, WP round or HEAT explosion) will set off the sprinklers, reducing movement inside the factory to one-half normal and impairing visibility so that all fire combat becomes one level of difficulty higher.

Reception: This room is now used as a guard room. Two guards are stationed here.

Conference Room and Executive Office: These rooms have been set up as a sort of cafeteria/lounge for the guards. A reserve force of 2D6 guards waits here for something bad to happen. Things have been so quiet, the guard force is expecting trouble. A one-story storage area is above the reception/conference/exec room block. It is accessed by a ladder, located beside the door to the block. Two guards stand watch here, looking out the windows.

Chemical Floor: The machinery on the floor represents tables where the crank is made. There are 3D6 workers here all the time (a minimum of eight workers). Three guards stand watch—one at the door from the reception office and two by the shipping bay.

Foreman's Office: This has also been converted to a guard office. The office has windows to look out onto the factory floor. Two guards stand watch here.

PERSONNEL

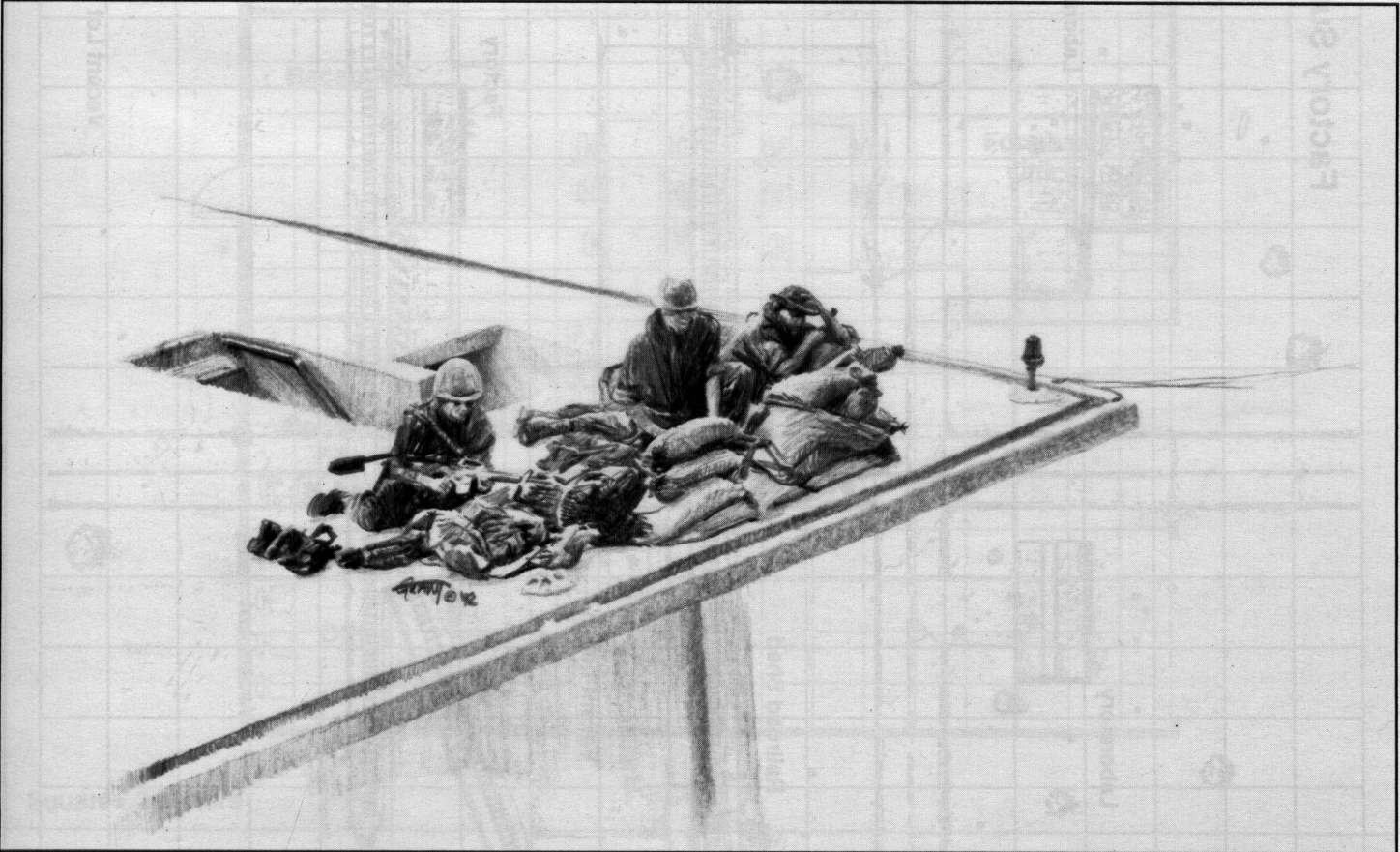
The people in the plant are divided into guards and workers. The guards are Experienced NPCs, with one guard leader (a gang lieutenant) who counts as a Veteran NPC. The workers are Novice NPCs and will not fight unless they are armed. These are not crack troops. In fact, they aren't even troops.

Guards are equipped with 9mm pistols, Kevlar vests and long arms of some sort (see the Firearms Table). Guards have four loads of ammunition for each weapon. Each worker has a pistol on a 1D10 roll of 1-4. Roll 1D10 again to determine type. A roll of 1-5 indicates a S&W Model 19/6.6; a roll of 6-10 indicates a Beretta M9. Workers have one complete load of ammo for each pistol.

These are not crack troops. In fact, they are not even troops. Roll 1D6 for each NPC every turn in which the factory guards suffer two or more casualties (kills). If the NPC rolls higher than his Initiative, he ceases to fight and tries to run away (or hides and plays dead if he can't).

FIREARMS

Roll	Firearm
1	Uzi submachinegun
2	Remington 870P shotgun
3	M-16 rifle
4	Double-barreled shotgun
5	Ingram M10 9mm
6	Mini-Uzi submachinegun
7	AK-47 battle rifle
8	Ingram M10 9mm
9	M-16 rifle
10	M-60 machinegun



Factory Surroundings

Laboratory

Laboratory

Laboratory

Gas Station

Railroad Shed

Vacant Lot

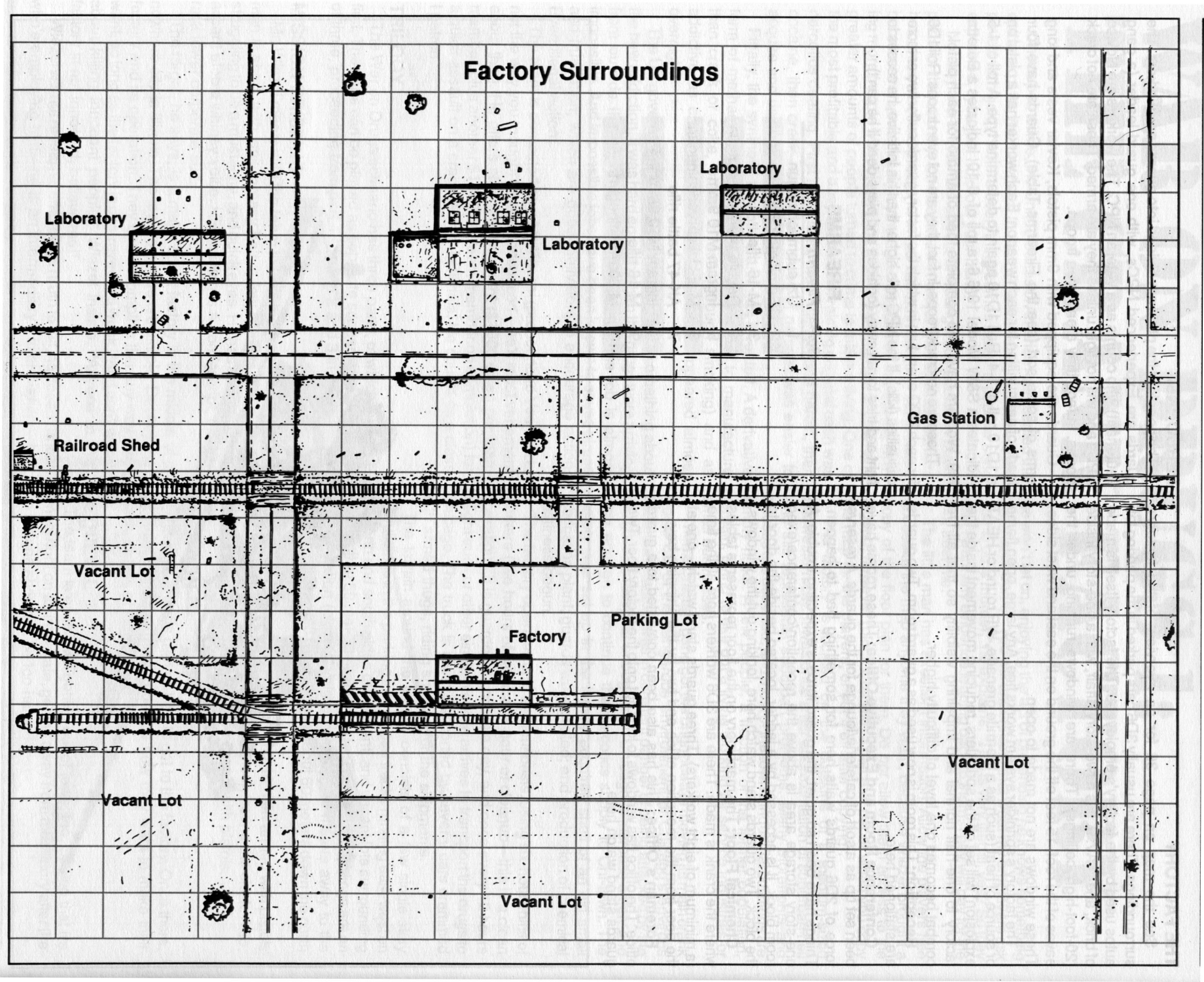
Parking Lot

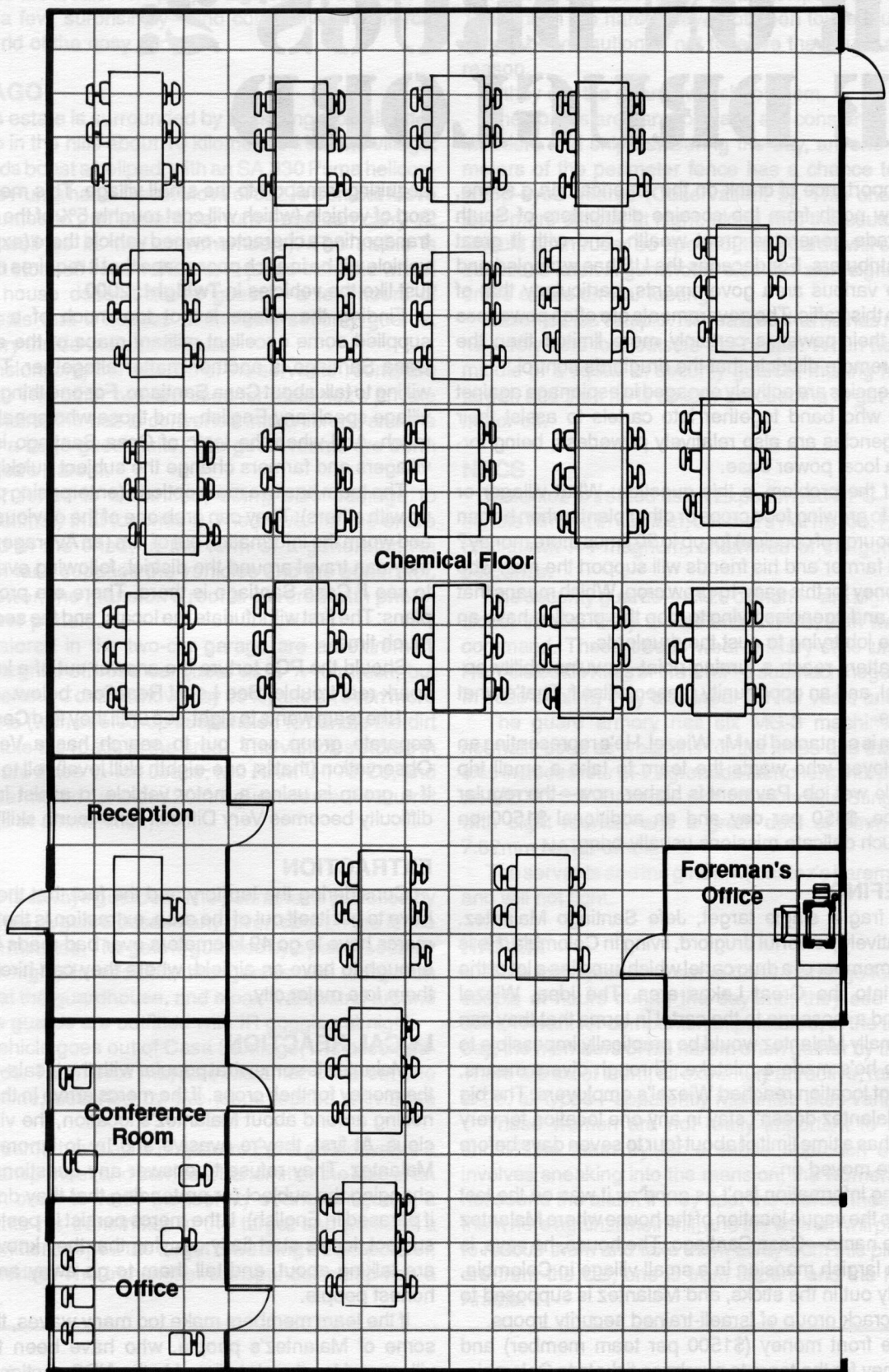
Factory

Vacant Lot

Vacant Lot

Vacant Lot





Square= 2 meters

Factory

WAR ON DRUGS 2: THE DRUGLORD

Despite the importance of crack on the American drug scene, narcotics still flow north from the cocaine distributors of South America. This trade generates great wealth, and with it great power, for the distributors. For decades the US has wrangled and pleaded with the various area governments, particularly that of Colombia, to stop this traffic. The governments are often powerless to do so, since their power is certainly more limited than the druglords' in the remote districts that the druglords control.

Several US agencies are actively engaged in espionage against these druglords, who band together into cartels to assist their business. The agencies are also relatively powerless, being foreigners without a local power base.

At the base of the problem is this question: What villager or farmer will switch to growing food crops or other plants when he can grow cacao (the source of cocaine) for up to 50 times more money? And naturally the farmer and his friends will support the man who pays them the money for this easy-to-grow crop. Which means that the governments and agencies trying to stop this practice have an almost impossible job trying to oust the druglords.

Sometimes matters reach a turning point—a vulnerability appears in the cartel, and an opportunity presents itself. That's what is happening here.

Again, the team is contacted by Mr. Wiesel. He's representing an unidentified employer, who wants the team to take a small trip south, to do a little wet job. Payment is higher, now—the regular \$1500 in advance, \$450 per day and an additional \$1500 on completion, as such delicate missions usually bring.

MISSION BRIEFING

The job is to frag a single target, Jefe Santiago Malantez. Malantez is a relatively powerful druglord, living in Colombia. He is a very prominent member of a drug cartel which supplies a lot of the powder moving into the Great Lakes area. The idea, Wiesel explains, is to send a message to the cartel in terms that they can understand. Normally Malantez would be practically impossible to find, but this time he's made a mistake. Through divers means, news of his current location reached Wiesel's employers. The big problem is that Malantez doesn't stay in any one location for very long, so the team has a time limit of about four to seven days before Malantez will have moved on.

Wiesel's briefing information isn't as good as it was on the last job. He only knows the vague location of the house where Malantez is staying, and the name—Casa Santiago. The house, he says, is supposed to be a largish mansion in a small village in Colombia. This place is really out in the sticks, and Malantez is supposed to be guarded by a crack group of Israeli-trained security troops.

Wiesel has the front money (\$1500 per team member) and enough extra money for the team to purchase tickets to Colombia.

INSERTION

The first problem the mercs have upon reaching Colombia is

acquiring transport to the small village. This means renting some sort of vehicle (which will cost roughly 5% of the vehicle's cost), or transporting a character-owned vehicle there (expensive). A rented vehicle will be in such poor shape that it requires maintenance time, just like the vehicles in *Twilight: 2000*.

Finding the village is not too much of a problem—Wiesel supplied some excellent military maps of the area. But locating Casa Santiago is another matter altogether. The locals are not willing to talk about Casa Santiago. For one thing, few people in the village speak any English, and those who speak any don't speak much. And when the topic of Casa Santiago is brought up, the villagers and farmers change the subject quickly.

The team has two main options (enterprising players may come up with others): They can grab one of the obviously deceitful locals and worm the information out of him (an Average: Interrogation), or they can travel around the district, following every road to its end to see if Casa Santiago is there. There are problems with these plans: The first will infuriate the locals, and the second may take too much time.

Should the PCs torture the answer out of a local, the news will spark real trouble. See Local Reaction, below.

If the team wants to sight-see until they find Casa Santiago, each separate group sent out to search has a Very, Very Difficult: Observation (that is, one-eighth skill level) roll to locate the house. If a group is using a motor vehicle to assist in the search, the difficulty becomes Very Difficult (one-fourth skill).

EXTRACTION

Considering the territory and the fact that the team is going to have to get itself out of the area, extraction is the correct term. The mercs have to go 49 kilometers over bad roads to find a city large enough to have an airfield, where they can hire an aircraft to get them to a major city.

LOCAL REACTION

Malantez is somewhat popular with the locals—after all, he pays the money for their crops. If the mercs arrive in the village and start nosing around about Malantez's location, the villagers get suspicious. At first, they're evasive and try to ignore questions about Malantez. They refuse to answer any questions about the man, changing the subject (or pretending that they don't understand it, if phrased in English). If the mercs persist in pestering them on the subject, locals start flatly denying that they know what the mercs are talking about, and tell them to go away and stop bothering honest people.

If the team members make too many waves, they are visited by some of Malantez's people, who have been tipped off by the villagers. Use the stats listed in the NPC section on page 39, and have about 10 of Malantez's security guards try to ambush the mercs during their search or kill them at their lodgings.

If the mercs use violence against the villagers, they go too far

and really infuriate the locals. The people dig out their weapons—they have quite a few, surprisingly—and come after the mercs, intent on getting rid of the nosy gringos.

CASA SANTIAGO

The druglord's estate is surrounded by thick jungle on all sides and is located up in the hills about 10 kilometers from the village. The estate grounds boast a helipad, with an SA.330 Puma helicopter sitting on it (the Puma has a Travel Move of 822, a Combat Move of 25—which equates to 200 meters per turn—and can carry 12 passengers, as well as its two crewmembers). The stable is obviously used to store off-road vehicles, to judge from the wheel ruts. The guest house doesn't house guests—a few hours of surveillance reveals that it houses Malantez's security guards. There is an armory inside the guardhouse.

Inside the mansion, only the first two of the servants' rooms are used for servants. The other two are used for Malantez's private bodyguards. Upstairs, the hall is converted into a library, and the library is actually a large guest suite. The guest rooms are dorm rooms for Malantez's harem.

The perimeter fence is electrified, doing 3D6 damage to anyone (or any animal) that touches it. The power for the entire estate is housed in the shed, in the form of a generator. An underground fuel tank supplies the vehicles and the generator. For additional power, the mansion's roof is covered with photovoltaic solar power panels.

The vehicles stored in the two-car garage are an extremely expensive Lamborghini off-road car (treat as a 5/4-ton truck, but increase the Travel and Combat moves by 50%) and an even more luxurious limousine (with beefed-up suspension to handle the dirt tracks that constitute the roads in the area). The vehicles stored in the large garage are three 1/4-ton Jeeps, two RAM V-1 APCs, and an EE-3 Jararaca armored car with a 20mm gun mounted in a turret (with 1200 rounds of ammunition).

SECURITY

Casa Santiago is always guarded. The perimeter is patrolled by four guards at a time. A guard passes any given spot on the fence every six or seven minutes. The gate is guarded by a pair of security guards, day and night. In addition, two guards are always on emergency duty at the guardhouse, and a pair walk patrol around the mansion. The guards are outfitted with IR goggles at night.

Whenever a vehicle goes out of Casa Santiago, it is accompanied by two guards. The mercs may see Malantez drive out one day, in his limousine, escorted by two jeeps loaded with three guards apiece.

The security guards have an IFF system. Each guard wears a wristwatch-like transponder and carries a transmitter the size of an electric shaver. In order to verify the identity of another guard, a guard simply points his transmitter at the target and presses a button. The transmitter beeps if the target is wearing a transponder, and buzzes otherwise. The transmitter/transponder setup has a 200 meter range.

The servants also wear similar transponders, as does Malantez. The girls in the harem have not been told about them, and have simply been cautioned not to leave the house after dark, for any reason.

If they do, the guards will shoot them.

The guards are paranoid, and are constantly on the lookout for intruders and snipers. During the day, anyone moving within 25 meters of the perimeter fence has a chance to be seen by the sharp-eyed guards (Observation: 5). This check becomes one level more difficult at night, along with the usual vision modifiers. Should an intruder be spotted, the guards will shoot first and ask questions later. A gunshot is also the alert signal and will put the entire estate on war footing.

Malantez isn't stupid. He realizes that he has many enemies, so he rarely sets foot outside the house. When he does, it is in the middle of a squad of security guards, making him a very difficult target, and then he is usually proceeding to get into a vehicle and motor off.

NPCS

Malantez is treated as an Experienced NPC—he knows how to handle himself in combat, but that's not his job. He carries a Ruger Blackhawk .44 magnum, enamored of the gun's *machismo* appearance.

The security guards—all 20 of them—are highly trained, professional troops. They are Veteran NPCs, with two Elite officers in command. These troops wear military-style uniforms and carry H&K G3 battle rifles or H&K MP-5 submachineguns and P7 pistols. In case of alert, they also wear Kevlar vests and steel helmets.

The guard armory has six MG-3 machineguns, which are normally used as weapons for the jeeps and the RAM V-1 cars. It also includes four M-79 grenade launchers with plenty of grenades, an M20A1 3.5" Bazooka with 20 rounds, a Stinger SAM launcher with eight rounds, and a great deal of 9mm Parabellum and 7.62mm NATO ammo.

The servants and the girls in Malantez's harem are Novice NPCs and will not fight.

HAREM

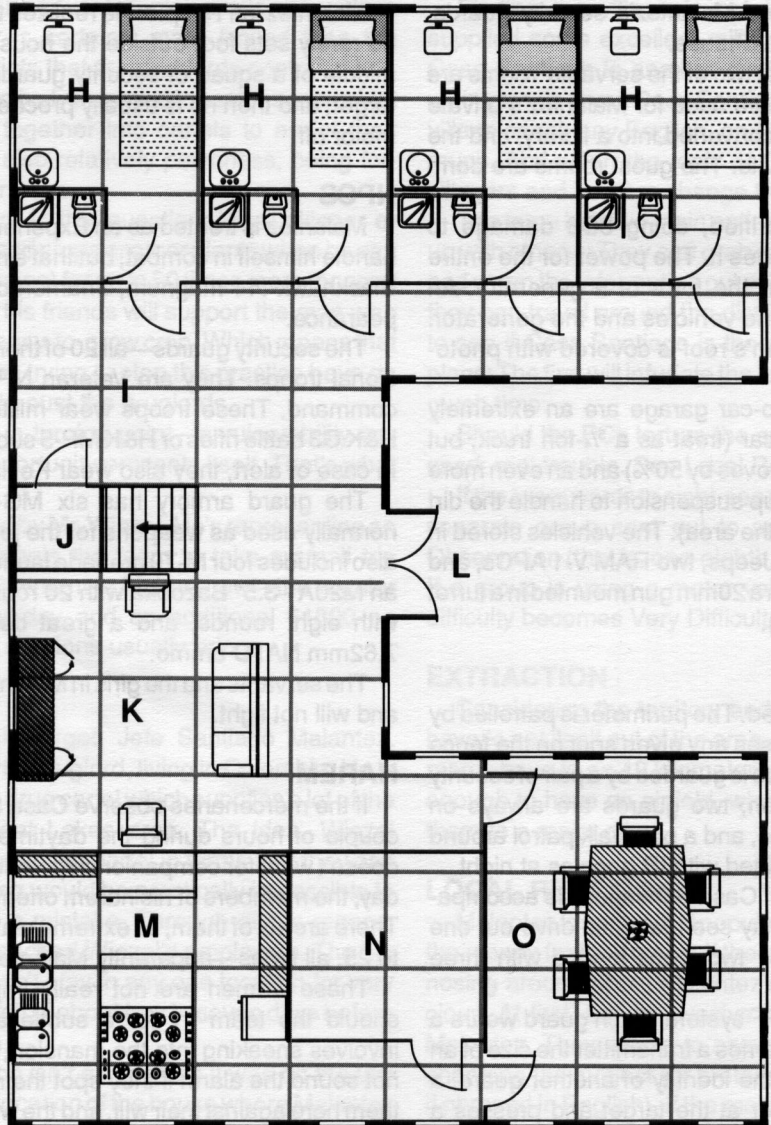
If the mercenaries observe Casa Santiago for any more than a couple of hours during the daytime, they see that the druglord doesn't want for companionship. Indeed, in the tropical heat of the day, the members of his harem often gather by the pool to cool off. There are six of them, all extremely attractive, ranging from age 17 to 25, all types—apparently Malantez likes variety.

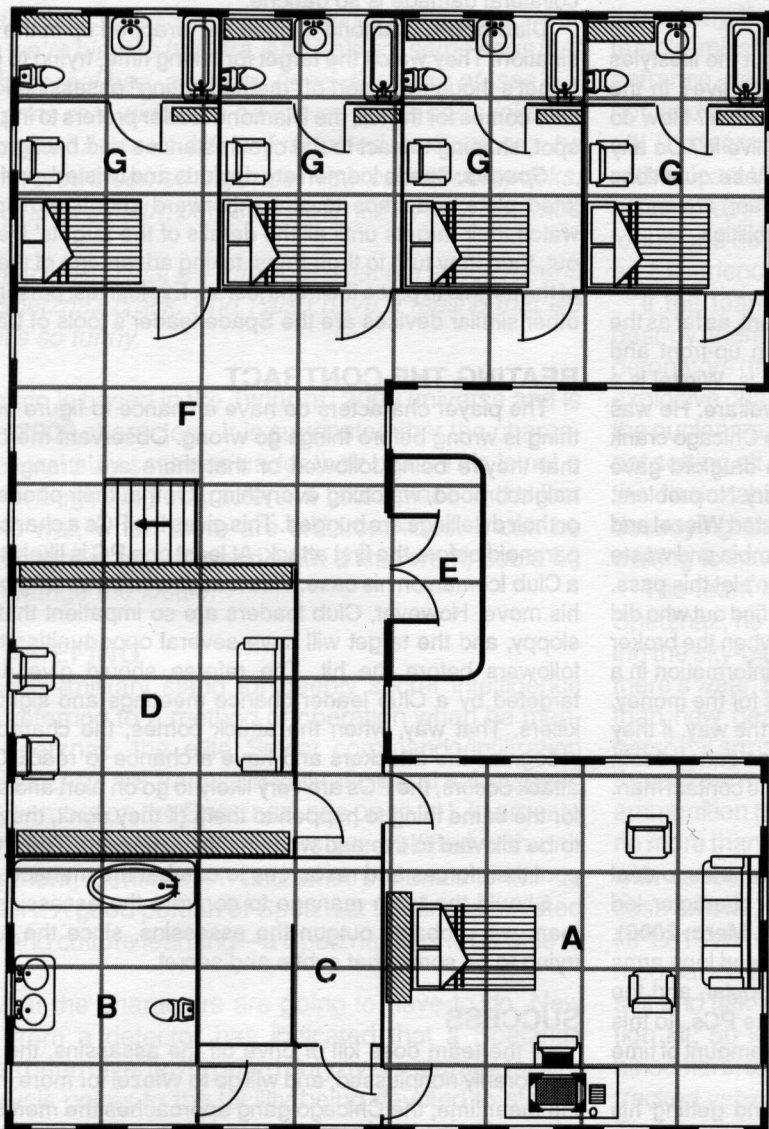
These women are not really important to the scenario, but should the team try for a subtle approach or something that involves sneaking into the mansion, the women in the harem will not sound the alarm if they spot the mercs. Indeed, Malantez has them here against their will, and the women will plead with the team to rescue them and take them away from this place. Four of them are from the US; one is from Japan; and the last is from Saudi Arabia.

Whup 'em a coupla good licks upside the haid.

PFC Pickens' seminar on sentry neutralization

Mansion





Key

Second Floor

- A Master bedroom
- B Master bath
- C Master closet and dressing room
- D Library
- E Balcony
- F Hall
- G Guest rooms

First Floor

- H Servants' quarters
- I Hall
- J Hall closet
- K Solarium
- L Entry
- M Kitchen
- N Pantry
- O Dining room

WAR ON DRUGS 3: THE PAYBACK

Wiping out a crank factory and killing a drug cartel member are not acts calculated to increase a merc's popularity with the narcotics crowd. This scenario deals with the consequences of the previous parts of this trilogy. There's no patron, mission briefing or money in this scenario. The only reward is the survival of the mercenary characters.

LIFESTYLES

It is important that the referee know something about the lifestyles of the mercenary player characters. Where does each live? In the same city? In separate cities? Do any of them live together? How do they keep in touch? What sort of place does each PC live in? Do any of them have families or anyone living with them? These questions (and whatever other questions the referee thinks relevant) are important, because the PCs are being watched for vulnerabilities.

WHAT'S GOING ON?

Wiesel sold out. Actually, he's a fairly trustworthy agent, as far as the team is concerned. At least his missions have been up-front and honest in the information he gave them. The problem is, Wiesel is a truly independent agent, interested only in his own welfare. He was actually working for Malantez on the first mission—the Chicago crank operation was cutting in on the cartel's turf, and the druglord gave Wiesel the job of finding some gunsels to trash the factory. No problem. Then the Chicago gang, furious over the attack, contacted Wiesel and hired him to hire some mercenaries to fly down to Colombia and waste Malantez as a message to the cartel. The cartel couldn't let this pass. Someone had to be punished. They called in Wiesel to find out who did the dirty on Malantez, and were pleasantly surprised when the broker came up with names, addresses and other pertinent information in a very short time. That's right—Wiesel fingered the PCs for the money.

Wiesel has another reason to want the PCs out of the way. If they were to talk to either the Chicago gang or the Colombian cartel, death would be one of the less painful things inflicted on the little contact man.

PLAN

So the cartel has sent a number of their own mercenaries to deal with this insult. There are two Veteran mercs per player character, led by an "Iceman" merc assassin per PC (profile page 51, **Merc: 2000**). These mercenaries are armed with a variety of pistols and long arms (shotguns, assault rifles and submachineguns are popular, and the Icemen also like sniper rifles). Their mission is to kill the PCs. To this end, the PCs will be located and watched for a variable amount of time before the assassins make their moves.

How much time is spent watching each target and getting his routine down depends on the personality of each Iceman leader. Draw a standard NPC motivation card for each leader.

Clubs: Club Icemen like to get the job done quick. Impatient and violent, Club leaders will watch their targets until a window of opportunity opens for the hit. Club leaders prefer frontal attacks with plenty of overkill, like drive-by machinegunnings, using a LAW on the target while he's in his car, etc. *Club King* leaders prefer a different tactic, going to great lengths to capture their target and make the victim's death as painful as possible.

Hearts: Heart Icemen are precise and exacting. They will watch the target until the target's routine is completely established, then pick a time to kill the target. The murder will be done with as much finesse as possible—a single sniper shot, a knife stab in passing, a bullet between the eyes, and so on. Heart leaders hate spillover fire—collateral damage is so gauche.

Diamonds: Diamond Icemen get wrapped up in the job of assassination. They watch the target for a long time, trying to get inside the target's thoughts, a sort of "method acting" assassination. When the time comes for the kill, the Diamond leader prefers to improvise on the spot, shaping the act to the circumstances and background.

Spades: Spade Icemen are devious and twisted, preferring convoluted plots and traps to straightforward shootings. Spade leaders watch their targets until all the details of the targets' lifestyle are laid out, then they turn to their traps, taking advantage of their knowledge of the targets to place the traps just so. Explosives, poisons, mines and other similar devices are the Spade leader's tools of trade.

BEATING THE CONTRACT

The player characters do have a chance to figure out that something is wrong before things go wrong. Observant mercs may notice that they're being followed or that there are strange men in their neighborhood, watching everything. Or that their phones are tapped or their dwellings are bugged. This gives the PCs a chance to get a little paranoid before the first attack. At least one PC is likely to end up with a Club Iceman on his case. This leader won't wait long before making his move. However, Club leaders are so impatient that they're a bit sloppy, and the target will have several opportunities to eyeball his followers before the hit. The referee should give any character targeted by a Club leader chance meetings and sightings with his killers. That way, when the attack comes, the character may well recognize the attackers and have a chance to react. Once the first attack occurs, the PCs are very likely to go on alert and start watching for the same thing to happen to them (if they don't, they're too stupid to be allowed to live and work in this business!). The PCs may even pool their forces and resources to combat the menace.

Should the team manage to confront the assassins directly, the team will probably outgun the assassins, since the assassins are trying to be somewhat subtle and secret.

SUCCESS

If the team does kill or drive off the assassins, the cartel will be temporarily nonplussed, and will go to Wiesel for more information. In the meantime, the Chicago gang approaches the mercs in search of Wiesel. A conversation about the jobs Wiesel hired the team to do will yield some interesting consequences for the little man, and incidentally call off the looming drug war.

CONTINUING THE WAR

The drug competition doesn't stop with this scenario. The Chicago gang and the cartel continue blasting one another. One twist might have the Chicago gang hiring the merc team to assist them in their war against the cartel!

WARRIORS OF THE NUCLEAR DAWN

All the nukes were used up when the powers that be decided to destroy mankind's evolution once and for all. There are no more left, right? Everyone knows that.

At least that's what I tell the Old Man. The spook with him laughs kinda dry-like and says, sure, there are no more nukes left. And he's the Easter Bunny. And since he's the Easter Bunny, then we're his little helpers. And he's got some eggs that have gone bad, real bad, and they need disposing of, see?

Then he grins real wide, like he knows some sorta joke we don't, and congratulates us. We've just joined the Spetznaz, he says. Fremont growls something under his breath about spooks. I don't quite catch it exactly, but I agree with it. Anyway, it sounds derogatory.

I got a funny feeling that we'll find out what the spook means about that Spetznaz crack. And I also have a feeling that we won't think it's so funny.

This scenario is based in the **Twilight: 2000** universe and is for **Twilight: 2000** characters. It is suggested that the characters have several play sessions under their belts. This is not a scenario fit for beginning characters. It takes place in the last stages of the war, when there are still front lines. It can be modified to fit almost any unit and (with a little work) could be modified to change the locale.

MISSION BRIEFING

The "spook"—military slang for deeply secret intelligence types—was referring to a method of operation when he mentioned the Spetznaz, the elite Soviet commando/infiltration force. The Spetznaz are trained in infiltration and sabotage in time of war (for more on the Spetznaz, see page 21). In order to accomplish this, these special soldiers are outfitted with uniforms, equipment, identification and other materials to imitate enemy soldiery. A good portion of Spetznaz training is devoted to language and culture learning—a Spetznaz has to be able to fit in.

That is what the characters are going to have to do. New intelligence from a defector has indicated that a Spetznaz company has been diverted to guard duty over a storage facility. Further analysis points to the facility being devoted to storing nuclear warheads from old surface-to-surface missiles—the quantity of warheads is unknown. What is certain is that Spetznaz infiltration techniques combined with shaky (not to say nigh-invisible) battle lines and nuclear warheads spell trouble with a capital T. Why, a disguised Spetznaz trooper driving a deuce-and-a-half could carry a concealed bomb almost anywhere, and there'd be little chance of a security patrol catching him before he reached his destination.

So the team has to turn Spetznaz, in effect. The loose lines work both ways, enemy forces hold many road and rail nexuses, but they don't control all of the territory in between. A small, highly mobile force should be able to slip deep inside enemy territory to the weapons facility. And if the group is disguised as the enemy, there should be no problem reaching the target. The team's mission is to do just that—sneak to the facility, gain entrance, verify whether the Soviets have nuclear weapons or not, and if they do, destroy them. Do not, repeat *do not* set them off! The team must contain a nuclear weapons expert (someone with at least Warhead: 3. If there are no PCs with Warhead: 3+, an NPC specialist will be provided to examine any warheads found and determine if they are nuclear or not. The specialist is an Experienced NPC, with Warhead: 5).

If the team finds nuclear rounds, there are many ways to destroy them. One of the easiest ways is to remove all the detonators (that's what the Warhead specialist is for), and set an explosive charge in the storage area. The explosion will destroy the nuclear material (or at least reduce it to unusable form) while not setting off a fission reaction. The key is to destroy or mangle the fissionable material while the detonators are removed; destroying the detonators just leaves the nuclear material waiting to have new detonators fitted.

The team is definitely going in disguised, and disguised as Spetznaz, no less! Even the correct uniforms, up to and including the sky-blue berets. The uniforms and gear are a bit used—there's wear, bullet holes, and so on—but that's less suspicious than new gear. Each PC gets his choice of common Soviet personal armament (within reason—no one receives more than three firearms). Each firearm is supplied with 10 magazines of ammunition (BG-1 grenade launchers come with 20 grenades, no more than five of which can be HEDP). The group is supplied with cases of Soviet hand grenades—three cases frag, one case smoke, one case WP. Also supplied are six RPG-22s; an RPG-16 with nine rockets; Soviet equipment package; personal medical kit; 2km radio; two weeks of rations; chemical defense suit and flak vest for each PC and NPC; an engineer's demolition kit; 50 kilograms of plastic explosives; three pairs of 4x binoculars; and a full set each of Soviet basic, wheeled vehicle, tracked vehicle, small arms, electronic and electrical tool sets. The group gets their choice of one Soviet heavy weapon per four team members. The available weapons are an AGS-17 with three drums of ammo, an AT-4 Spigot with four missiles, an 82mm mortar with 20 rounds (use M1937 stats), and a PK MG with 500 rounds.

The group gets vehicles to help haul all this equipment, of course. They are issued a BRDM-1 with a PK MG and a Soviet truck (use 2½-ton stats) towing a 1000-liter trailer. If needed, the

group may also have a UAZ-469 (or may trade the BRDM-1 for a UAZ-469). Requests for heavier vehicles are denied; they take too much fuel, and the group is supposed to be going in undercover, not trying to shoot their way in.

The PCs may take their normal uniforms and weapons as cargo if they desire, and pass them off as equipment for penetrating "enemy" lines. This equipment should be limited to personal gear, not heavy or crew-served weapons, etc.

Due to the fact that the characters are going in disguised as Spetznaz, it is imperative that someone in the group be fluent in Russian. If none of the team members have Russian: 3 or better, an intelligence specialist (Experienced NPC, with Russian: 5) is attached to their group, and the PCs are ordered to keep their mouths shut whenever they encounter enemy forces!

Someone is bound to ask the ultimate question: Why us? The answer is that the PC group has proven itself to be capable of independent, unsupported, guerrilla action (no PC group that undertakes "fair fights" lives long enough to make a habit of it), and they're the best available people for the job.

SNEAKING IN

The job of determining the actual location of the storage facility is up to the referee, who should tailor the location to fit his current campaign situation. In the event that the referee doesn't really have a campaign setting, the facility should be located in middle to eastern Poland.

The facility's location should be at least 250 kilometers from the player character group's starting point, and at least 150 kilometers inside enemy territory. It may be located in a small town or a city, not out in the middle of nowhere (the facility was built before the war, for another purpose).

Along the way, the group will have plenty of opportunities to encounter enemy troops, who patrol to keep this sort of sortie from happening. To this end, most of the territory the group passes through counts as Organized (if 20 kilometers or farther from a town or city) or Cantonment (within 20 kilometers of a town or city) for purposes of encounters.

If need arises, the referee should remind the players that the success of their mission (as well as their safety) hinges on their ability to convince enemy patrols that they are Spetznaz. This shouldn't be too difficult; after all, there is a Spetznaz encampment to the east, and that's where the group is heading. If the PCs start combat, etc., they blow their cover. If word gets to the Spetznaz that there are ersatz Spetznaz running around, the Spetznaz commander detaches a platoon of heavily armed Spetznaz troops to hunt the imposters down. These troops are equipped with standard Soviet equipment, but have flak jackets, BMP-3s, BRDM-2s and a still truck.

Finding the facility is no problem; the defector gave a clear location that can be found on the maps. A mere hour of observation allows the PCs to see that the facility is under tight security, patrolled by armed Spetznaz teams (see Security, on page 45).

EXTRACTION

Like most **Special Operations** scenarios, there's no pickup

here. After the deed is done, it's up to the group to pull out and head back to their own lines. If they make it back, the spooks would like their captured Soviet equipment back, please.

SPETZNAZ CAMP AND FACILITY

The Spetznaz have taken the trouble to fortify some nearby buildings and make them into a camp. All other buildings for a range of 300 meters have been carefully destroyed, their shattered walls chipped down to one-half meter height—a man crouching prone behind one of these walls would gain the cover benefit from other troops at ground level; the short remnants of wall provide no cover from troops at higher elevations.

The Spetznaz buildings and the facility count as AV: 10. These are multistory brick buildings. Should the PC group actually attempt to destroy a building, use the building destruction rules in the *Keep on Truckin'* scenario (page 53).

The entire encampment is ringed by a chain-link fence topped with concertina wire. The Spetznaz apparently have plenty of fuel to provide power for spotlights set on the building eaves. These spotlights negate nighttime spotting and fire modifiers inside the compound. They also make it nearly impossible to spot or shoot the MG nests atop the buildings at night; spotting or shooting a rooftop MG nest at night when the spotlights are on is at two levels of difficulty greater than normal.

Entrance Checkpoints (1-2): These are AV: 10 bunkers built at each entrance. Each bunker is staffed by a fire team of Spetznaz at all times. The bunkers have been designed to allow 360° fields of fire.

Spetznaz Depot (3): This three-story building houses the Spetznaz heavy weapons depot and their vehicles. There is an MG nest at each corner on top of the building. Each nest has a Spetznaz MG team (two men) with a PK MG and 250 rounds of ammo; the MG can fire to either side of the building it fronts (for instance, the MG on the northwest corner can fire to the north or the west). Each nest has a single layer of sandbags protecting it (AV: 5). Inside, the building is built like a factory, with a double-height first floor (this is the vehicle level), with stairs, elevators and catwalks leading to the upstairs level.

Upstairs, converted offices serves as storage and bunking areas for Spetznaz troops.

The vehicle level is where the vehicles are parked; there are also five 10,000-liter fuel tanks spaced around the walls. These are filled with alcohol. One corner of the vehicle level is devoted to distillation; a large still sits in that corner, producing methanol.

The depot building also contains an armory where heavy weapons shells are kept. This armory is located in the basement and can be accessed from the vehicle level. The ammunition stored here is 30mm grenades, 30mm autocannon, AT-4 missiles, 14.5mm KPV ammo, 7.62R ammo, Songster missiles, T-80 125mm rounds, smoke dischargers reloads, etc.

Spetznaz Barracks (4): This is a two-story building, housing Spetznaz troops and officers. It's built like a dormitory (that's what it was before the war). Each corner of the roof has an MG nest, just like the Spetznaz depot (above).

Storage Facility (5): This is a three-story building. There are guards in rooms marked G; each G room has a fire team of

Spetznaz. The room marked O is the office, where the guard officer stays on duty. A Spetznaz fire team waits in the outer office next to the office. The rooms marked W contain the warheads. These rooms are secured by metal doors (both these walls and the doors are AV: 15) locked by big padlocks; the guard officer has the keys.

The roof of this building also has an MG nest at each corner, like the other two buildings.

SPETZNAZ

The Spetznaz have a reinforced company here. It consists of three platoons of Spetznaz (31 men and one officer per platoon), a vehicle detachment (12 BMP-3s, three BRDM-2s, three BRDM-4s, two T-80s, three UAZ-469s, 10 5-ton trucks, and 40 men) and an HQ squad (three officers, seven men).

The Spetznaz use normal Soviet rifle squad formations (**Merc: 2000**, page 86), but split up the squad into fire teams for patrol and guard duties. A fire team consists of a fire team leader with an AKR, two men with AK-74s and one man with an AK-74/BG-1 combination. All duty troops wear flak jackets (and aren't happy about the discomfort).

Treat Spetznaz squad leaders and officers as Elite NPCs. Treat all other Spetznaz as Veteran NPCs.

In addition to their normal weapons, the Spetznaz all carry three frag and one WP grenades apiece. In case of intruders holed up in a bunker, the Spetznaz have two LPO-50-equivalent flamethrowers, normally stored in the barracks building (right next to the fire extinguishers).

SECURITY

Each entrance checkpoint is manned 24 hours a day, as are the MG nests atop the buildings (one squad mans each rooftop for six hours). In addition, one squad patrols the fence, split into two fire teams which walk opposite sides of the fence perimeter. On the average, each fire team takes 20 minutes to make a complete circuit of the fence. All personnel entering the storage building are to check in with the guard officer; a Spetznaz trooper from the fire team nearest the entrance used escorts personnel to the guard officer for clearance.

Finally, this is a relatively small unit (fewer than 150 personnel), so the Spetznaz troops know each other fairly well. There are female Spetznaz troops here, so female PCs masquerading as Spetznaz won't attract too much attention. But any Spetznaz trooper who gets a good look at any of the intruders' faces may realize that he's never seen that person before, and stop the PC/NPC to ask for identification. To determine if this happens, roll 1D10 at each encounter where the Spetznaz are in close proximity with the intruders. On a roll of 1, a random Spetznaz trooper has gotten suspicious.

A single gunshot or a shout triggers the alert. Once alerted, the Spetznaz scramble to positions. The vehicle crews run for

the depot building and their vehicles. One rifle platoon takes up position atop the Spetznaz barracks; the other rushes to defend (or clean out) the storage facility (the third platoon is already on patrol and guard duty).

THUNDERBALLS

The information provided by the defector is correct: The Spetznaz are sitting on a baker's dozen (13) 20-kiloton nuclear surface-to-surface missile warheads. All are in serviceable shape. There are four in one room, four in the next and five in the last). Their detonators are attached, but their fuses are locked in a safe in the armory (in the depot building).

Taking the detonator off a nuclear warhead is an Easy: Warhead task and takes five minutes. Failure means that the warhead specialist has to try again; catastrophic failure means that the detonator was dropped and made a lot of noise (they will not explode without their fuses!); outstanding success means that the detonator was removed in two minutes instead of five.

REWARDS

"No good deed goes unpunished," the old saying goes. If the character group manages to pull this mission off, they gain from the experience. For beginners, they have a solid contact in the upper levels of military field intelligence, which can be quite useful. For completing a vital mission like this one, each character gets 3 bonus experience points on top of normal experience gains. And should the characters drive back with more Soviet equipment than they started with, the military intelligence spooks will trade an equal value of American or NATO equipment for it. For instance, a GI driving in with a surplus BMP-3 would get \$175,000 worth of NATO or US equipment from military intelligence, if he wanted to "trade it in."

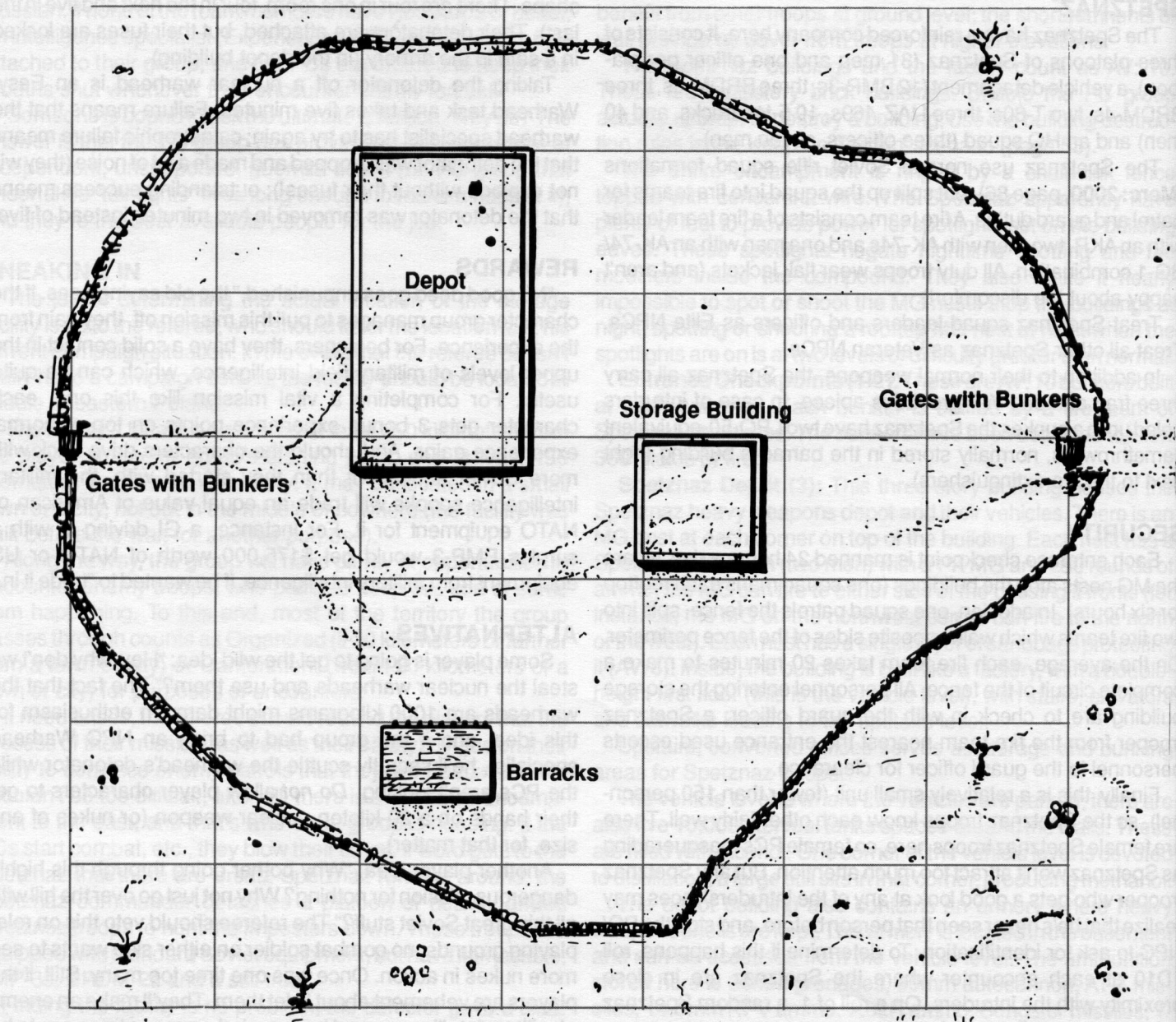
ALTERNATIVES

Some player is going to get the wild idea: "Hey, why don't we steal the nuclear warheads and use them?" The fact that the warheads are 1000 kilograms might dampen enthusiasm for this idea, and if the group had to bring an NPC Warhead specialist, he'll secretly scuttle the warhead's detonator while the PCs aren't looking. *Do not* allow player characters to get their hands on a 20-kiloton nuclear weapon (or nukes of any size, for that matter).

Another player idea: "Why bother going through this highly dangerous mission for nothing? Why not just go over the hill with all this great Soviet stuff?" The referee should veto this on role-playing grounds; no combat soldier on either side wants to see more nukes in action. Once was one time too many. Still, if the players are vehement about it, let them. They'll make an enemy of military intelligence and be branded as rogue troopers, to be shot on sight (they know too much and could spread destructive rumors about the enemy having nuclear weapons).

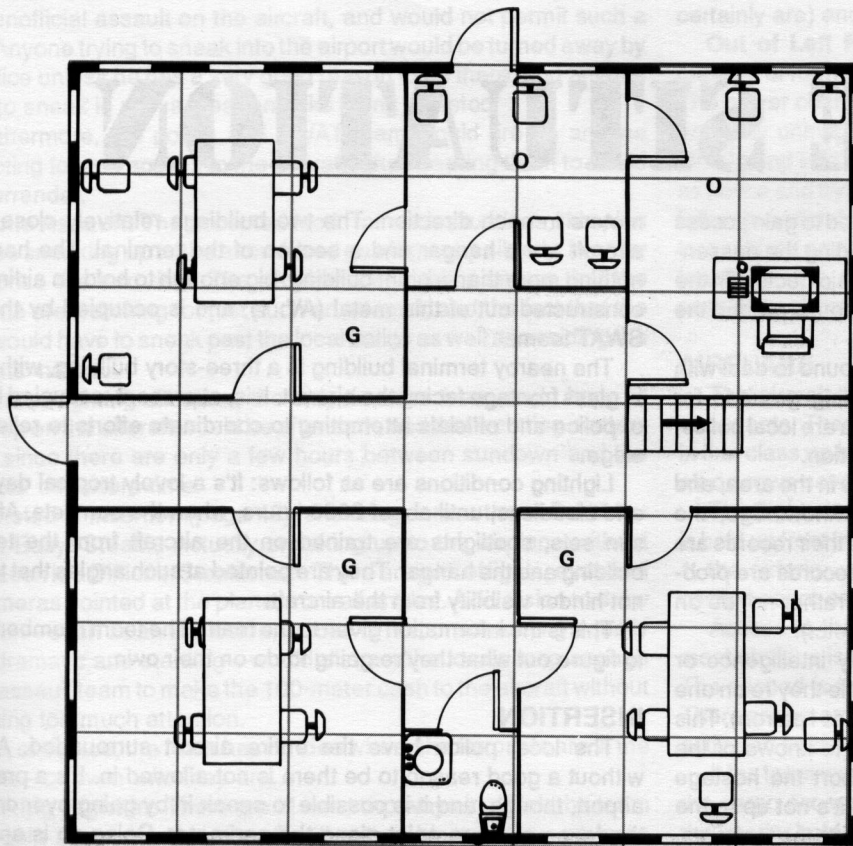
There is no fortress so strong it cannot be taken by money.

Marcus Tullius Cicero



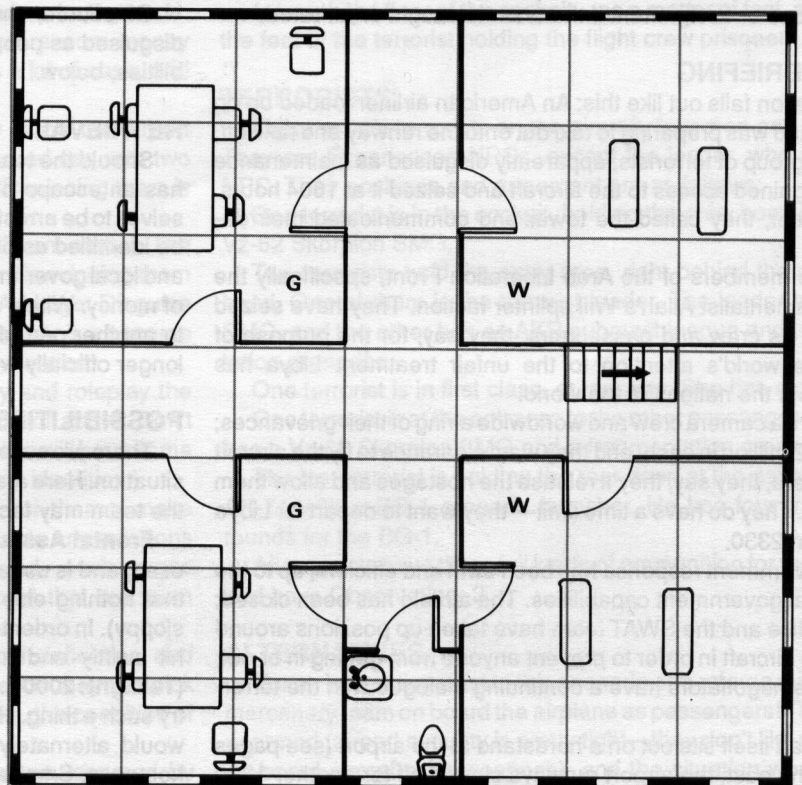
Square = 8 meters

Spetsnaz Camp



First Floor

Second and Third Floors



Square= 2 meters

Storage Building

HOSTAGE SITUATION

A familiar scenario: Armed hijackers have managed to gain access to an airliner loaded with innocents, and they're holding the passengers hostage. This type of situation was one of the major factors in the formation of terrorist-response special operations groups around the world.

In this scenario, none of the usual groups are around to deal with the crisis. Caribbean islands aren't normal prowling grounds for special forces troops. The only authorities in the area are local police, and they don't have the training to handle the situation.

However, the player character mercenary team *is* in the area, and someone knows it. In order to get their military knowledge, the characters had to train with someone. Which means their records are on file. Since they're free-lance mercenaries, their records are probably on several files, including files the PCs would rather not be on (such as Interpol wanted lists, Mossad ID records, etc.).

A character contact—probably military, possibly intelligence or even business—gets hold of the team members while they're on one of the Caribbean islands (this contact counts as a class I patron). This definitely converts the contact to a solid contact. He knows of the team's line of work and wants to hire them to abort the hostage situation. The local police have a SWAT team, but it's not up to the challenge. Specifically, he wants the team to neutralize the terrorists, while avoiding civilian casualties. A fairly standard hostage-breaker situation. Except that the team will be working without the blessings of the local government, and their employer will deny any knowledge of their actions or assignment if the team is caught or arrested.

MISSION BRIEFING

The situation falls out like this: An American airliner loaded up on the airport and was preparing to taxi out onto the runway and take off, but a small group of terrorists, apparently disguised as maintenance personnel, gained access to the aircraft and seized it at 1604 hours. Moments later, they called the tower and communicated their demands.

They are members of the Arab Liberation Front, specifically the Shiite fundamentalist Allah's Will splinter faction. They have seized the aircraft, its crew and passengers, they say, for the purpose of drawing the world's attention to the unfair treatment Libya has received from the nations of the world.

They want a camera crew and worldwide airing of their grievances; they want \$2 million in cash; and they want clearance to fly the aircraft to Libya where, they say, they'll release the hostages and allow them to fly to Italy. They do have a time limit—they want to depart for Libya no later than 2330.

Local government response has been swift and efficient, up to the limits of local government capabilities. The airfield has been closed; the local police and the SWAT team have taken up positions around the hostage aircraft in order to prevent anyone from getting in or out; and hostage negotiators have a continuing dialogue with the terrorists.

The aircraft itself sits out on a hardstand at the airport (see pages 50-51). To the east, the airport runways stretch off for another 1200 meters. To the north and south, the runways and taxiways extend 550

meters in each direction. The two buildings relatively close to the aircraft are a hangar and a section of the terminal. The hangar is nothing more than a giant building, big enough to hold an airliner. It is constructed out of thin metal (AV: 1), and is occupied by the local SWAT team.

The nearby terminal building is a three-story building, with plenty of glass frontage facing the aircraft. It is, at present, occupied by a lot of police and officials attempting to coordinate efforts to relieve the siege.

Lighting conditions are as follows: It's a lovely tropical day, clear and cloudless, until about 2030 hours, when the sun sets. After the sun sets, spotlights are trained on the aircraft from the terminal building and the hangar. They are pointed at such angles that they do not hinder visibility from the aircraft.

This is the information given to the team. The team members have to figure out what they're going to do on their own.

INSERTION

The local police have the entire airport surrounded. Anyone without a good reason to be there is not allowed in. It's a pretty big airport, though, and it is possible to sneak in by going over or under the fence at some point along the perimeter. Doing so is an Easy: Stealth skill test. Skulking across the airfield without being spotted is an Average: Stealth test (which becomes an Easy: Stealth test after dark).

Of course, the team could sneak in through the main gate, disguised as people who have good reason to be there. See Possibilities, below.

RETRIEVAL

Should the team carry off this escapade successfully, their patron has an escape plan ready. The team members are to allow themselves to be arrested by the local police and taken to jail. They will later be identified as private security of IntelCo, a wealthy American firm, and local government sensibilities will be smoothed by large amounts of money. Within 12 hours, the team will be free and winging its way to another part of the world (they'll be heroes on the island, but no longer officially welcome there).

POSSIBILITIES

There are several plans that the team can use to break the hostage situation. Here are some of the more obvious ploys, and the difficulties the team may face trying to put them into action.

Frontal Assault: This is the most dangerous plan that could be used, and is usually the last resort (a frontal assault is an admission that nothing else worked—or an implication that the terrorists are sloppy). In order to conduct a frontal assault, the team would have to hit swiftly and hard. The terrorists would have to roll for panic (**Twilight: 2000**, page 190) to simulate the surprise that anyone would try such a thing. However, once they recovered from their panic, they would alternately start shooting at the attackers and start killing hostages. Smoke or other vision blocks laid before the attack would provide cover for the attack, but wouldn't help the hostages much.

In addition, the local authorities would be very annoyed at the idea of an unofficial assault on the aircraft, and would not permit such a thing. Anyone trying to sneak into the airport would be turned away by the police unless he has a very good reason to be there, and anyone trying to sneak in with a weapon risks being arrested.

Furthermore, the police and SWAT team would fire on anyone attempting to gain access to the aircraft, after warning them to stand and surrender.

Subtle Assault: The accepted tactic for such situations, this plan involves sneaking up to the aircraft and gaining entry silently, in order to surprise the terrorists. The problems with this plan are that the terrorists are watching for just such an attempt, and the fact that the team would have to sneak past the local police as well as avoiding the terrorists' notice.

With the lighting situation, the only time the team could hope to sneak up on the aircraft would be after dark, and that's cutting matters close, since there are only a few hours between sundown and the terrorists' departure time.

As noted in Insertion (page 48), sneaking across the airfield after dark is Easy: Stealth. Actually sneaking up to the airplane without being seen is a Difficult: Stealth task. There are a lot of lights, eyes and TV cameras pointed at the plane, from all angles. A diversion to draw attention—such as an explosion, smoke or fire, or something equally loud, dramatic and startling—would distract the locals long enough for an assault team to make the 100-meter dash to the aircraft without attracting too much attention.

And, of course, the team has no idea where the terrorists are in the airplane—or even *who* they are.

Walking Right In: There are at least two ways in which the team could gain access to the aircraft without problem. If they go in as someone who's supposed to be there, the police will let them through, and terrorists will let them in.

There are two "deliveries" going to the aircraft. The first is a news camera team, there to capture the terrorists' statements for the world. The second is the courier team with the \$2 million ransom money (yes, it takes two men to transport it—\$2 million is a lot of cash, and they didn't have that many big bills).

Both groups might be intercepted before they reach the airport (although the money couriers are coming via armored car, with two other guards, all four armed with Madsen SMGs). Replacing them is a simple matter for the mercs.

Faking being either one of these teams is a different matter. The police check out anyone going aboard the aircraft. Convincing them that the team really is who they claim to be is an Average: Disguise task, or an Easy: Act/Bluff task. Failure means that the police become suspicious and hold the team for identification verification.

(Alternatively, the team's spokesperson can try and roleplay the bluff. A good roleplaying act will substitute for the skill roll above. Don't make it easy for the spokesperson, though—the police will have some tough and specific questions about team members' identities.)

If the team is passed through, the police first search them to make sure they're carrying no weapons, and they confiscate any weapons that they find. Too many weapons, or the wrong kind—such as gas grenades and SMGs—will tip the police to suspect that the team members really aren't who they say they are.

Then the police brief the characters carefully on the situation, and order them to keep their eyes open for any information they can pick up, such as the location and number of the terrorists, the condition of the hostages, etc.

The terrorists allow the team to board the plane, covered by several guns. In the entryway, one of the terrorists frisks the team

members to make sure they're unarmed (after the police search, they certainly are) and takes them into the rest of the aircraft.

Out of Left Field: Players are a marvelously inventive bunch, capable of formulating warped plans straight out of pure imagination. The player characters might try something completely different (and probably unhinged), like hiring a small plane from a nearby private airfield and HALOing in to land on the hostage plane, or dressing up as police and trying to sneak in, or trying to sneak on-board posing as fellow terrorists! Or something even less likely—the referee will have to evaluate any such schemes on their own merits as to technical feasibility, the ability to get through the police cordon, and the possibility of catching the terrorists off-guard.

AIRPLANE

The aircraft usually has a crew of four flight crew and six flight attendants. There are currently 75 passengers on board, 15 located in first class up front in rows two through five and the other 60 located aft on rows seven through 16.

The flight attendants are being held in row 17, and the flight crew is held up front in the cockpit. The seats and interior walls count as AV: 1, the exterior walls and the bulkhead between the cabin and the cockpit count as AV: 3.

Access to the cabin can be gained through several panels. The most obvious is the main door, up on the port side near the cockpit. The second is the other door, located starboard aft near the galley. There are emergency escape panels, as noted, but these can only be activated from inside.

If the team wants to board from the rear, entry can be made through the cargo access panels, then into the cargo section and in through the interior hold access at the very rear of the cabin, by the lavatories.

The final entry point is through the forward landing gear bay. This is a very cramped way to get in, and squeezing in is difficult (Average: AGL test). Once in, the accessway leads to the cargo bay and underneath the floor of the cockpit—as a matter of fact, almost under the feet of the terrorist holding the flight crew prisoner.

TERRORISTS

There are six terrorists on the aircraft, four men and two women. They are Experienced NPCs, except the leader, who is a Veteran NPC. Their positions and armament are as follows:

One terrorist is in the cockpit, holding the crew hostage. He has a Vz-62 Skorpion SMG.

Two terrorists hold the entry area, right behind the cockpit bulkhead. One of them is the terrorist leader. The leader has Stechkin SMG, and the other has an AKR submachinegun and two fragmentation grenades.

One terrorist is in first class, at row one. She has a mini-Uzi.

One terrorist is at the entrance to the other passenger section. She has a Vz-62 Skorpion SMG and a fragmentation grenade.

The last terrorist is holding the rear door, at the galley. He has an AK-74 with a BG-1 grenade launcher. He has four fragmentation rounds for the BG-1.

All terrorists have three full loads of ammunition for their weapons, and have Observation: 3.

ALTERNATIVES

For an interesting twist to this scenario, the referee might place the mercenary team on board the airplane as passengers! They would be unarmed (airport security is pretty tight—they don't like people going on-board aircraft with weapons), and the situation would be a real challenge to their intelligence and capabilities.

Airport

Terminal

Taxi Strip

Sideare = 8 meters

Flight Deck

Lav.

Galley
Cart Storage

Exit

Exit

Main Entrance

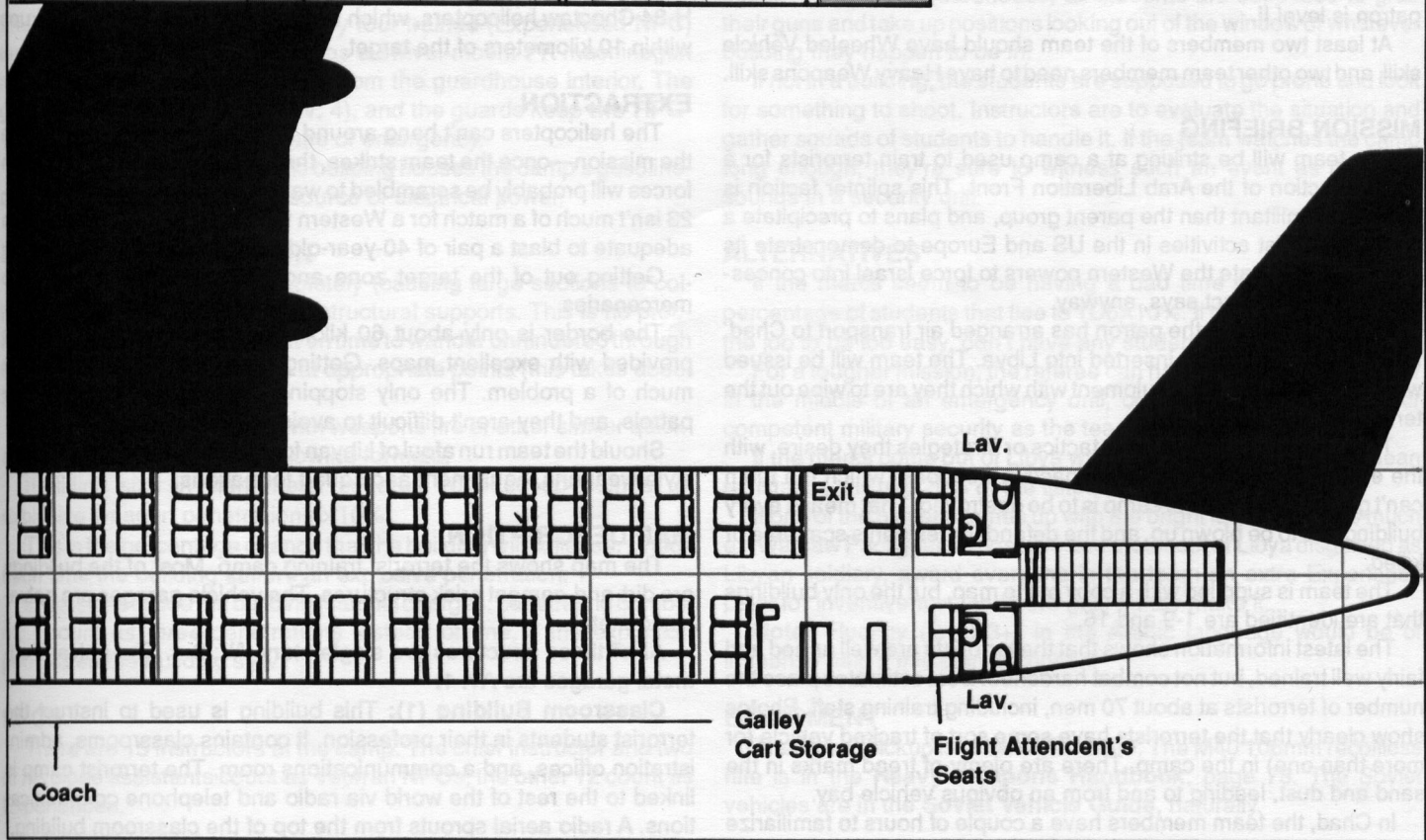
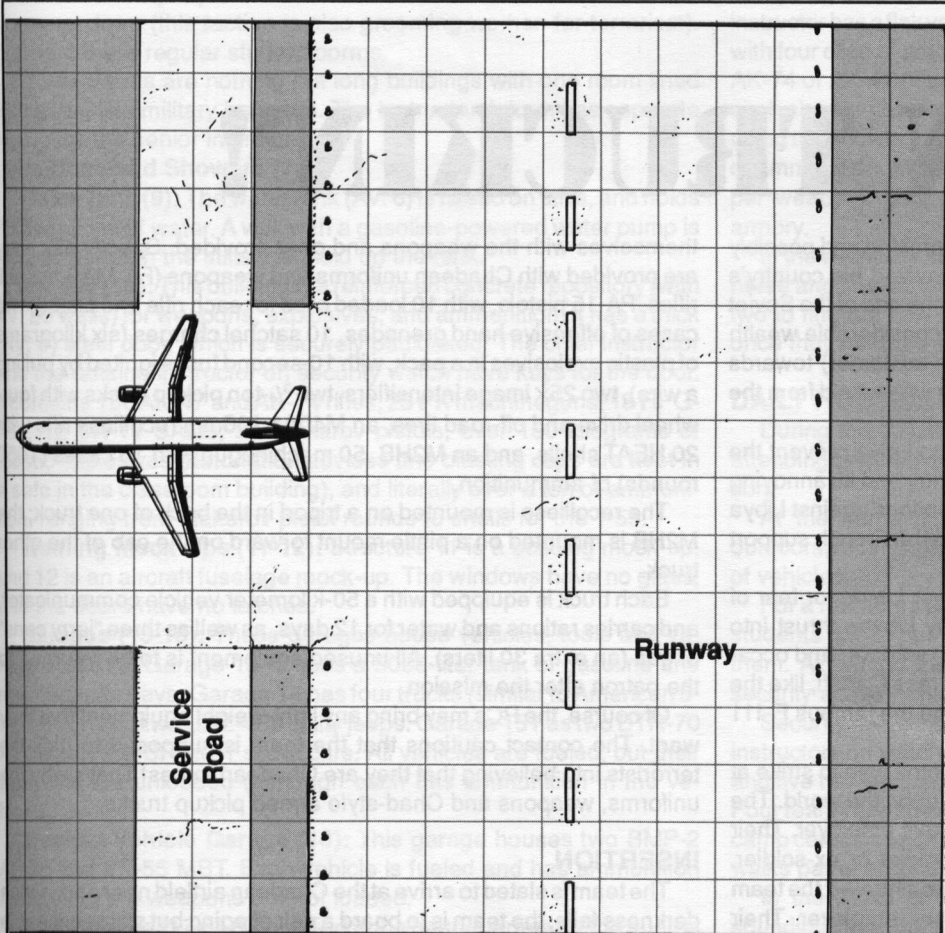
Closet

Flight Attendant's
Seats

Carry-on
Luggage

First Class

Square = 2 meters



KEEP ON TRUCKIN'!

In the last decade of the 20th century, the committed and possibly insane leader of Libya, Col. Muammar Qaddafi, revived his country's custom of harboring and training terrorists. After the end of the Soviet Union's terrorist funding, Qaddafi turned Libya's considerable wealth (derived from oil sales to Europe, Libya's main customer) towards arming, training and supporting Islamic terrorists without aid from the superpowers.

The same oil reserves which bring money into Libya prevent the various powers of the world from wiping the country and its annoying terrorists-in-training off of the map. Instead, operations against Libya tend towards support of Libya's adversaries (like the French support of Chad).

The French won't extend their air support over Libya, for fear of antagonizing their primary supply of oil, but any Libyan thrust into Chad is destroyed by French aircraft), economic warfare, and occasional specific strikes to weaken Libya or embarrass Qaddafi, like the US naval operations near the "Line of Death" and the famous F-111 strike in the 1980s.

Sometimes, covert operations are launched into Libya to strike at a specific terrorist menace before it is launched upon the world. The team is hired to do just such a strike, by a nebulous employer. Their contact, a man in civvies who is obviously a soldier or ex-soldier, refuses to name his employer. This is a security measure—if the team doesn't know who hired it, they can't betray their employer. Their patron is level II.

At least two members of the team should have Wheeled Vehicle skill, and two other team members need to have Heavy Weapons skill.

MISSION BRIEFING

The team will be striking at a camp used to train terrorists for a splinter faction of the Arab Liberation Front. This splinter faction is even more militant than the parent group, and plans to precipitate a flood of terrorist activities in the US and Europe to demonstrate its power and motivate the Western powers to force Israel into concessions. So the contact says, anyway.

In order to do this, the patron has arranged air transport to Chad. From there, they will be inserted into Libya. The team will be issued weapons, uniforms and equipment with which they are to wipe out the terrorist camp.

The team may use whatever tactics or strategies they desire, with the exception of toxic gas or radioactive weapons (which the team can't get anyway), but the camp is to be destroyed. That means every building has to be blown up, and the defenders/residents scattered or killed.

The team is supplied with a copy of the map, but the only buildings that are identified are 1-9 and 16.

The latest information shows that the terrorists are well armed and fairly well trained, but not combat hardened. Best estimates place the number of terrorists at about 70 men, including training staff. Photos show clearly that the terrorists have some sort of tracked vehicle (or more than one) in the camp. There are plenty of tread marks in the sand and dust, leading to and from an obvious vehicle bay.

In Chad, the team members have a couple of hours to familiarize

themselves with the weapons and gear provided. Specifically, they are provided with Chadean uniforms and weapons (FA-MAS assault rifles, PA-15 pistols, with 10 loaded clips for each rifle and pistol), two cases of offensive hand grenades, 10 satchel charges (six kilograms of plastic explosives in a pack, with 10-second fuses ignited by pulling a wire), two 25x image intensifiers, two ¾-ton pickup trucks with four-wheel drive and off-road tires, an M40A1 106mm recoilless rifle with 20 HEAT shells, and an M2HB .50 machinegun with 10 cases (1050 rounds) of ammunition.

The recoilless is mounted on a tripod in the back of one truck; the M2HB is mounted on a pintle mount forward on the cab of the other truck.

Each truck is equipped with a 50-kilometer vehicle communicator, and carries rations and water for 12 days, as well as three "jerry cans" of gas (an extra 30 liters). All unused equipment is to be returned to the patron after the mission.

Of course, the PCs may bring any light-weight equipment that they want. The contact cautions that the team is supposed to trick the terrorists into believing that they are Chadean forces! That's why the uniforms, weapons and Chad-style armed pickup trucks.

INSERTION

The team is slated to arrive at the Chadean airfield near dark. Once darkness falls, the team is to board a pair of aging but still serviceable H-34 Choctaw helicopters, which will airlift the team and the pickups within 10 kilometers of the target.

EXTRACTION

The helicopters can't hang around and wait for the team to finish the mission—once the team strikes, the balloon goes up, and Libyan forces will probably be scrambled to watch out for aerial traffic. A MiG-23 isn't much of a match for a Western fighter craft, but it's more than adequate to blast a pair of 40-year-old helicopters.

Getting out of the target zone and back to Chad is up to the mercenaries.

The border is only about 60 kilometers away, and the team is provided with excellent maps. Getting back to Chad shouldn't be much of a problem. The only stopping point is the Libyan border patrols, and they aren't difficult to avoid at night.

Should the team run afoul of Libyan forces, the Libyans use Soviet-style weapons, equipment and squad formations.

MAP DESCRIPTION

The map shows the terrorist training camp. Most of the buildings are dirt-and-cement brick structures. The vehicle garages are galvanized metal.

All of these structures are single-story, AV: 3-4. The galvanized-metal garages are AV: 1.

Classroom Building (1): This building is used to instruct the terrorist students in their profession. It contains classrooms, administration offices, and a communications room. The terrorist camp is linked to the rest of the world via radio and telephone communications. A radio aerial sprouts from the top of the classroom building.

Dormitories (2-6): Dorm 2 is the instructors' dorm. Dorm 3 is the womens' dorm (this faction is also grooming women for terrorism). Dorms 4-6 are regular student dorms.

These dorms are nothing but long buildings with one room lined with beds, like military barracks. The instructors' dorm has separate rooms for the senior instructors.

Latrines and Showers (7-8).

Water Tank (9): The water tank (AV: 6) is raised on stilts, and holds 7500 gallons of water. A well with a gasoline-powered water pump is located beneath the stilts that hold up the tank.

Armory (10): This building is a reinforced concrete repository (with AV: 20 walls) for weapons, explosives, and ammunition. It has a thick (AV: 8) steel door, which is securely padlocked. The chief instructor and the ranking instructor on security watch have keys for the door. It contains 100 AK-47 and AK-74 rifles, 23 PK machineguns, 13 RPG-16s, 12 SA-14 SAMs, 34 Makarov pistols, over 100 kilograms of plastic explosives (detonation devices and blasting caps are kept in a safe in the classroom building), and literally over a ton of ammunition, ranging from Makarov pistol rounds to shells for the T-55.

Training Mock-Ups (11-12): Structure 11 is a building mock-up, and 12 is an aircraft fuselage mock-up. The windows have no glass, and the doors have no latches.

Garages (13-15): These garages house vehicles, tools and vehicle supplies. Garage 13 houses a 5000-liter tank of gasoline and maintenance bays. Garage 14 has four trucks (similar to American 5-ton trucks) and two UAZ-469 utility jeeps. Garage 15 has two BTR-70 APCs and two BRDM-1 scout cars. All vehicles are fueled, but their weapons are unloaded (although each has ammunition in the vehicle).

Tracked Vehicle Garage (16): This garage houses two BMP-2 APCs and a T-55 MBT. Each vehicle is fueled and has ammunition aboard but the weapons are not loaded.

Guardhouse (17): This building is the headquarters for the guards and patrols. It is always staffed by four trained (Experienced NPC) terrorists, and the guardhouse has a swivel-mount PK machinegun mounted on the roof, accessible from the guardhouse interior. The guardhouse has thick walls (AV: 4), and the guards keep two RPG-16s and an SA-14 inside in case of emergency.

Generator House (18): This building houses the camp's gasoline-powered generator, the only source of electrical power.

BUILDING DESTRUCTION

Destroying a building completely (causing large sections to collapse, etc.) involves destroying structural supports. This is no problem for a combat engineer, if given time to wander unhindered through the buildings and set charges at appropriate points (this takes about 30 minutes per building).

To knock down a building with weapons fire or other similar quick-and-dirty method, use the following formula:

(Building size in eight-meter squares, rounded up+number of explosive weapon penetrations) $\times$ 10%.

This is the percentage chance that the building will collapse. Check each time the building suffers an explosive penetration.

Explosions inside the building (satchel charges, penetrating bombs, etc.) count as *three* penetrations instead of one, if the explosion penetrates the building's AV.

NPCS

There are 15 instructors at the camp. The chief instructor and two of his close assistants count as Veteran NPCs; the other 12 count as Experienced.

The 45 students currently at the camp are Novice NPCs. Each instructor has a flak vest, a Makarov pistol and an AKR submachinegun, with four clips of ammo for each. Each student is required to carry his AK-74 or AK-47 (it's a 50/50 mix) at all times (even to the showers—each shower has a room for checking the arms while the students are using the shower). These weapons are loaded, but only have one clip of ammunition. More ammunition is available in the dorms (five clips per weapon), and, of course, there's plenty of ammunition in the armory.

In the event of a surprise attack, some of the students will lose their nerve and flee rather than fighting. Roll 1D6 and multiply the result by two to find out how many students go over the hill (roughly 4-25%) once they hear the sound of gunfire.

DAILY ROUTINE

During the day, the terrorists-in-training will be in the classroom, attending lectures and receiving instruction and religious indoctrination.

At the same time, two 10-person teams of students will be outdoors, receiving field instruction in tactics and proper maintenance of vehicles.

For a few hours after sunset, the vehicles are brought out, and the students get to put them through their paces, learning how to use them. At around 2200 hours, the camp shuts down, leaving only security active—unless the instructors run a drill.

Security never sleeps or shuts down. It consists of the four instructors on watch in the guardhouse (working in six-hour rotation) and five two-person teams of students (working in six-hour rotation). Four teams are stationed in concealed positions 150 meters from the camp center in each direction (north, south, east, west). The last team walks patrol around the camp buildings.

In the event of a security alarm, which is marked by a siren sounding from the guardhouse, all students are supposed to grab their guns and take up positions looking out of the window of whatever building they happen to be in.

If not in a building, the students are supposed to go prone and look for something to shoot. Instructors are to evaluate the situation and gather squads of students to handle it. If the team watches the camp long enough, they're sure to witness such an event as the siren sounds in a security drill.

ALTERNATIVES

If the mercs seem to be having a bad time of it, increase the percentage of students that flee to 1D6 $\times$ 10%. If the mercs are finding the job to be too easy, don't have any students flee.

For a tougher mission, the referee can have the team attack occur in the middle of an emergency drill, or have the team encounter competent military security as the team is motoring out of Libya.

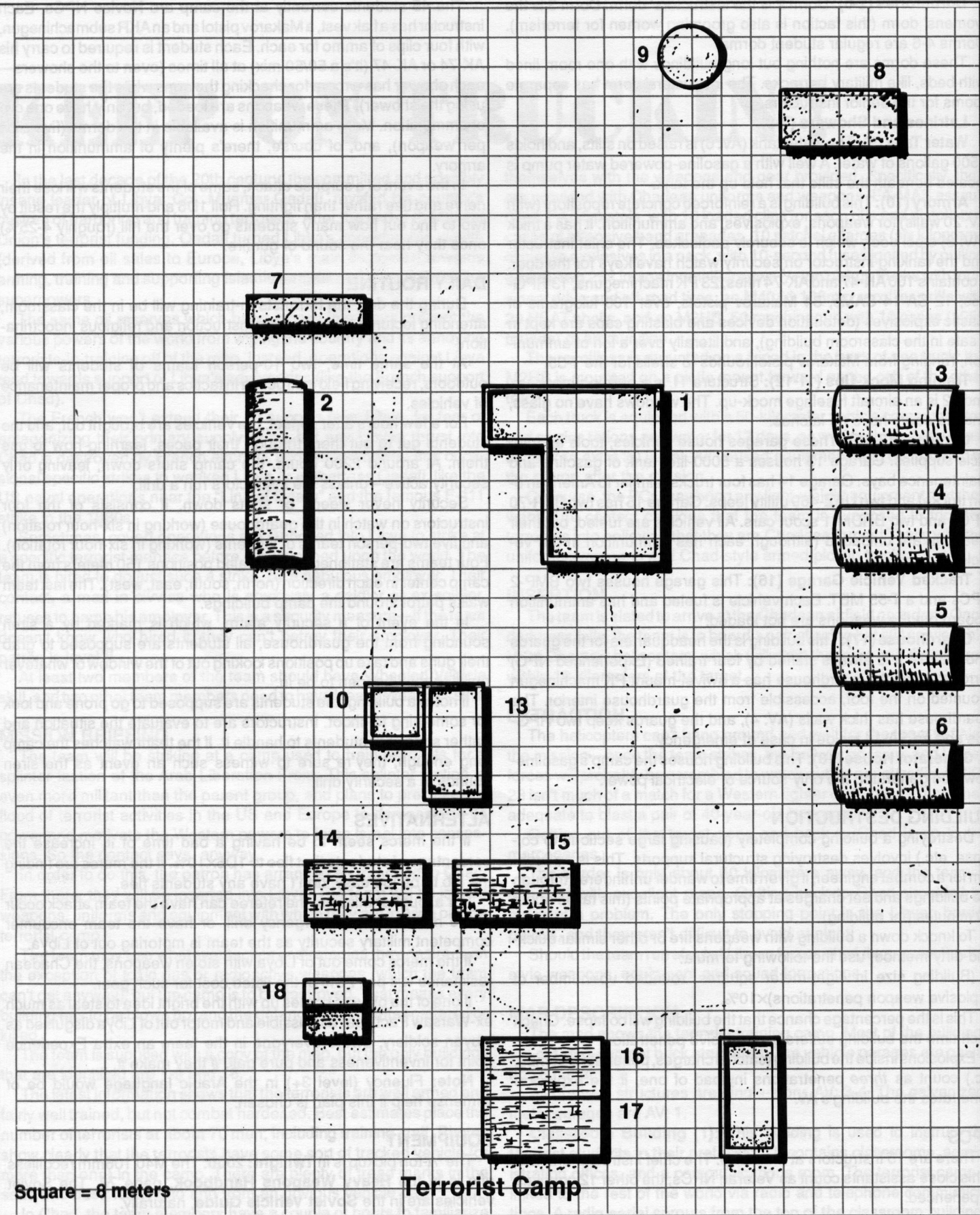
If the mercs come out of Libya with stolen weapons, the Chadean resistance will pay 20% of the listed cost for such gear.

If one of the players comes up with the bright idea to steal as much ex-Warsaw Pact gear as possible and motor out of Libya disguised as Libyan soldiery, award everyone in the team an extra Experience point for inventiveness and pure gall. If they make it.

Note: Fluency (level 3+) in the Arabic language would be of immense help if this plan is chosen.

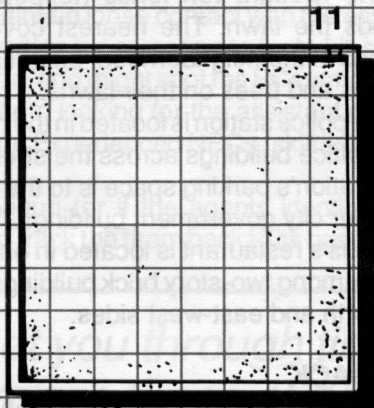
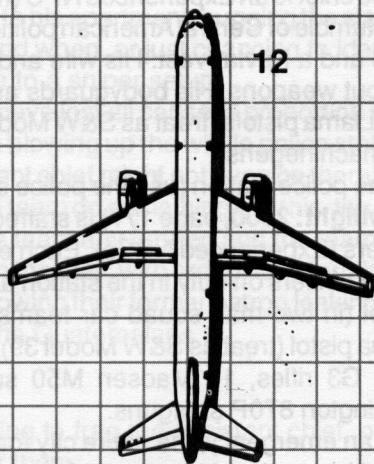
EQUIPMENT

The $\frac{3}{4}$ -ton pickup is in **Twilight: 2000**. The M40 106mm recoilless rifle is in the **Heavy Weapons Handbook**, page 78. The Soviet vehicles are in the **Soviet Vehicle Guide**, naturally.



Key

- 1 Classroom Building
- 2-6 Dormitories
- 7-8 Latrines and Showers
- 9 Water Tank
- 10 Armory
- 11-12 Training Mock-Ups
- 13-15 Garages
- 16 Tracked Vehicle Garage
- 17 Guardhouse
- 18 Generator House



TTT FOR TAT

Assassination is not as common an option as popular spy fiction believes. The biggest problem with assassinating someone who belongs to an organization is that the organization can't afford to let such an affront go by without retaliating—any other action would be interpreted as weakness, a clear license to continue whittling away at the organization. Because of this, upper echelons are very, very reluctant to assassinate anyone. One assassination is a message; two assassinations are a call to war. So assassinations are usually undertaken at a local level, in response to local situations. Also, heads of state are extremely reluctant to order the assassination of other heads of state—such an order sets a bad precedent.

However, there is another unspoken rule: When they get one of yours, you get one of theirs. This scenario takes a look at the problems associated with such an operation. The patron is a local CIA director in a city in Guatemala (level II patron).

MISSION BRIEFING

This CIA director has a problem: The CIA's agents have been looking into the activities of the local law enforcement organization, including dealings with black marketeers, narcotics smugglers, guerrillas and atrocities against Americans in the area. Unhappy about the CIA's snooping, the chief of police had one of the CIA operatives arrested and "interrogated" in the local jail. The operative died in the process, and her body was smuggled out and dumped in the forest, where it was found by a mercenary unit friendly to the CIA.

The chief of police did a sloppy job. Minimal information gathering revealed that he had ordered the operation on his own, and a couple of his personal "assistants" kidnapped the operative and brought her back to the jail, where the chief of police personally supervised her death by torture.

The CIA director is visibly disturbed at the death of one of his people (in fact, he's nearly apoplectic) and wants the team to "neutralize the target with extreme prejudice." The job is a simple one, since the team should be able to kill the police chief without trouble. The only stipulation is that there are to be absolutely no comebacks. If the team's cover is blown, they're on their own. And the team should hang around for a day or so after the job—the director might have need of them again. You never can tell.

THE FIRST HIT

The police chief is an easy target. He has a fairly strict daily schedule, leaving his house around 0730 and being driven to work by his bodyguard/chauffeur. The police station is located 1.56 kilometers from his house, as shown on the map. The chief works at the station until 1200-1230, when he is chauffeured to his favorite restaurant, to be fed by his friend Jesus,

the restaurant owner. The chief almost always takes precisely one hour to eat, then is chauffeured back to the police station. There the chief works for another five hours, until approximately 1800-1830 hours, when he is driven back to his house.

The police chief does not often go out at night. He does have parties at his house for his friends and an occasional ranking government official.

Five people live in the chief's house (use the old city house floorplan provided in **Twilight: 2000**, pages 180-181)—the police chief, his wife, a maidservant and two bodyguards. The police chief is an Experienced NPC (he's come up in the rough-and-tumble of Central American politics), armed with a Walther P-38 and a Kevlar vest. His wife and maid are Novice NPCs, without weapons. His bodyguards are Veteran NPCs, armed with Llama pistols (treat as S&W Model 39s) and Madson M50 submachineguns.

The police station (use the police station floorplan provided in **Twilight: 2000**, page 177) is staffed around the clock by five officers (Experienced NPCs). Each eight-hour watch consists of five officers on duty in the station and another 10 on vehicle patrol (in two-man squad car teams). Each is armed with a Llama pistol (treat as S&W Model 39). The armory contains 10 H&K G3 rifles, 10 Madsen M50 submachineguns and 15 Remington 870P shotguns.

In an emergency, the entire city force of 250 officers can be called into action. However, this would require a full alert and several hours to accomplish.

Jesus' restaurant is a fairly old restaurant, with brick walls and small windows (and modern air conditioning).

The sniping approaches to the chief's house, the police station and Jesus' restaurant are as follows: The chief's house is perched on a hill, with a 50-meter lawn in all directions. A rusting wrought-iron fence (topped with barbed wire) surrounds the lawn. The nearest cover consists of the other houses in the neighborhood, an affluent part of town, and the bushes and trees on their lawns.

The police station is located in the middle of town, with three-story office buildings across the street to the south and west. The station's parking space is to the north and east, bounded by other city government buildings.

Jesus's restaurant is located in one of the older sections of town, among two-story brick buildings. It is accessible through the north and east-west sides.

PAYBACK

Within 12 hours of the team's hit on the police chief, the patron is contacting them again. Hours after the chief's death,

another CIA agent was killed. This one was stopped by police and killed by SMG fire.

Apparently killing the chief wasn't enough. His lieutenant, the assistant chief, has taken over and is continuing to attack CIA personnel. The CIA director is willing to pay another \$1000 per team member if they'll kill the assistant chief.

The assistant chief is a much cagier article than his late boss. He takes security precautions, such as not keeping a schedule, living in a "safe house" apartment in the city, having an extra pair of policemen in the station as lookouts (treat as having an Observation skill of 3—they are specifically looking for people doing surveillance on or setting up sniper posts aimed at the station), not using a specific office while on the job, and sneaking in and out in normal police uniform, driving regulation police automobiles.

In order to kill him, the team must successfully identify their target (they have a picture of him, but locating one uniform among all the others is difficult) and locate a window of opportunity in which to kill him. Possible methods include trailing the assistant chief to his apartment, bugging the station to discover where he is and when, or just chancing to identify him when he's vulnerable to a sniper setup.

Mercenary teams that have lost all sense of proportion may try something drastic, like blowing up the whole police station! This is chancy (the assistant chief might not even be there), as well as bloody. Should the team do something like this, the CIA patron will not contact the team any further, and the team will find Guatemalan police on their tail, with orders to exterminate the team as terrorists, following their former patron leaking the appropriate information the Guatemalans.

DRAGNET

While the team is looking to frag the assistant chief, other eyes are watching out for them.

A Guatemalan secret police counterespionage/counterterrorist agent was called in after the chief was killed. He has deliberately ordered the assistant chief to kill another agent and assume the chief's duties, in hopes that the same group that killed the chief will make a try at the assistant chief (the assistant chief isn't happy with the arrangement, but has little choice). Guatemalan secret police agents, disguised as other policemen and citizens, maintain loose contact with the assistant chief, watching and waiting for someone to try to kill him.

The agents are fairly good, and might spot the PCs watching the police station or see them looking for the assistant chief. The secret police agents are Experienced NPCs (skill level 3), armed with Llama pistols.

Once the attack has begun (or if the agents identify the PCs), the agents attempt to track the team back to its base. On

location of the base, the police radio for backup (which arrives in 1D10+5 minutes). This backup is a SWAT team of 15 secret police (Experienced NPCs) in three five-man teams, each team armed with three Madsen 50 SMGs and H&K G3 rifles with HK-69 grenade launchers (firing tear gas and concussion rounds), steel helmets, gas masks and flak jackets. These groups will move in to attempt to capture the team for interrogation. If the mercs resist, the secret police will kill them, if need be.

Of course, the secret police might not be able to track the mercenaries, especially if the team is particularly cautious or devious when carrying out the second hit. The old Bulgarian method of sneaking a Spanish-speaking team member into the station disguised as a policeman or citizen, locating the assistant chief, killing him secretly and walking out would be a good example of such cunning planning. If this happens, the team might be able to get out scot-free. Allow the secret police investigator one chance to find out who the mercenaries are through the regular "target" identification roll (see page 8). The investigator counts as a level III target for this roll, since he's already on the job and looking for clues.

Why all the trouble? The secret police investigator is puzzled, wondering what the connection is, if any, between CIA rubouts and attacks on local police. He can't find any normal terrorist or insurrection factions doing the jobs, so he's set up a trap to attempt to locate the assassins, using the assistant police chief as bait. He wants to find out who the assassins are, who's backing them, and why they're killing local police officials.

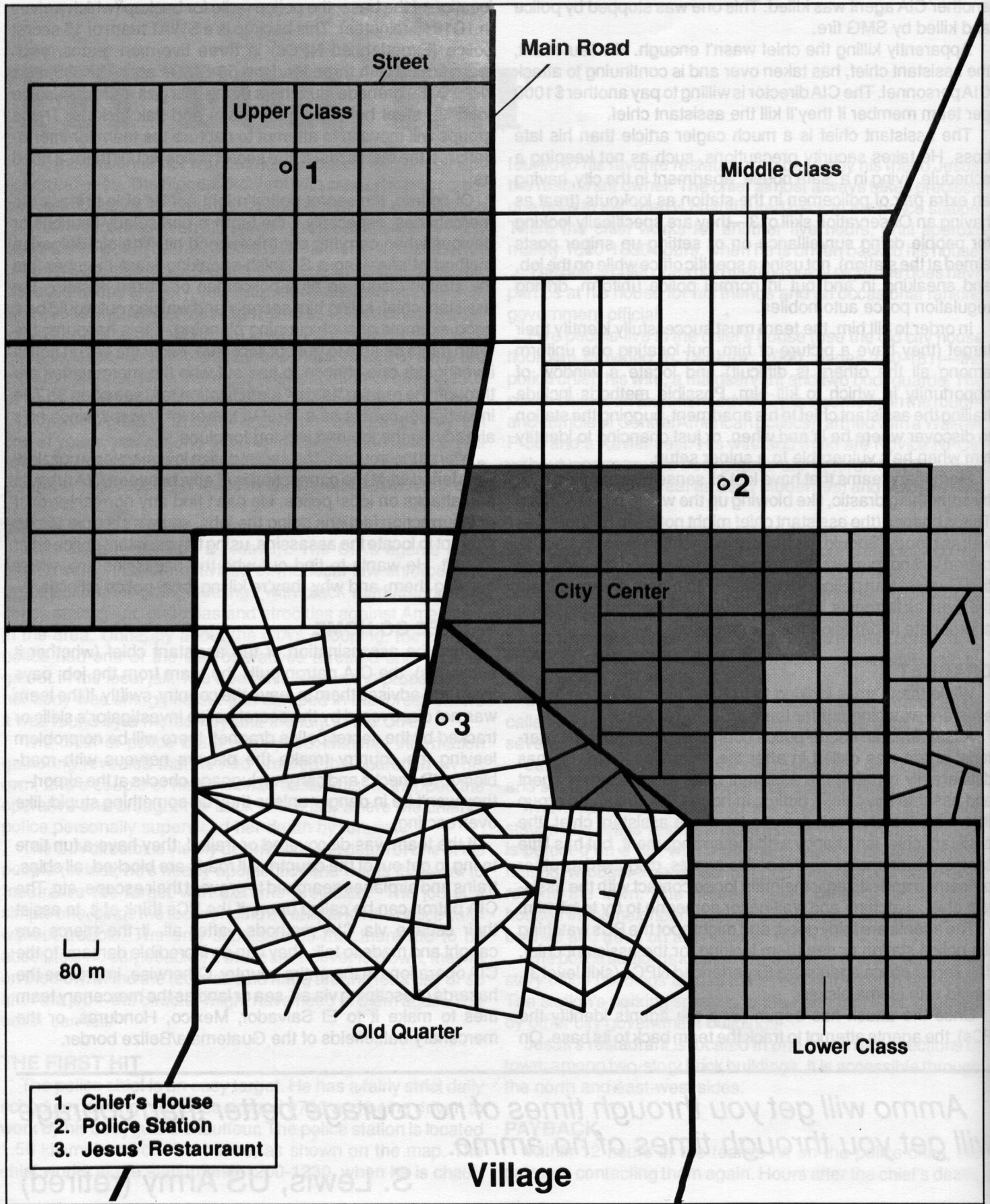
YANKEE GO HOME

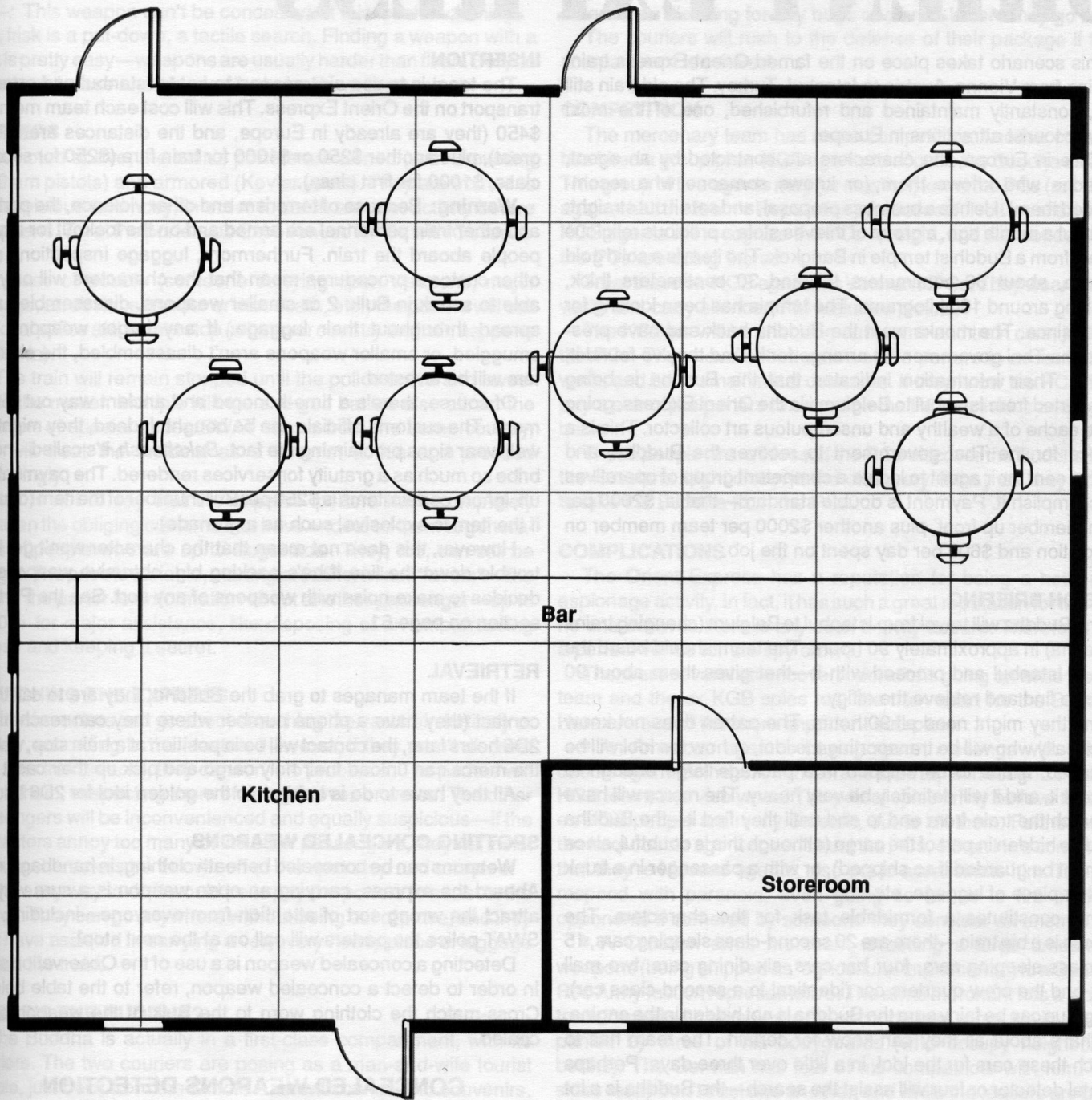
After the assassination of the assistant chief (whether it succeeds), the CIA patron pulls the team from the job, pays them and advises them to leave the country, swiftly. If the team was not discovered by the secret police investigator's skills or tracked by the secret police dragnet, there will be no problem leaving the country (make the players nervous with roadblocks, ID checks and carry-on luggage checks at the airport—they won't be in danger unless they do something stupid, like overreacting).

If the team was discovered or trailed, they have a fun time trying to get out of the country. All roads are blocked, all ships, trains and airplanes searched to prevent their escape, etc. The CIA patron can be called upon, if the PCs think of it, to assist their escape via CIA methods—after all, if the mercs are caught and made to talk, they can do incredible damage to the CIA operations in the entire country. Otherwise, improvise the hazards of escaping via air, sea or land as the mercenary team tries to make it to El Salvador, Mexico, Honduras, or the mercenary battlefields of the Guatemala/Belize border.

Ammo will get you through times of no courage better than courage will get you through times of no ammo.

S. Lewis, US Army (retired)





Square= 2 meters

Restaurant

MESS ON THE ORIENT EXPRESS

This scenario takes place on the famed Orient Express train, running from Vienna, Austria to Istanbul, Turkey. The old train still runs, constantly maintained and refurbished, one of the most popular tourist attractions in Europe.

While in Europe, the characters are contacted by an agent, someone who knows them (or knows someone who recommended them). He has a business proposal, and sets it out straight:

About a month ago, a group of thieves stole a precious religious artifact from a Buddhist temple in Bangkok. The item is a solid gold Buddha, about 60 centimeters tall and 30 centimeters thick, weighing around 100 kilograms. The temple has been looking for it ever since. The monks want the Buddha back and have pressured the Thai government to arrange for it. And they've found it, sort of. Their information indicates that the Buddha is being transported from Istanbul to Belgium via the Orient Express, going to the cache of a wealthy and unscrupulous art collector. This is a chance for the Thai government to recover the Buddha, and they've sent their agent to locate a competent group of operatives to accomplish it. Payment is double standard—that is, \$2000 per team member up front, plus another \$2000 per team member on completion and \$600 per day spent on the job.

MISSION BRIEFING

The Buddha will travel from Istanbul to Belgium (changing trains in Vienna) in approximately 90 hours. The team should board the train at Istanbul and proceed with it—that gives them about 90 hours to find and retrieve the effigy.

And they might need all 90 hours. The patron does not know specifically who will be transporting the idol, or how the idol will be packaged. It has to be shipped in a package large enough to conceal it, and it will definitely be very heavy. The mercs will have to search the train from end to end until they find it—the Buddha could be hidden in part of the cargo (although this is doubtful, since it cannot be guarded if so shipped), or with a passenger in a trunk or other piece of luggage, etc.

This constitutes a formidable task for the characters. The express is a big train—there are 20 second-class sleeping cars, 15 first-class sleeping cars, four bar cars, six dining cars, two mail cars, and the crew quarters car (identical to a second-class car). The group can be fairly sure the Buddha is not hidden in the engine, but that's about all they can know for certain. The team has to search these cars for the idol, in a little over three days. Perhaps a metal detector or four will assist the search—the Buddha is a lot of metal and will trip a high response on a detector. Otherwise, the group is going to have to go through a large number of sleeping compartments, all without being discovered.

To make matters worse, the express is not a free-fire zone. Any noisy gunplay or violence will be heard and responded to. Weapons cannot be freely carried on-board the train. The mercs have to hide their weapons, if they carry weapons at all. Silenced firearms are suggested, if any of the PCs feel that they need them.

INSERTION

The team is to use air transport to get to Istanbul and arrange transport on the Orient Express. This will cost each team member \$450 (they are already in Europe, and the distances aren't that great), plus another \$250 or \$1000 for train fare (\$250 for second class, \$1000 for first class).

Warning: Because of terrorism and other violence, the porters and other train personnel are armed and on the lookout for armed people aboard the train. Furthermore, luggage inspections and other customs procedures mean that the characters will only be able to sneak in Bulk: 2 or smaller weapons, disassembled and spread throughout their luggage. If any larger weapons are smuggled, or smaller weapons aren't disassembled, the characters will be arrested.

Of course, there's a time-honored and ancient way out of the mess. The customs officials can be bought. Indeed, they might as well wear signs proclaiming the fact. *Baksheesh*, it's called—not a bribe so much as a gratuity for services rendered. The payment to, uh, ignore certain items is \$250 per Bulk number of the item (double if the item is explosive, such as a grenade).

However, this does not mean that the character won't get into trouble down the line if he's packing big, obtrusive weapons or decides to make noise with weapons of any sort. See the Porters section on page 61.

RETRIEVAL

If the team manages to grab the Buddha, they are to call their contact (they have a phone number where they can reach him). 2D6 hours later, the contact will be in position at a train stop, where the mercs can unload their holy cargo and pick up their cash.

All they have to do is hold on to the golden idol for 2D6 hours.

SPOTTING CONCEALED WEAPONS

Weapons can be concealed beneath clothing, in handbags, etc. Aboard the express, carrying an open weapon is a sure way to attract the wrong sort of attention from everyone—including the SWAT police the porters will call on at the next stop!

Detecting a concealed weapon is a use of the Observation skill. In order to detect a concealed weapon, refer to the table below. Cross-match the clothing worn to the Bulk of the weapon concealed.

		Bulk					
		0	1	2	3	4	5
Clothing							
Overcoat	No	1/4	Dif	Avg	—	—	—
Suit coat/jacket	1/4	Dif	Avg	Easy	—	—	—
Shirt/blouse & pants/skirt	Dif	Avg	Easy	—	—	—	—
T-shirt/light clothing	Avg	Easy	—	—	—	—	—
Swimsuit	Easy	—	—	—	—	—	—
Frisk, all clothing	Avg	Easy	—	—	—	—	—

No: This weapon can't be detected by a visual search.

¼: One-fourth Observation skill.

Diff: Difficult: Observation skill.

Avg: Average: Observation skill.

Easy: Easy: Observation skill.

—: This weapon can't be concealed at this level of clothing.

A frisk is a pat-down, a tactile search. Finding a weapon with a frisk is pretty easy—weapons are usually harder than flesh. But you have to get close and physically shake down the subject.

PORTERS

As noted above, the train's porters are armed (with Browning HP 9mm pistols) and armored (Kevlar vests). They are trained to be suspicious and nosy, in order to catch terrorist activity before it happens. Treat the porters as Experienced NPCs with Observation: 5.

In case of trouble (someone carrying open weapons, major carnage, an obvious murder or bloodbath, etc.) the porters will call the local police at the next stop (whatever country the train happens to stop in).

The train will remain stopped until the police arrive and investigate the matter. Multiple killings and gun battles also attract the attention of special forces/SWAT teams from the same country, who will treat the incident as a terrorist action and proceed accordingly.

This is not to say that the express' porters have completely forsaken the obliging customs that have endeared them to generations of people who are up to illegal acts. They, too, can still be bought. The price is variable, starting at \$25 for minor "favors"—like paying the porter for information about another passenger—up to \$4000+ for major assistance, like disposing of an embarrassing corpse and keeping it secret.

SEARCHING THE EXPRESS

The characters can go about searching the vast train furtively or crudely, according to their tastes. However, if they aren't discreet with their train search, they can run into problems. The porters will watch them, suspecting them of being thieves or worse. The other passengers will be inconvenienced and equally suspicious—if the characters annoy too many of the other passengers, they will insist that the characters be thrown off at the next stop and arrested!

The easy way to do it would be to pay the porters to assist in the search. They can go anywhere without being out of place, and they may have assisted in carrying a very, very heavy piece of luggage aboard the train.

WHERE'S THE BUDDHA?

The Buddha is actually in a first-class compartment, with its couriers. The two couriers are posing as a man-and-wife tourist couple, just back from the Middle East with curios and souvenirs. The Buddha is packed into a sculpted umbrella stand made from old artillery shell casings (imported from Pakistan, naturally). The stand is packed into a steamer trunk.

The couriers are quite professional. They are both Veteran NPCs. The man is armed with a Beretta M93R submachinegun (with silencer) and a holdout COP .357, and the woman is armed with a HK-4 pistol (with silencer) and a holdout High Standard .22 magnum Derringer. They act like normal tourists, but both carry

radio beepers linked to the alarms they've left rigged to their compartment.

Detecting the alarms when examining the room is a Difficult: Electronics task (which becomes Average: Electronics if using bug-detecting tools), or a one-fourth Observation task if the characters aren't looking for any bugs or alarms before they go in.

The couriers will rush to the defense of their package if their compartment is entered.

COMPETITION

The mercenary team has some competitors. Another collector has hired a group of ex-KGB agents to acquire the Buddha as well! This group of five agents may (or may not) know the PCs (roll 1D10 against half the team's Reputation). A successful roll means the ex-KGB agents will recognize the PCs on sight, and will wonder what the PCs are doing there.

Treat these ex-KGB agents as Veteran NPCs. They wear Kevlar vests and carry silenced PM Makarov pistols.

The KGBers will be checking out rooms and train cars, just like the PCs. They have bribed some of the porters to assist in their work, and have small metal detectors. If they know the PCs, they pay a pair of the porters to snoop on the PCs' activities and report back.

These people are ruthless. If the PCs discover the Buddha first, the Russians might discover the discovery. If they do, they will try to take the Buddha from the PCs.

COMPLICATIONS

The Orient Express has a reputation for being a hotbed of espionage activity. In fact, it has such a great reputation for this that no one believes there is any such activity aboard. Therefore, it is a perfect venue for the spy crowd.

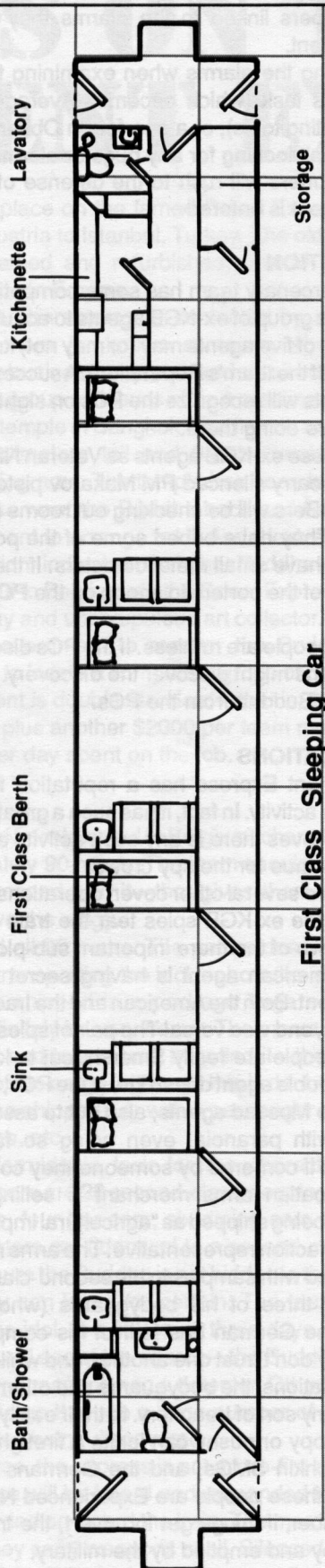
There are several other covert operations going on while the PC team and the ex-KGB spies tear the train apart for the Buddha. Here are two of the more important sub-plots:

- An American agent is having secret meetings with a Iraqi double agent. Both the American and the Iraqi will recognize the ex-KGB team, and vice versa! The pair of spies firmly believe that the ex-KGB people are really Smersh, out to kill them. Furthermore, the Iraqi double agent doesn't trust the PCs, either. He's convinced that they're Mossad agents, also out to assassinate him. The pair respond with paranoia, even going so far as to fire on their opponents if cornered by someone they consider an enemy.

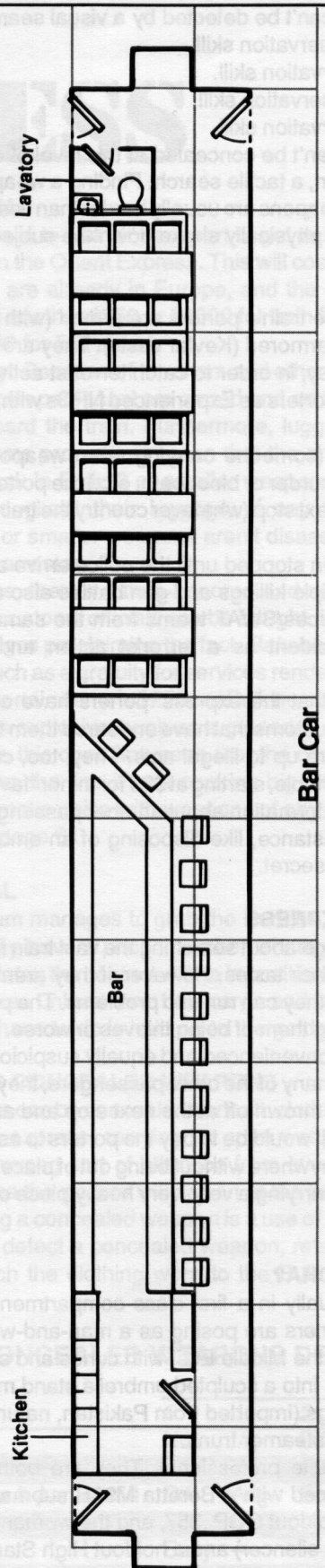
- A Croatian arms merchant is selling a large amount of weapons (being shipped as "agricultural implements") to a German Red Army faction representative. The arms merchant has a locked trunk loaded with samples in his second-class room. He is accompanied by three of his bodyguards (who occupy neighboring berths). The German has four of his compatriots with him. The sides really don't trust one another, and while the leaders are busy with negotiations, the bodyguards and other terrorists keep watch, ready for any sort of treachery. In their easily excited state, anyone acting snoopy or pushy can ignite a firefight. The bodyguards all carry Stetchkin SMGs, and the Germans all carry H&K VP-70 SMGs. All these people are Experienced NPCs.

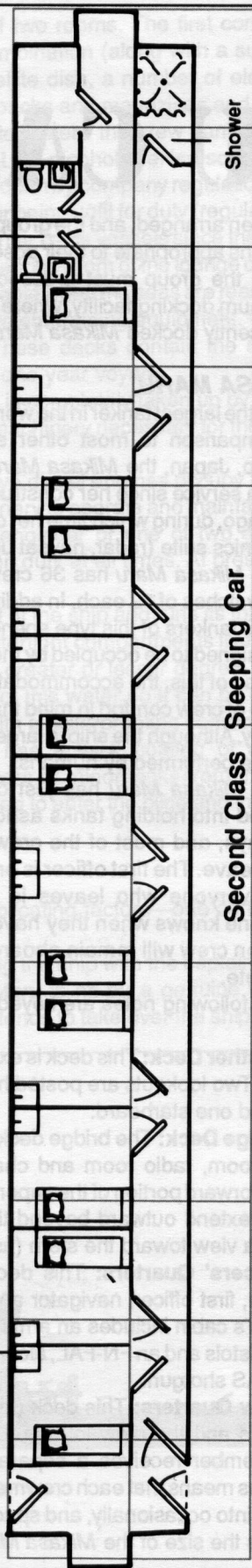
Remember, if things get too overt, the train will be stopped in mid-journey and emptied by the military.

Have fun!

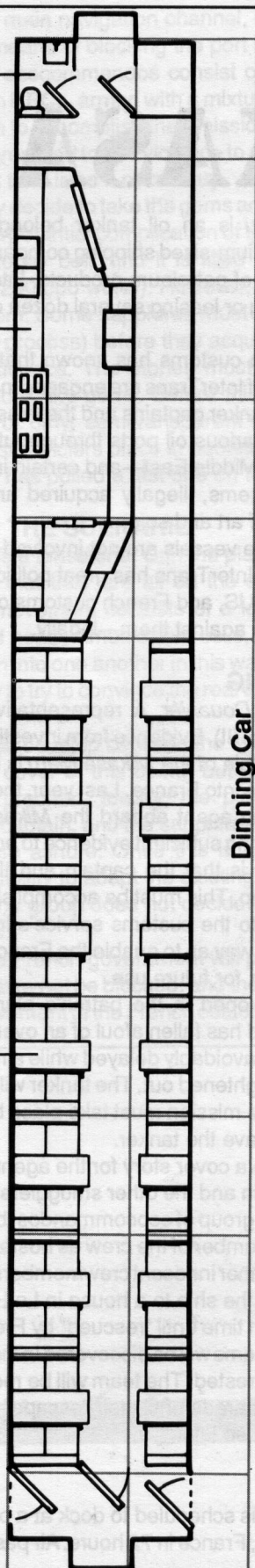


Railroad Car





Railroad Car



MIKASA ES SU CASA

The *Mikasa Maru* is an oil tanker belonging to InterTrans Factoring, SA, a medium-sized shipping company that specializes in the transportation of petroleum products. InterTrans is a small multinational, owning or leasing several dozen oil tankers, including the *Mikasa Maru*.

For years, French customs has known that certain mid-level echelon executives of InterTrans are engaged in systematic smuggling, using certain tanker captains and the vessels they serve on. The tankers call at various oil ports throughout the world—Thailand, Indonesia, the Middle East—and certain individuals take on additional cargos—gems, illegally acquired archaeological artifacts, stolen works of art and so on.

The crews of these vessels are not involved in, or even aware of, what is going on. InterTrans has great political influence, both in Europe and in the US, and French customs officials have been unable to take action against them—legally.

MISSION BRIEFING

The patron is a *Douanier*, a representative of the French customs service (level III). Evidence from investigators in Thailand indicate that the captain of the *Mikasa Maru* is involved in smuggling stolen sapphires into France. Last year, the customs service managed to place an agent aboard the *Mikasa Maru*, with the assignment of gathering sufficient evidence to enable an arrest. All that is required now is that the captain and the gemstones be removed from the ship. This must be accomplished without drawing undue attention to the customs service's involvement in the matter, and in such a way as to enable the French agent to remain in InterTrans' employ, for future use.

A snag has developed in the patron's plans, however. The original team he hired has fallen afoul of an overzealous official in Turkey and will be unavoidably delayed while a number of bureaucratic snarls are straightened out. The tanker will dock in Le Havre in a few days, and the mission must take place before the captain and the gems can leave the tanker.

In order to provide a cover story for the agent, but allow for the removal of the captain and the other smugglers, the group will be required to pose as a group of ecocommandos, board and take the ship, and remove a number of the crew as hostages (including the captain and several other innocent crewmembers). The "hostages" are to be taken from the ship to a house in Le Havre, where they will be held for a short time until "rescued" by French police. In the ensuing search, the gems will be discovered in the captain's money belt, and he will be arrested. The team will be required to continue the ecocommando charade until their "escape" from custody can be arranged a day or so later.

APPROACH

The *Mikasa Maru* is scheduled to dock at a petroleum docking facility near Le Havre, France in 72 hours. Air passage to Le Havre

has been arranged, and the group will be supplied with papers and weapons appropriate to their pose as ecocommandos. Once in Le Havre, the group must proceed as quickly as possible to the petroleum docking facility, where they will make their "assault" on the recently docked *Mikasa Maru*.

MIKASA MARU

Not the largest tanker in the world, the *Mikasa Maru* is still sizable by comparison to most other ships. Built in the shipyards at Sasebo, Japan, the *Mikasa Maru* is about 15 years old and has been in service since her construction, except for a refit about five years ago, during which time her diesels were reworked and a new electronics suite (radar, navsat uplink, etc.) installed.

The *Mikasa Maru* has 36 crewmembers, who are on duty in three watches of 12 each. In addition, the ship has a galley staff of four. Oil tankers of this type spend a great deal of time at sea and are designed to be occupied by their crews for over a year at a time. Because of this, the accommodations are designed with a greater degree of crew comfort in mind than is the standard in the shipping industry. Although the ship is largely automated, a number of tasks must be performed by humans.

The *Mikasa Maru* has just docked, and its cargo is being pumped into holding tanks ashore. This process will take several days, and most of the crew is preparing to disembark for shore leave. The first officer is on duty at the gangplank, making sure everyone who leaves is authorized to do so and that everyone knows when they have to be back. The captain and a skeleton crew will remain aboard until the unloading process is complete.

The following notes are keyed to the deckplans on pages 98-101.

Weather Deck: This deck is exposed to the weather—hence its name. Two lookouts are posted here when the ship is at sea, one port and one starboard.

Bridge Deck: The bridge deck contains the bridge (obviously), radar room, radio room and chartroom. The bridge covers the whole forward portion of the superstructure. Two projections off the bridge extend outward beyond the edges of the superstructure, giving a view toward the stern (as they are glassed in).

Officers' Quarters: This deck includes the quarters of the captain, first officer, navigator and other officers of the ship. The captain's cabin includes an arms locker, containing four assorted 9mm pistols and an FN-FAL, along with a couple of flare pistols and an SPAS shotgun.

Crew Quarters: This deck (the main deck) contains the crew quarters and the crew lounge. Unlike on smaller vessels, each crewmember receives a separate cabin. The long duration of voyages means that each crewmember requires a private space to retreat into occasionally, and space is not exactly at a premium on vessels the size of the *Mikasa Maru*.

The crew lounge consists of two rooms. The first contains a wide-screen television/VCR combination (along with a supply of taped movies hooked to a satellite dish, a number of electronic games, a small library of paperbacks and magazines and a small shop (operated by the first mate) where the crew can purchase candy, cigarettes, and sundries. Low-alcohol beer is also available, but stronger beverages are forbidden by company regulations, and severe penalties are enforced for being unfit for duty (regular blood tests have been required on all InterTrans vessels since the Bantry Bay oil spill 13 years ago). The second room of the lounge contains a ping-pong table, pool table (usable when the seas are reasonably calm), exercise machine and weight training equipment.

Storage Decks 1 and 2: These decks contain the supplies needed by ship and crew for a one-year voyage.

Machinery Deck: This deck is completely taken up by pumps, generators, blowers and other machinery necessary for the operation of the ship.

Engine Rooms: Two massive diesel engines occupy this part of the ship, along with the machinery to operate and maintain them. An engineer (either the chief engineer or one of two assistant engineers) and two oilers are on duty at all times. At present, the engines are shut down.

Bilge: This is the lowest part of the ship and runs its full length, although it is broken up into watertight compartments like the rest of the ship. All ships leak, to a greater or lesser degree, and the purpose of the bilge is to collect this water so it can be pumped overboard. The bilge is lined with a waterproofing compound that resembles red paint. It also has a thick coating of a tarlike substance, the remnants of years of minor leaks from the cargo tanks. The crew seldom has need to enter the bilge and thus it has no lighting of its own.

COMPLICATIONS

This scenario has two complicating factors—one certain, one potential:

- Just as the PCs are leaving the ship with the captain and the other hostages, the *Mikasa Maru* is hit by a genuine group of ecocommandos. This group intends to take over the ship, sail it to

the middle of the main navigation channel, remove the crew and scuttle her as a means of blocking the port to tanker traffic.

The attacking ecocommandos consist of seven Experienced and three Veteran NPCs, armed with a mixture of assault rifles and SMGs. They wish to accomplish their mission with minimal loss of life, but they are prepared to use violence to accomplish their goals and are willing to take lives if necessary.

- The PCs may decide to take the gems and vanish. In this case, they will run into a potential complication of their own creation. The captain has a money belt, and it is filled with crude sapphires (approximately \$250,000 worth). However, the PCs will probably not recognize them. Some sapphires must be “cooked” (undergo a heat-treatment process) before they acquire their characteristic color and translucence. The stones must be cut and polished before they will look like gems. Before this, the stones look like irregular pieces of dirty, semitransparent gravel, much like the colored stones fish fanciers place in aquariums. The players may think the captain has pulled a fast one on them.

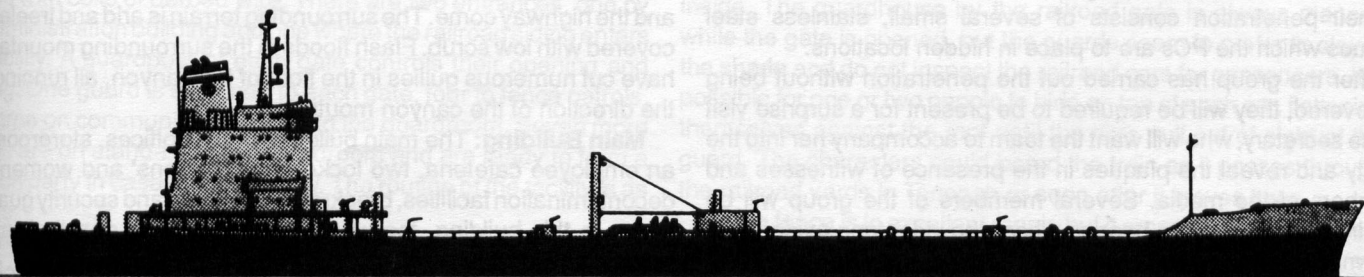
REFEREEING THE SCENARIO

The situation is a tense one. Can the players convince the real ecocommandos that they are all on the same side? Since the ecocommando movement consists of a large number of small, independent and noncommunicative cells, it is not impossible for two of them to run into one another in this way. The PCs could build on this possibility to try to convince the real ecocommandos of their *bona fides*.

A firefight could develop between the two groups (the situation depicted on the cover of this book), but this is not the optimum solution to the problem. Ideally, the players will want to get themselves, the captain, and the sapphires safely off the ship and to the safe house ashore. Once this is accomplished, it is the patron's responsibility to adapt the existing plan to the new situation, assuming the group does not decide to take the stones and head for the hills.

Of course, the French government will prefer that the shipping channel to Le Havre not be blocked, and the patron will be anxious to keep the involvement of the French customs office to a minimum.

Mikasa Maru



THIS IS ONLY A DRILL

About a generation ago, the federal government established three nuclear waste storage facilities in various remote and (allegedly) geologically stable regions. The Nuclear Regulatory Commission of the Department of Energy (which has authority over all nonmilitary radioactives in the US) originally maintained its own security personnel for these facilities. In the late 1990s, the US Congress, in an attempt to reduce "bureaucratic bloat," decreed that the DoE must privatize its security force and put the task up for bids from nongovernmental suppliers.

The firm which got the job, Bachman, Inc., was chosen over the objections of the secretary of energy, and was signed to a 10-year contract. It was later discovered that the firm had secured the contract by bribing several members of the selection panel, but there is not sufficient evidence for a formal legal challenge to the contract on this basis. An almost forgotten clause in the contract, however, permits the secretary to conduct periodic tests of the security at the waste storage facilities and to break the contract under certain conditions, one of which is the demonstration of lax security procedures. Every "test" of security so far has consisted of a simple inspection—an agent of the DoE drives up to the front gate, announces an inspection and is then given a guided tour of the place. The secretary has a somewhat different plan in mind, which involves hiring certain specialists—the PCs.

MISSION BRIEFING

The patron represents the secretary of energy (level IV) this time and is hiring the team to stage a fake penetration of Federal Nuclear Waste Repository Number Two, located north of the city of Tonopah, Nevada. The team is to study the facility and determine any weak points in the Bachman security setup. The group is then to exploit these weaknesses and enter the plant, documenting their penetration with portable video cameras and sound recorders (in order for them to be used as evidence to break the contract, the tapes will have a special "one-time-only" seal to prevent them from being doctored). The group is required to get into the facility, enter at least three of the storage buildings and plant evidence of the deed in addition to videotaping the whole operation. The evidence of their penetration consists of several small, stainless steel plaques which the PCs are to place in hidden locations.

After the group has carried out the penetration without being discovered, they will be required to be present for a surprise visit by the secretary, who will want the team to accompany her into the facility and reveal the plaques in the presence of witnesses and members of the media. Several members of the group will be required to testify at the hearing where the videotape evidence is shown. Payment will be at twice the standard rate, plus expenses.

Limitations: Operational secrecy is of paramount importance. If Bachman gets wind of the plan, abnormal precautions will be taken, and the operation will be a failure. For this reason, the group must make their own travel arrangements, devise their own cover story and obtain any equipment they will need (other than the

plaques and the video equipment).

Of equal importance are two more restrictions: no radioactive material is to be removed from the facility or disturbed in any way and no person is to be killed or seriously injured. The PCs may use tranq guns and any reasonable restraints they choose, but no firearms are to be used.

Property damage is to be kept to a minimum. The group may break or pick locks, cut fences and so on, as part of the penetration, but any other lawbreaking should be kept to a minimum.

APPROACH

The PCs may use whatever means they like to get to Tonopah, Nevada. The referee must judge how circumspect they are.

Equipment: The patron will provide three etched, stainless steel plaques (each 3x5 centimeters), one still camera for each PC and two portable video cameras for the group overall, each with four ROPM tapes (record once, play many). The still cameras will be sealed as evidence that they have not been doctored (the group is not to tamper with the seals in any way, in order to maintain the chain of evidence). A map of the facility will also be provided. The group must provide any other equipment desired.

Cover Stories: The variety of potential cover stories is only limited by the group's imagination. Depending on the age and composition of the group, the PCs might pose as a rock-collecting club, students from a university on a field trip to study the desert, or an advance party for a motion picture or television production crew. It is unwise to pose as an ecological group, as the locals are sensitized to the opposition to nuclear power and may react to any ecological cover as if the group were suspected ecocommandos.

FACILITY DESCRIPTION

This description is keyed to the map on pages 68-69. The railroad leads to the receiving gate, and the road leads to the main gate. These two gates are the only entrances to the facility through the perimeter fence.

The facility itself is located in a fairly large box canyon, a canyon with only one entrance. It is through this entrance that the railroad and the highway come. The surrounding terrain is arid and treeless, covered with low scrub. Flash floods in the surrounding mountains have cut numerous gullies in the floor of the canyon, all running in the direction of the canyon mouth.

Main Building: The main building houses offices, storerooms, an employee cafeteria, two locker rooms (mens' and women's), decontamination facilities, breakroom, infirmary and security guardroom. In this building, the workers at the facility don their anti-radiation suits,

Guard Shelters: These are small shelters, intended to protect the guards from the elements. Each gate has a guardhouse, and they are present in remote portions of the site, along the perimeter fence, as shelter for the fence patrols if the weather turns nasty.

Garage: The garage contains a number of trucks and special-

ized end-loaders, used to transport the concrete blocks of radioactive waste from the railroad cars or trucks in which they arrive to the warehouse where they will be entombed. The endloaders eventually become intolerably radioactive themselves and must be sent to a low-level disposal facility elsewhere in the state, where they are cut up and buried.

Warehouses: The 32 warehouses are identical. Some contain treated and vitrified nuclear waste; others are empty. The walls are one meter of reinforced concrete, lined with sheet lead and stainless steel plates. The waste has been processed, vitrified (encased in glass spheres), mixed with concrete and cast in one-ton blocks, which are placed at specified intervals inside the warehouses by crane operators in antiradiation suits. As the buildings are filled and cannot safely contain more radioactive material, they are sealed and their interiors monitored by remote sensors controlled from the headquarters building. The warehouse walls block the escape of radiation (or, more properly, keep it within tolerable limits) and are relatively safe to walk past, although it is not safe to spend more than a few minutes inside a full one.

REFEREEING THE SCENARIO

The group will wish to carry out a short recce of the site.

Road: Federal Nuclear Waste Repository Number Two is linked to the outside world by a single-track railroad line and a two-lane highway (they parallel each other) from the city of Tonopah. The road has no other destination, and there is not much else in that part of the country, so any traffic other than official vehicles will be noted by the local police. The railroad right-of-way is the private property of the railroad company, but the highway is a public road, and there is no legal reason for the local authorities to prevent people from travelling on it. The road is patrolled by county sheriff's deputies (one deputy in a patrol car), however, and travellers along it will be stopped and asked their business.

This situation is a rather tricky one and will require some careful roleplaying. The deputy will be polite, and will inform the group that the road only goes out into the desert and dead-ends there—nothing of interest. The deputy will offer to give directions to the group's destination (charitably assuming the group is lost). If the group seems evasive, the deputy's suspicions will be aroused, and the group will be detained while a license check is run via radio. Depending on what happens, the deputy may let the group go on their way unhindered, let them pass but follow them for a time, or insist that the return to Tonopah.

Security: The facility is surrounded by a chain-link fence, topped with coils of barbed wire. There are two entrances, one by the administration building and one where the railroad siding enters the facility. A guardpost at each gate controls their opening and closing. One guard is assigned to each gate, four to fence patrols, and three on communications duty in the guardroom. Seven more guards are on stand-by in the guardroom and are ready to form a reaction party in case of emergency. The routine of the facility is as follows:

Each day, a train pulls up in the morning, leaving several cars to be unloaded during the day, and then departs. The cars spend the day parked on a siding, and each in turn is opened and the contents inventoried and hauled to a warehouse. The train returns in the late afternoon or early evening to pick up the cars. From time to time, at irregular intervals, a semi arrives, also bearing a load of blocks.

During the day, at half-hour intervals, a security guard and a guard dog start out at the main gate and begin a circuit of the perimeter fence. After the departure of the last worker, at 6 p.m., the gates are closed and locked. The fence patrols start at 15-minute intervals, beginning at sundown. Careful examination will show that the night guards are equipped with IR goggles and what appear to be IR flashlights (this will be confirmed if any of the group look over the camp with IR goggles).

Guard Equipment: Each security guard at the facility is equipped with a nightstick (club), S&W model 39 9mm automatic and three magazines of ammunition, and two-way portable individual radio. Each fence patrol guard is given a Remington 870P shotgun. Night patrols are given IR goggles and IR flashlights. Guards in the reaction party are equipped with flak vests, Kevlar helmets, gas masks, crash-bang grenades and M16s. The guardroom contains enough gear to equip every guard on the site as a reaction team member if it should become necessary. The guardroom also contains eight M203 Pls, a supply of CS gas and stunbag 40mm grenades.

Guard Reaction: Discovery of strangers or something amiss will be reported via radio to the guardroom in the administration building. Two guards and a supervisor will be sent out to investigate, and the supervisor will call out the reaction team, if necessary.

All guards are ordered to respond with deadly force only in response to deadly force or to prevent radioactive material from being removed from the facility.

Security Breaches: Careful observation of the facility will reveal a number of obvious security breaches:

- The guards admit workers based on the vehicles they drive and do not check ID. If, for example, the guards know that Floyd Collins always drives to work in a rusty green Ford pickup, they will admit that pickup without looking too closely at who is driving. Since the parking lot is not in direct view of the guardhouse, it would be possible for a number of people to be concealed under a tarp in the back of the truck, and for them to unload and hide on the grounds. How do the players get a truck? That is best left to the players' imagination.

- There is no regular patrol of the grounds around the administration building and the storage sheds. The garage is left open almost all the time, and anyone gaining access to the facility could hide in any of these buildings for hours without taking much of a chance of being discovered.

- It is common practice to open the gate about half an hour before the train is due to arrive and keep it open while the train is inside. The guardhouse by the railroad gate is always manned while the gate is opened, but the guards seem to prefer to stay in the shade and do not inspect the railroad cars for passengers. It is possible for one or two people to hide on top of each car, flattening themselves against the roof until the cars pull out of sight of the guard. The characters could board the train as it passes through the railroad yards in Tonopah or soon after it leaves town.

- The fence is in excellent repair, but it crosses over two gullies. These have been filled in with earth, but a half-meter concrete culvert has been left for drainage, leading under the fence. The culverts are blocked with a metal grate, but none of the guards inspect the grate or culverts. The dogs are another matter, however—the characters will need to come up with some means of disguising their scent.

Guard Shelter

Gulley

Nevada Facility

Guard Shelter

Guard Shelter

Guard Shelter

Guard Shelter

Warehouses

Main Building

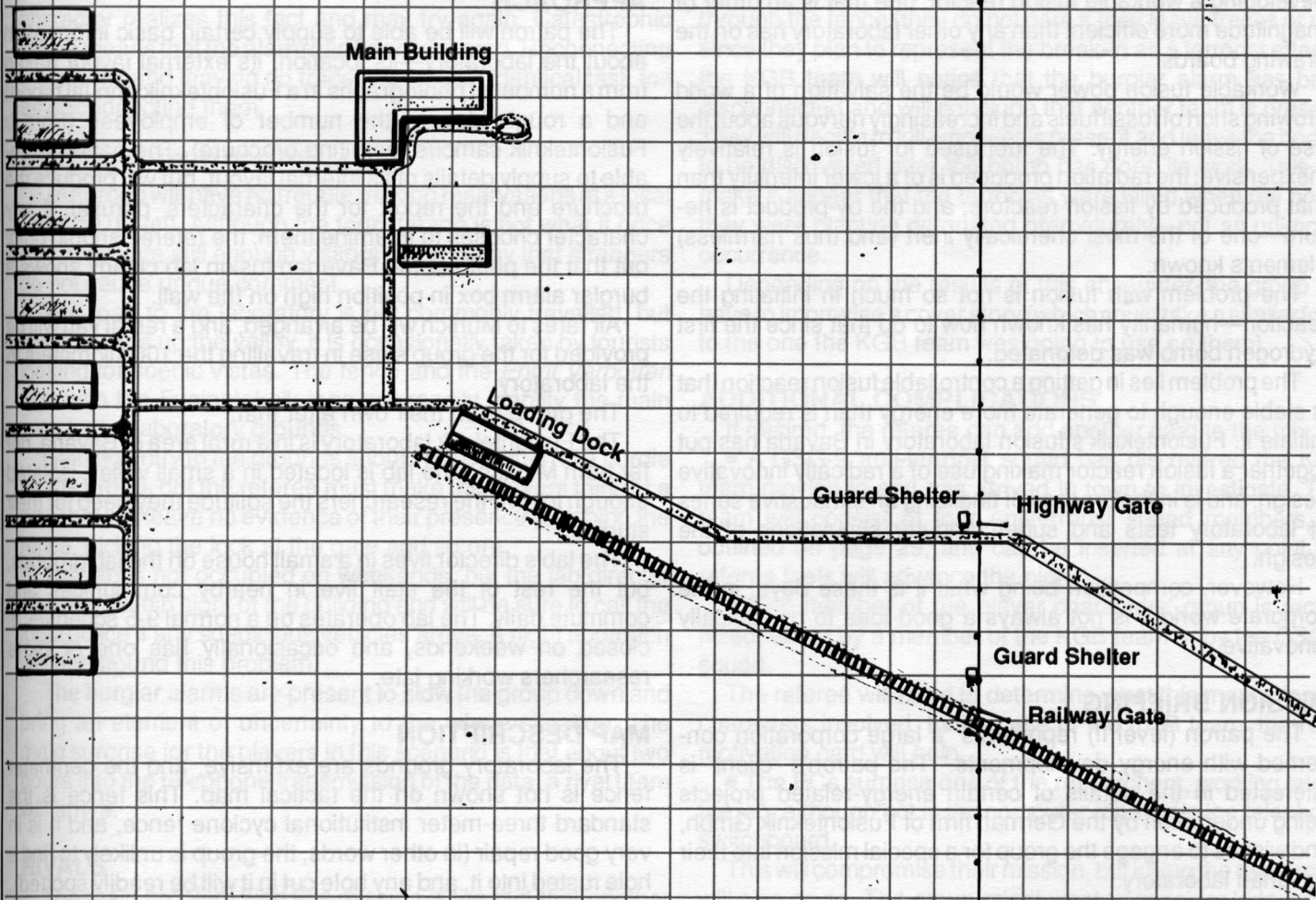
Loading Dock

Guard Shelter

Highway Gate

Guard Shelter

Railway Gate



COMPETITION IS FUN!

The "cold fusion" controversy of the late 1980s was an embarrassment to some scientists. It was an inspiration to others.

Although the specific "discovery" was proven to be incorrect, scientists began thinking about fusion from different approaches, and when you take a different slant on a problem, you often find a solution you overlooked before.

The German firm of Fusiontechnik GmbH is on the verge of developing a workable fusion reactor, one that is an order of magnitude more efficient than any other laboratory has on the drawing boards.

Workable fusion power would be the salvation of a world growing short of fossil fuels and increasingly nervous about the use of fission energy. The fuel used for fusion is relatively inexpensive; the radiation produced is of a lower intensity than that produced by fission reactors; and the by-product is helium—one of the most chemically inert (and thus harmless) elements known.

The problem with fusion is not so much in initiating the reaction—humanity has known how to do that since the first hydrogen bomb was detonated.

The problem lies in getting a controllable fusion reaction that is stable enough to generate more energy than is required to initiate it. Fusiontechnik's fusion laboratory in Bavaria has put together a fusion reactor making use of a radically innovative design, and is in the process of finalizing an exhaustive series of laboratory tests and supercomputer simulations of the design.

However, competition being what it is these days, in the corporate world it is not always a good idea to be radically innovative.

MISSION BRIEFING

The patron (level II) represents "a large corporation concerned with energy developments." The patron's "client" is interested in the details of certain energy-related projects being undertaken by the German firm of Fusiontechnik GmbH, and wishes to engage the group for a special mission into their Bavarian laboratory.

The patron's information indicates that a complete report is available in the lab's supercomputer, which also happens to be the computer that the lab runs its reactor simulation program on.

The supercomputer can only be connected to the outside world's telephone system from the switchboard inside the lab. The patron wants the team to penetrate the laboratory, use the lab's switchboard to connect the lab's supercomputer with a number that the patron will provide, and wait until the relevant

files can be identified and copied by the patron's experts (who will be on the other end of the telephone line).

The team will be required to wait the two to three hours this will take, then cover their tracks completely. "Absolutely no evidence of the penetration can be tolerated," says the patron. "My clients plan to present the data as their own in two weeks." The job pays twice the going rate, plus expenses.

APPROACH

The patron will be able to supply certain basic information about the laboratory—its location, its external layout (taken from a number of photographs in a Fusiontechnik annual report) and a rough idea of the number of employees (from a Fusiontechnik campus recruiting brochure). The patron is unable to supply details of its internal layout, but will produce the brochure and the report for the characters' perusal. If any character chooses to examine them, the referee should point out that the photo of the Bavarian fusion lab clearly shows a burglar alarm box in position high on the wall.

Air fares to Munich will be arranged, and a rental van will be provided for the group's use in travelling the 100 kilometers to the laboratory.

The group is on their own after that.

The Fusiontechnik laboratory is in a rural area of Bavaria, not far from Munich. The lab is located in a small valley, isolated enough to give the researchers the solitude they need for their studies.

The lab's director lives in a small house on the lab grounds, but the rest of the staff live in nearby communities and commute daily. The lab operates on a normal 9-5 schedule, is closed on weekends, and occasionally has one or more researchers working late.

MAP DESCRIPTION

The laboratory grounds are extensive, and the perimeter fence is not shown on the tactical map. This fence is the standard three-meter institutional cyclone fence, and it is in very good repair (in other words, the group is unlikely to find a hole rusted into it, and any hole cut in it will be readily spotted). Most of the laboratory grounds are covered with light woods, and contain a fair amount of cover for an approach after dark, although it will not hide much during the day.

The laboratory building itself is a single-story, modern building of prestressed concrete and glass construction. A small employee parking lot is located in the front of the building, and the lawn near the building contains a few large shade trees and a few tables for employee lunches during warm weather. The director's house (occupied by the director, his 12-year-old

son and their housekeeper) is located about one-half kilometer away from the main building and is accessible by a private lane off the main drive. There are a few other outbuildings, but they are of little importance.

Lab Building: The lab contains numerous offices and conference rooms, the usual cafeteria and lounge, and a telephone switchboard. In addition, directly under the large air conditioning unit on the roof, there is a room devoted to the lab's supercomputer. The building is rigged with a burglar alarm, and the computer room also has a separate alarm system.

Both systems are silent alarms—they do not sound a bell or buzzer on the grounds, but instead send a signal to the local police department. Disconnecting either alarm takes five minutes, and is Easy: Lockpick skill or Average: Electronics skill. Failure indicates that the alarm is not disconnected, but the character realizes this fact and may try again. Catastrophic failure means that the alarm has been triggered. Reconnecting the alarms and leaving no trace requires an identical task roll as disconnecting them.

REFEREEING THE SCENARIO

The group will have no trouble making reservations at a local *Pension* (hotel). Although the tourist trade is not what it once was, there are still enough visitors to the valley that strangers do not cause undue comment.

The road to the laboratory is not commonly travelled, but since it leads up the valley, it is occasionally taken by tourists looking for scenic vistas. The fence and the *Entrit Verbotten* sign with the Fusionteknik logo will readily identify the main gate to the laboratory grounds.

Gaining entry to the grounds should not be much of a hurdle for the group, but the referee must make the players think of a way that will leave no evidence of their presence (climbing the fence, picking the lock at the gate and so on).

The lab is not occupied on weekends, but the lab director does live within sight of the building and will be sure to call the local police if any suspicious vehicles arrive. A night approach will get around this problem.

The burglar alarms are present to slow the group down and bring an element of uncertainty to the whole situation. The main surprise for the players in this scenario is that about two hours into the telephone transmission of the data, a rival team will arrive.

RIVALS

The main problem with this mission is the fact that another firm "concerned with energy developments" has also hired a group of mercenaries to get the Fusionteknik data. This group

consists of four former KGB agents (now earning a living by free-lancing). In forming this team, the referee should adapt the sample ex-KGB agent profile given on page 26 to this situation. Select age, gender and physical appearance at random, and shuffle the skills around a bit, giving each one a unique mix of skills. Draw an NPC motivation card for each one, and figure out how the results will make each character unique.

The rival plan is to penetrate the lab, get the same data the PCs are after by a similar technique, and set off a fire bomb to cover their tracks. They have arranged for a number of letters and calls placing the blame on several terrorist groups as widely divergent as the Bavarian Earth Watch Committee and the Red Brigade.

This team will arrive in town the same day as the PCs and move into the facility about two hours after the PCs. Cutting through the fence (they do not care if they leave traces or not, since they plan to represent the break-in as a terrorist attack), the KGB team will notice that the burglar alarm has been disconnected and will conclude that another team is present. They will decide to kill whoever is present and leave the bodies to be discovered after the bomb has done its work. This will make it appear that the terrorists were killed when the bomb they were planting detonated prematurely—not an unknown occurrence.

Depending on the results of this encounter, the group will have to improvise a cover story (which could take a similar form to the one the KGB team was going to use on them).

ADDITIONAL COMPLICATIONS

If desired, the referee can add another card to the mix:

- A GSG-9 anti-terrorist squad has discovered the KGB team moving in and has arrived in town to investigate. This team will consist of four antiterrorist squad members, as outlined on page 29, and can be inserted at any point the referee feels will advance the plot.

- One member of the player characters' group is recognized, either by a member of the KGB team or by the GSG-9 squad.

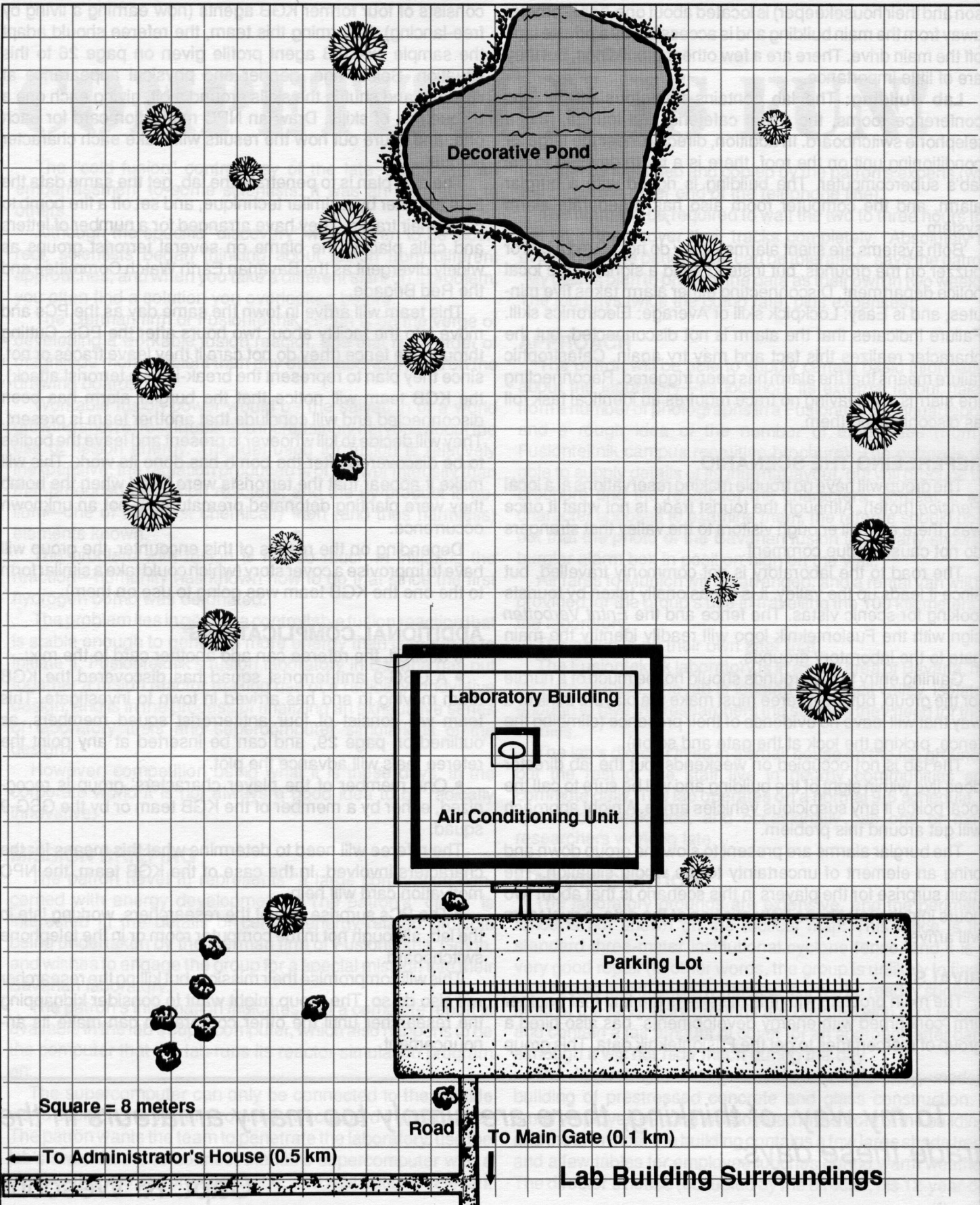
The referee will need to determine what this means for the characters involved. In the case of the KGB team, the NPC motivation card will help.

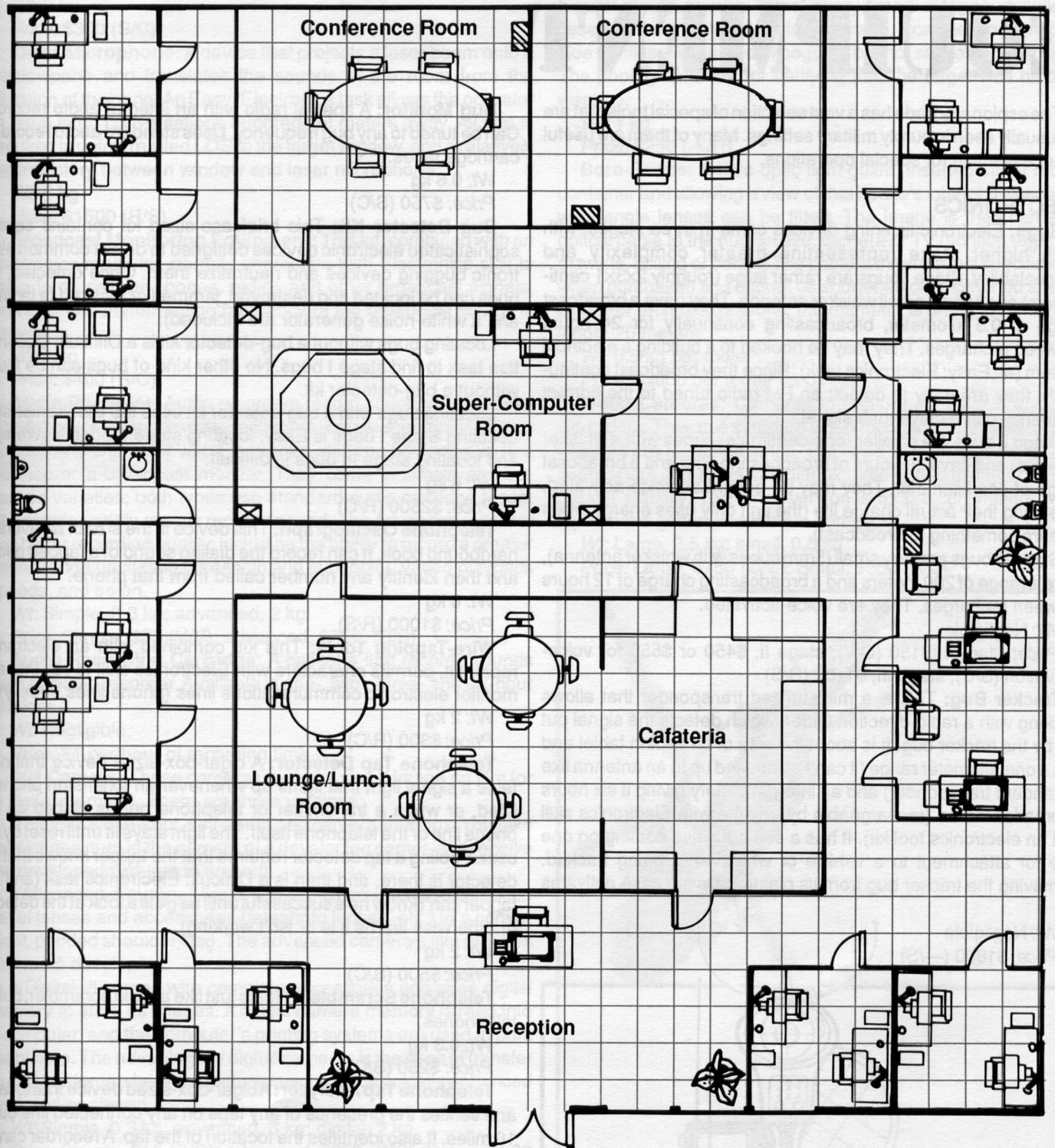
- The PCs surprise one of the researchers, working late in the lab, although not in the computer room or in the telephone switchboard.

This will compromise their mission, but killing the researcher will also do so. The group might want to consider kidnapping the researcher until the other corporation can make its announcement.

To my way of thinking, there are simply too many amateurs in the trade these days.

Capt. K. Wescom





Square= 2 meters

Lab Building

EQUIPMENT

The espionage trade has a vast selection of special tools that are not usually seen in purely military settings. Many of them are useful (if not essential) for special operations.

ELECTRONICS

Bugs: Electronic listening devices come in three stages, with each higher stage representing greater complexity and concealability. Stage I bugs are rather large (roughly 2x3x1 centimeters) and sport a small whisker antenna. They have a broadcast range of 0.5 kilometer, broadcasting continually for 24 hours between recharges. They may be hooked to a building's electrical system (an Easy: Electronics task). Since they broadcast continuously, they are easy to detect: an FM radio tuned to the correct frequency can receive their signal.

Stage II bugs are smaller (one-centimeter cubes with a whisker antenna) and have 36 hours of broadcasting time and a broadcast range of one kilometer. They may be bought as voice-activated, extending their actual charge life (the unit only uses energy when it hears something to broadcast).

Stage III bugs are very small (5mm cubes with whisker antenna), have a range of 200 meters and a broadcasting charge of 12 hours between recharges. They are voice-activated.

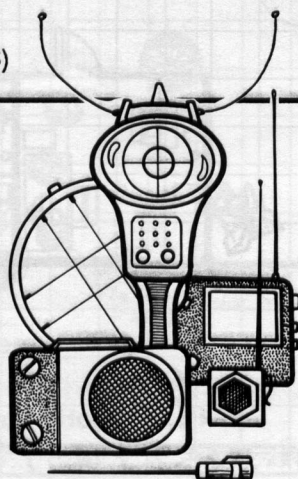
Wt: Negligible.

Price: Stage I, \$150 (C/V); stage II, \$450 or \$550 for voice-activation (S/C); stage III, \$1100 (R/S)

Tracker Bug: This is a miniaturized transponder that allows tracking with a radio-direction finder, which detects the signal put out by the tracker bug. It is about the size of an aspirin tablet and has a one-kilometer range (it can't be hooked up to an antenna like a standard transponder) and an internal battery giving it six hours of broadcast time (rechargeable by anyone with Electronics skill and an electronics tool kit). It has a self-adhesive coating on one side for attachment to a vehicle or whatever is being tracked. Removing the tracker bug from its plastic carrying case activates it.

Wt: Negligible

Price: \$1800 (—/S)



**Bug
Detecting
Equipment**

Bug Monitor: A special radio with an integral audio recorder. Can be tuned to any bug frequency. Uses standard audio recording cartridge tapes.

Wt: 0.6 kg

Price: \$750 (S/C)

Bug Detector Kit: This briefcase-sized kit contains several sophisticated electronic devices designed to detect common electronic bugging devices and neutralize them. Once detected, the bugs can be located and destroyed, jammed or masked (a jammer and a white-noise generator are included).

Locating bugs without a bug-detector kit is a Difficult: Observation task to find stage I bugs. No other kind of bugs can be found without a bug-detector kit.

Locating bugs with a bug-detector kit uses the Electronics skill. Locating Stage I bugs is Easy; locating stage II bugs is Average; and locating stage III bugs is difficult.

Wt: 6 kg

Price: \$2500 (R/C)

Telephone Oscillograph: This device is the size of an average hardbound book. It can record the dialing sound of a tapped phone and then identify any number called from that phone.

Wt: 6 kg

Price: \$1000 (R/S)

Wire-Tapping Tools: This kit, combined with an electronics repair kit, permits characters with Electronics skill to tap into and monitor electronic communications lines (phone lines, mostly).

Wt: 2 kg

Price: \$300 (R/C)

Telephone Tap Detector: A cigar-box-sized device that contains a signal light that lights up whenever an extension phone is lifted, or when a transmitter or telephone bug is placed on the phone line or the telephone itself. The light stays lit until reset by the user. Fooling a tap detector requires that the tapper knows that the detector is there, and then is a Difficult: Electronics task (and the tapper can't know he's successful until he gets a look at the detector or otherwise learns it is or isn't working).

Wt: 2 kg

Price: \$500 (S/C)

Telephone Scrambler: Works just like a radio scrambler, but for telephones.

Wt: 0.3 kg

Price: \$250 (S/C)

Telephone Tap Analyzer: A cigar-box-sized device that locates and verifies the presence of any taps on any connected line out to 10 miles. It also identifies the location of the tap. A recorder can be wired in and activated to record the tapped conversations. Detecting a tap analyzer while operating a tap is a Difficult: Electronics task.

Wt: 1 kg

Price: \$500 (R/S)

Electronic Voice Mask: This device transforms a person's telephone voice into something else, clearly distorted but unrecognizable, even with a voice stress analyzer.

Wt: 2 kg

Price: \$300 (S/C)

Laser Microphone: A device that projects a laser beam onto a windowpane and translates the sounds in the room from the vibration of the pane. An Easy: Electronics task allows the operator to listen in on conversations hundreds of meters away. All that is required is uninterrupted LOS to the target window, and a relatively flat trajectory between window and laser microphone.

Wt: 5 kg

Price: \$1500 (R/S)

Broadcast Monitoring Equipment: This kit, combined with an electronics repair kit, permits characters with Electronics skill to listen in on cellular phones, radios and other broadcast signals, provided that the operating frequency of the broadcast source is known.

Wt: 1 kg

Price: \$400 (R/C)

Audio Recorder: Audio recorders record sound from a designated source (usually they include a small condenser microphone). Any character with Electronics skill can hook one up to a wire-tap or a broadcast monitor. They come in simple and advanced varieties; both types use standard audio cartridge tapes. The simple variety merely records sound. The advanced recorder has better recording quality, including the ability to record a greater sound range (including ultrasonic and subsonic), varied playback speeds, and so on.

Wt: Simple, 0.3 kg; advanced, 2 kg

Price: Simple, \$75 (V/V); advanced, \$750, (S/S)

Audio Recording Cartridge: A cassette that records sounds from an audio recorder. Available in one-, two-, three- and six-hour versions.

Wt: Negligible.

Price: \$1 per hour of recording time.

Still Camera: These cameras record a visual image on film (or in digital memory). There are three versions:

- Simple. A one-shot, self-contained camera-in-a-box. You take the pictures, turn in the camera at a developing center, and receive the developed pictures in an hour.

- Advanced. A quality, 35mm, film-using camera with a complete set of lenses and accessories (telephoto lenses, etc.) in a convenient, padded shoulder-bag. The advanced camera's film requires darkroom developing.

- Digital. It comes with complete accessories and uses digital memory to store its images. A digital camera memory is read into a computer, and the computer's printing systems are used to print the picture. The advantage of digital cameras is the ease of transfer to data systems where the picture may be electronically enhanced analyzed or altered.

Wt: Simple, 0.3 kg; advanced, 3 kg; digital, 2 kg

Price: Simple, \$10 (C/C); advanced, \$850 (C/C) (film costs \$8 for 24 exposures, and developed pictures cost \$0.50 per picture); digital \$1200 (R/R)

Miniature Camera: These are miniature versions of the advanced or digital still cameras. They can be made to resemble cigarette lighters, breath spray bottles, wristwatches, etc.

Wt: Negligible.

Price: Advanced, \$1000 (R/C); digital, \$2000 (—/R)

Revolver Camera: A miniature camera mounted on the side of a revolver, the camera "fires" every time the trigger is pulled. In essence, it is a gun camera for revolvers. It can be mounted on the side of rifles and submachineguns, but not semiautomatic pistols. The photographs are for verifying that the target was hit by the weapon.

Wt: 1 kg

Price: \$250 (—/R)

Bore-Scope: A fibre-optic light-guide, inserted into a room or container and allowing a view of that space's interior. Telescopic or wide-angle lenses can be fitted. The image is then carried via optical cable to the human eye, camera or TV monitor, regardless of twists, coiling or bends. The cable is trimmed to a specific length when purchased and cannot be shortened or lengthened after that time. For technical reasons, the diameter is 5mm, and maximum length 20 meters.

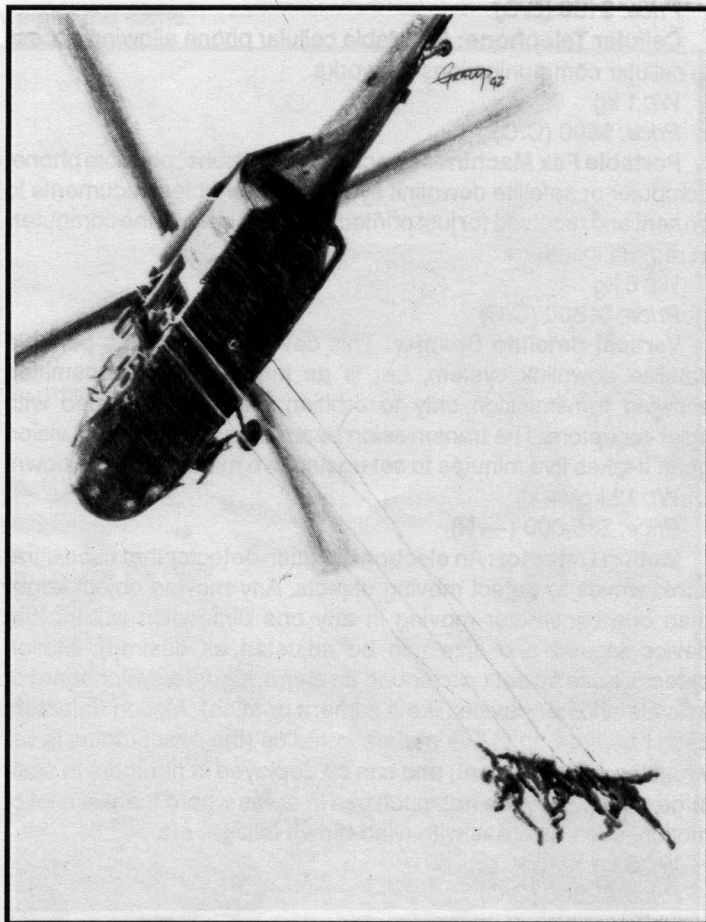
Wt: 0.5 kg per meter

Price: \$3000 per meter (S/C)

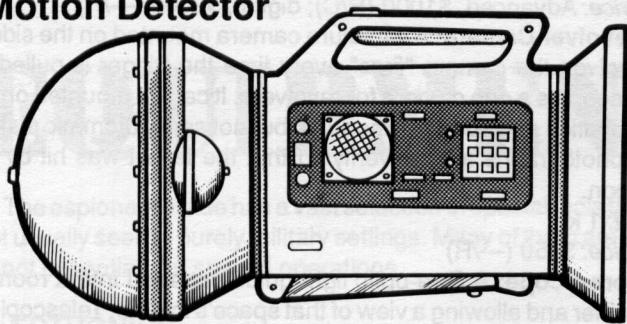
Video Cameras: Cameras to capture continuous audio and video data. They use standard video recording cartridges. The two versions are large and small. The large version is about 40x25x5 centimeters and takes steadier pictures due to its larger size and greater stability. The small version is 5x3x3 centimeters (video-tapes have gotten much more compact).

Wt: Large, 2.5 kg; small, 0.5 kg

Price: Large, \$750 (C/C); Small, \$950 (R/C)



Motion Detector



Video Recording Cartridges: Six hours of video and audio recording.

Wt: 0.1 kg

Price: \$5

Special Vision Adaptor: This device allows an advanced or digital still camera, or a video camera, to be attached to an IR scope, starlight scope or image intensifier.

Wt: Negligible

Price: \$25 (S/C)

Camera Briefcase: A briefcase equipped with a concealed cut-out for a camera lens, and an activator button on the handle. It can conceal either an advanced still camera, a digital camera or a video camera.

Wt: 2 kg

Price: \$150 (S/C)

Cellular Telephone: A portable cellular phone allowing access to cellular communications networks.

Wt: 1 kg

Price: \$800 (C/C)

Portable Fax Machine: Connected to a phone, portable phone, computer or satellite downlink system, this enables documents to be sent and received (or just printed out in the case of the computer) in remote locations.

Wt: 6 kg

Price: \$1800 (C/C)

Vertical Satellite Beamer: This device resembles a portable satellite downlink system, but is an infrared laser transmitter, allowing transmission only to orbiting satellites equipped with laser-receptors. The transmission beam is only visible to IR vision gear. It takes five minutes to set up and two minutes to take down.

Wt: 12 kg

Price: \$35,000 (—/R)

Motion Detector: An electronic motion detector that uses ultrasonic waves to detect moving objects. Any moving object larger than one centimeter moving in any one dimension will trip the device (speed and size can be adjusted as desired). Motion detectors can be set up to sound an alarm, signal a switchboard or activate another device (like a camera or mine). Motion detectors detect an area up to five meters in radius (the exact radius is set when the detector is set) and can be deployed in numbers to scan large areas. They are not much use in areas where there is a lot of motion, such as areas with wind-blown foliage, etc.

Wt: 3 kg

Price: \$2000 (C/C)

Metal Detector: A device the size of a walkie-talkie, this detects the presence of metal up to two feet away.

Wt: 4 kg

Price: \$750 (C/C)

Radioactive Trace Dust: This fine dust can be placed on the ground, on tires, on shoes, etc., in order to trace something. It leaves a faint trail on the ground for 200 to 2000 meters. Beyond that, it leaves no trail, but traces will remain on the marked person or object. Radioactive trace dust can only be detected (and followed) with a Geiger counter.

Wt: 0.5 kg per dose

Price: \$200 per dose (—/S)

PERSONAL GEAR

Handcuffs: Used for restraining appendages. There are two types—metal and plastic. Metal cuffs are reusable and open with a key, while the plastic cuffs are disposable and must be cut off. Applying handcuffs counts as an action and takes five seconds.

Wt: Metal, 0.2 kg; plastic, 0.001 kg

Price: Metal, \$20 (S/C); plastic, \$2 (S/V)

Shoulder Holster: This type of holster is specially designed to be worn under a jacket or loose shirt, holding the weapon against the body for concealment. It only works for pistols and SMGs with a bulk of 2 or less—weapons of bulk 3 can be concealed under a long coat, but shoulder-holsters aren't made for them. Weapons of bulk 4 or more can't be concealed. The harness provides space for the weapon and two extra magazines/speedloaders. Wearing a shoulder holster makes the detection task one level more difficult.

Wt: 1 kg

Price: \$50 (C/C)

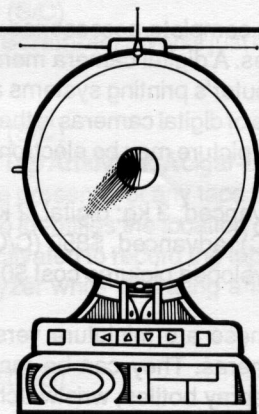
Small Concealed Holster: A holster designed to hold a pistol of bulk 0 in a concealed position (fastened around an ankle, clipped to a waist belt or brassiere, etc.). These holsters only hold the weapon, not extra magazines/speedloaders. Wearing a small concealed holster makes the detection task two levels more difficult.

Wt: 0.3 kg

Price: \$25 (C/C)

Clothing: Most mercs don't worry about clothing costs. Most mercs don't really care how they look on the job, either. In a special operations environment, this may change. Walking into an upper-class cocktail party in grimy fatigues is not a good way to convince security that you're supposed to be there. Prices given are for complete ensembles.

Wt: 2 kg



**Vertical
Satellite
Beamer**

Price: \$50 for poor clothing, \$100 for casual dress clothing, \$250 for formal dress clothing, \$500 and up for ultra-chic fashion clothing. Availability (all clothing) (V/V)

Bulletproof Umbrella: An umbrella made of Kevlar, with special recoil systems in the shaft. It serves as one level of armor for the bearer when opened and pointed toward the source of bullets. It is not perfect—each bullet only hits it on a 1D6 roll of 1-4. On a 6, the bullet bypasses the umbrella and hits the bearer.

It is waterproof and serves its ostensible function fairly well, but is quite heavy and tiring to carry one-handed.

Wt: 4 kg

Price: \$1500 (—/R)

Jelly Bearings: Jelly-bean-sized capsules filled with a low-viscosity fluorocarbon lubricant. The capsules work best on smooth surfaces and should be applied at 20 per square meter for maximum efficiency. Anyone stepping on a capsule must make a Difficult: Agility test or fall down. A character must roll 1D20 for 3+ to avoid stepping on a capsule, repeating the roll each five-second combat phase spent in a area scattered with them.

Wt: 0.1 kg per 50.

Price: \$2 each (R/S)

Caltrops: These are sharp-pointed, four-prong spikes scattered to impede passage through an area, and designed to land so that one prong is always pointed upwards. Treat the chance of stepping on a caltrop as the chance of stepping on a jelly bearing, above. If a caltrop is stepped on, the target takes 2D6 damage to a leg location (determine which leg by rolling a die, counting an odd number as the left leg and an even number as a right leg).

Wt: 0.2 kg per caltrop

Price: \$5 per caltrop (S/S)

NEW AMMUNITION

Large-Animal Drug Darts: Fired by tranquilizer guns. If a human or animal smaller than 200 kilograms is hit by a large animal drug load, the target must succeed at a Difficult: Constitution roll or die of drug-induced system failure. If the roll is successful, the subject loses consciousness in one combat phase. The large animal drug load works on animals over 200 kilograms like a normal drug load works on humans. Large animal drug loads and tranquilizer rifles can be acquired from animal control departments, zoos and animal research labs.

Wt: 0.1 kg per dart

Price: \$150 (R/S)

Rubber Bullets: Rubber bullets are used by police to sting and bruise opponents rather than injuring and killing them. When firing rubber bullets, treat the range as one more range band farther away. Roll Damage *minus 1 die*, Penetration Nil, and treat the damage as nonlethal (see *Nonlethal Damage*, page 22). So a rubber M-16 bullet does 2D6 nonlethal damage. Rubber bullets are not made in calibers above 7.62mm/.308.

Wt: As appropriate ammunition

Price: As appropriate ammunition

Shotgun "Thunderflash" Rounds: These are shotgun-fired, miniature "flash bang" grenades. Anyone within two meters of an exploding shell (they explode on contact) must make an Average: Constitution test or be temporarily incapacitated (blinded, stunned) for the next 12 phases (one minute). Success means the character is only incapacitated for one combat phase (five seconds).

Wt: As appropriate ammunition

Price: \$300 per case (R/S)

Shotgun Stun Rounds: These are shotgun shells loaded with rubber balls. They do only half damage at any given range, and are ineffective beyond Long range. Their damage is considered non-lethal (see page 22).

Wt: As appropriate ammunition

Price: As appropriate ammunition

WEAPONS

New Melee Weapons (and Revisions)

Brass Knuckles: These "weapons" merely add one point of damage to unarmed combat damage, and are used with Melee Combat (Unarmed) skill on the Melee Weapons Table.

Machete: The machete is a chopping tool that does a great deal of damage, but is really difficult to handle in combat. Because of this, it does sword damage but is harder to use. Refer to the Melee Weapons Table.

Martial Arts Weapons: Weapons such as quarterstaves, nunchucks, sais, tonfas and so on depend more on skill to do damage rather than raw strength. Refer to the Melee Weapons Table, and add unarmed combat damage instead of STR, as noted.

Plastic Knife: This knife is made out of an extremely hard, bonded plastic. It is primarily a thrusting weapon and can be easily shattered by striking a very hard substance with the knife. Its advantage is that it can't be detected by metal detectors or most X-ray machines. It uses the knife profile for combat, and costs and weighs the same.



Melee Weapons

Weapon	Rng	Hit Mod	Damage	Weight	Price
Brass knuckles	S	0	1+UNA	0.2 kg	\$10 (C/C)
Machete	S	-1	1D6+STR	1.5 kg	\$50 (C/C)
Nunchucks	S	-1	1D6+UNA	1.0 kg	\$100 (S/C)
Quarterstaff	L	0	1D6+UNA	2.0 kg	\$10 (V/V)
Sai	S	+1	1D6+1/2 UNA	0.5 kg	\$75 (R/S)
Sword	L	0	1D6+STR	1.0 kg	\$350 (S/S)
Sword-cane	L	0	1D6+1/2 STR	0.7 kg	\$500 (R/S)
Tonfa	S	+1	1D6+1/2 UNA	1.0 kg	\$50 (S/S)

UNA: Melee Combat (Unarmed).

Secret .22 Guns: This covers a vast array of special .22 weapons concealed in items that look nothing like guns. Some examples are ball-point or fountain pens, wrist-watches, cigarettes, safety razors, even umbrellas (this cannot be combined with the bulletproof umbrella). The barrel cannot be less than 35mm in external diameter (in order to withstand the pressures of firing) and cannot be less than 50mm long. Any object must be larger than these dimensions to be fitted with a secret .22 gun. These are, of course, custom-built, one-of-a kind weapons.

Ammo: .22 LR

Wt: Negligible

Mag: 1i

Price: \$800 (—/R)

Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
.22 secret	SS	-1	Nil	0	1i	3	—	3

TRANQUILIZER PISTOL

The tranquilizer gun in **Merc: 2000** is a rifle-sized weapon, not much use in close quarters (the *bulk* listed is incorrect—it should be 4). Special operations usually require something a bit more concealable. The tranquilizer pistol uses the same 15mm dart cartridges as the larger gun. It is quite silent, making less noise than a bow.

Animals larger than people are less effected by man-sized drug loads. An animal two to four times the mass of a human suffers only a -1 to Initiative for 1D6 minutes from a normal drug load if it succeeds at an Average: Constitution roll; otherwise, it takes 1D6 combat phases (five to 30 seconds) to go unconscious. Larger animals (over 400 kilograms) suffer the -1 Initiative for 1D6 minutes if they *fail* at an Average: Constitution roll.

Ammo: 15mm dart/cartridge

Wt: 1 kg

Mag: 1i

Price: \$600 (—/R)



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—		
						SS	Brst	Rng
Tranq pistol	SS	*	Nil	1	1i	4	—	5

*Special.

RAI MODEL 500 SNIPER RIFLE

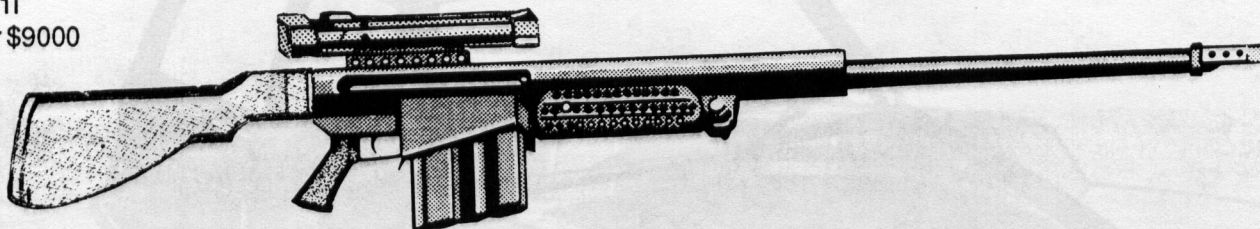
A special, long-ranged, .50-caliber sniper rifle, using 12.7mm BMG match ammunition. Weapons like this are the arms of choice for USMC and US Navy SEAL snipers. The weapon is built for a particular user and fitted to individual physical parameters. An 8-24 power scope is normal equipment. The rifle comes (and is meant to be used) with an integral bipod. It can use normal 12.7mm BMG (nonmatch) ammunition, but performance deteriorates.

Ammo: 12.7×99 match or BMG 50

Wt: 15 kg

Mag: 1i

Price: \$9000



Weapon	ROF	Dam	Pen	Blk	Mag	—Recoil—			Rng
						SS	Brst		
RAI 500	SS	9	2-2-3	4	1l	8	—		50 (50)*
bipod	SS	9	2-2-3	4	1l	8	—		200 (100)*

*Smaller ranges are for regular 12.7mm BMG ammunition.

All sniper rifles come with a scope. With the scope, add 15 meters to the basic range for *aimed* shots. If the scope is later damaged or lost (or for quick shots), this modifier is not added.

ARMSCOR MODEL 96-12 AND 96-6 GRENADE LAUNCHER

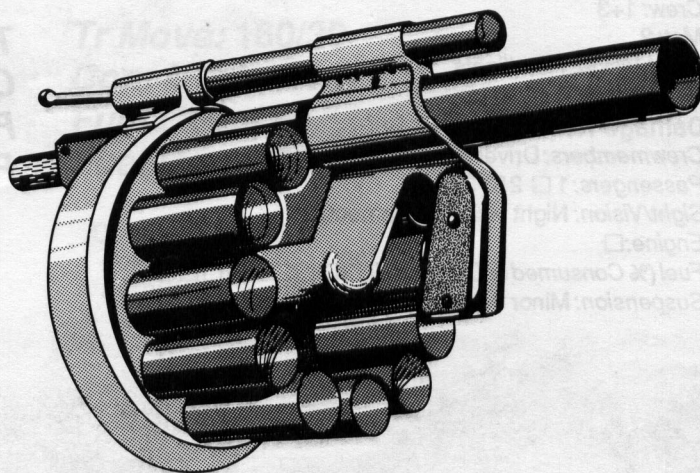
The Armscor Model 96 is a 6/12 shot 40mm grenade launcher, made in South Africa and sold commercially. It is essentially a licensed version of the MM1 grenade launcher, using a six or twelve-shot revolving shell cylinder. It can use any 40mm grenade launcher shell except the high-velocity rounds used in the Mk-19.

Wt: 5.5 kg 6 shot, 7.5 kgs 12-shot

Mag: 6/12

Twilight: 2000 **Weapon Price:** \$750 (R/—) (both types)

Merc: 2000 **Weapon Price:** \$600 (—/R) (both types)



Type	ROF	Mag	Rng	IFR	Rnd	Damage	Pen
Armscor	5	6/12	100	400	HE	C: 3, B: 12	Nil
					HEDP	C: 3, B: 12	4C
					CHEM	C: 1, B: 4	Nil
					ILLUM	B: 100	Nil

Compact Car



Price: \$10,000 (V/V)

Fuel Type: G, A

Load: 250 kg

Veh Wt: 1 ton

Crew: 1+3

Mnt: 2

Night Vision: Headlights

Damage Record

Crewmembers: Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐

Sight/Vision: Night vision equipment ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

Compact Car (Unarmored Cargo Vehicle): Representative of a number of small cars, the most common automobiles on the world's roadways. While these differ in appearance, their overall performance is similar enough to be represented by one example.

Tr Move: 190/30

Com Move: 50/8

Fuel Cap: 80

Fuel Cons: 20

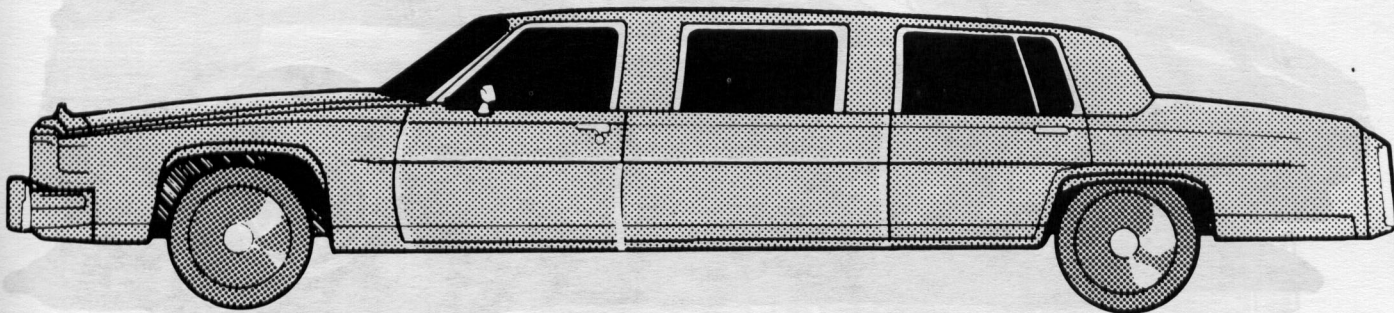
Combat Statistics

Config: Stnd HF: 1

Susp: W (2) HS: 1

HR: 1

Limousine



Price: \$75,000 (C/V)

Fuel Type: G, D, A

Load: 750 kg

Veh Wt: 2.5 tons

Crew: 1+6

Mnt: 4

Night Vision: Headlights

Damage Record

Crewmembers: Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐

Sight/Vision: Night vision equipment ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Suspension: Minor damage ☐ Immobilized ☐

Limousine (Unarmored Cargo Vehicle): Most wealthy executives would much rather use one of these than a normal car. And they can afford it. The second armor listing is for the armored version, which costs \$25,000 more and is (S/C).

Tr Move: 160/30

Com Move: 45/6

Fuel Cap: 150

Fuel Cons: 24

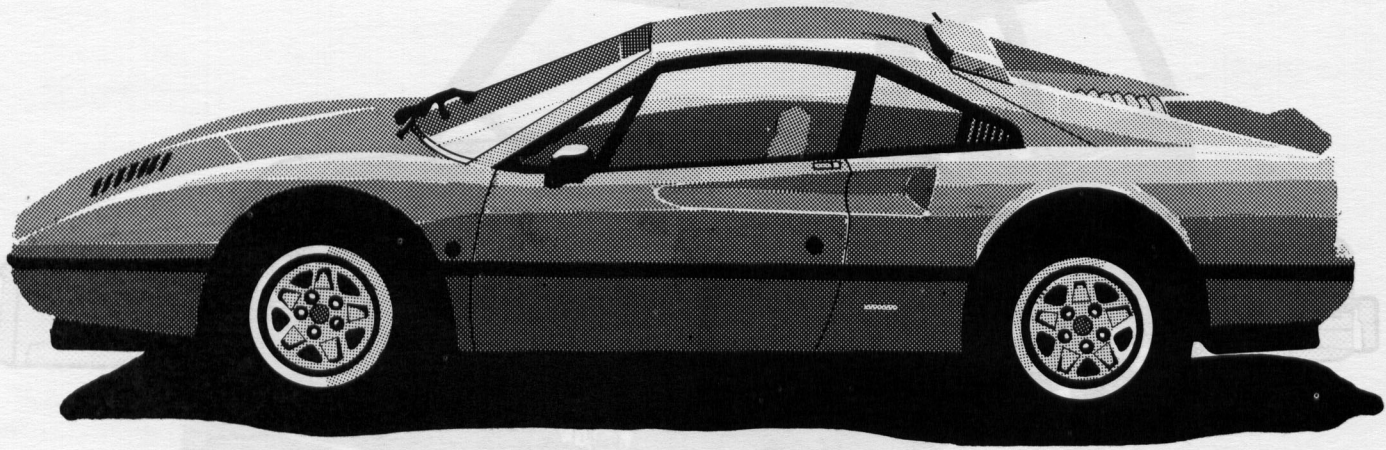
Combat Statistics

Config: Std HF: 1 (3)

Susp: W (3) HS: 1 (3)

HR: 1 (3)

Sports Car



Price: \$30,000 (C/C)
 Fuel Type: G, A, AvG
 Load: 250 kg
 Veh Wt: 1.5 tons
 Crew: 1+1
 Mnt: 6
 Night Vision: Headlights

Damage Record

Crewmembers: Driver ☐
 Passengers: 1 ☐
 Sight/Vision: Night vision equipment ☐
 Radio: ☐
 Weapon: ☐
 Loader: ☐
 Traverse: ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐☐
 Suspension: Minor damage ☐ Immobilized ☐

Sports Car (Unarmored Cargo Vehicle): Built for speed rather than carrying capacity, this car is representative of a number of similar vehicles throughout the world.

Tr Move: 200/30
Com Move: 60/10
Fuel Cap: 80
Fuel Cons: 5

Combat Statistics

Config: Stnd HF: 1
 Susp: W (2) HS: 1
 HR: 1

Recreational Vehicle



Price: \$45,000 (C/C)

Fuel Type: G, A

Load: 1 ton

Veh Wt: 3 tons

Crew: 1+4

Mnt: 6

Night Vision: Headlights

Damage Record

Crewmembers: Driver ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐

Sight/Vision: Night vision equipment ☐

Engine: ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Suspension: Minor damage ☐ Immobilized ☐

Recreational Vehicle (Unarmored Cargo Vehicle): RVs are favorite vehicles of special operations and espionage teams. They're fairly inconspicuous, large enough to hold surveillance equipment, and comfortable enough for long occupancy.

Tr Move: 160/30

Com Move: 45/8

Fuel Cap: 120

Fuel Cons: 32

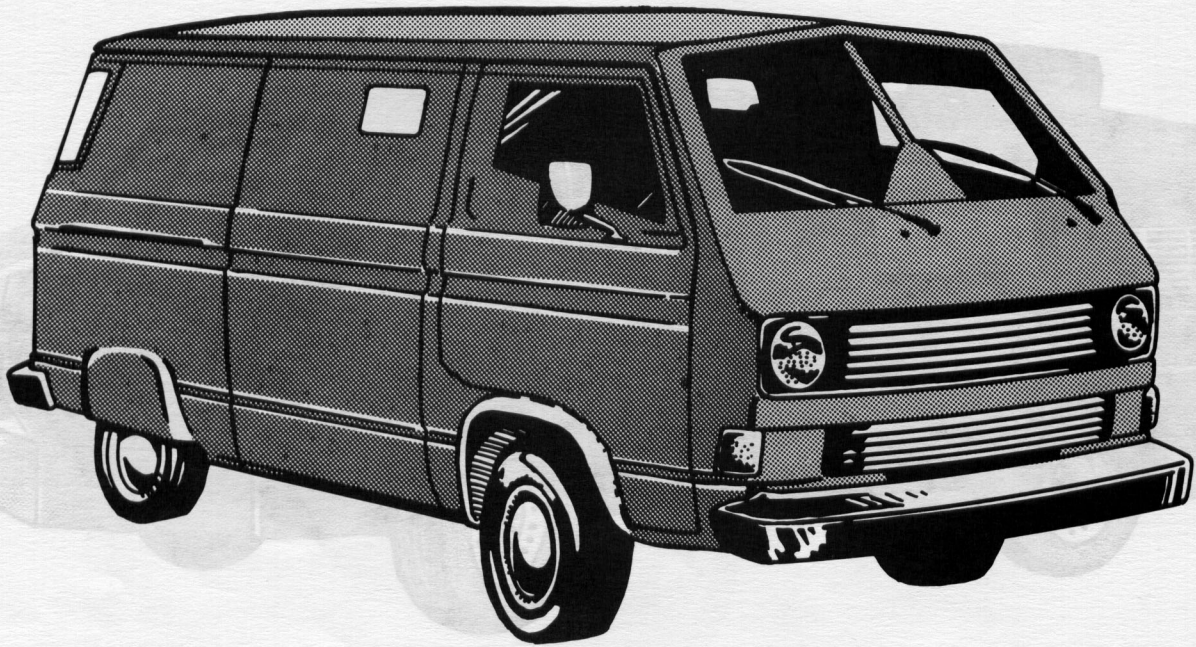
Combat Statistics

Config: Stnd HF: 1

Susp: W (2) HS: 1

HR: 1

Commercial Van



Price: \$35,000 (V/V)
 Fuel Type: G, A
 Load: 1 ton
 Veh Wt: 2.5 tons
 Crew: 1+5
 Mnt: 4
 Night Vision: Headlights

Damage Record

Crewmembers: Driver ☐
 Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐
 Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐
 Engine: ☐
 Fuel (% Consumed or Destroyed): ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 Suspension: Minor damage ☐ Immobilized ☐

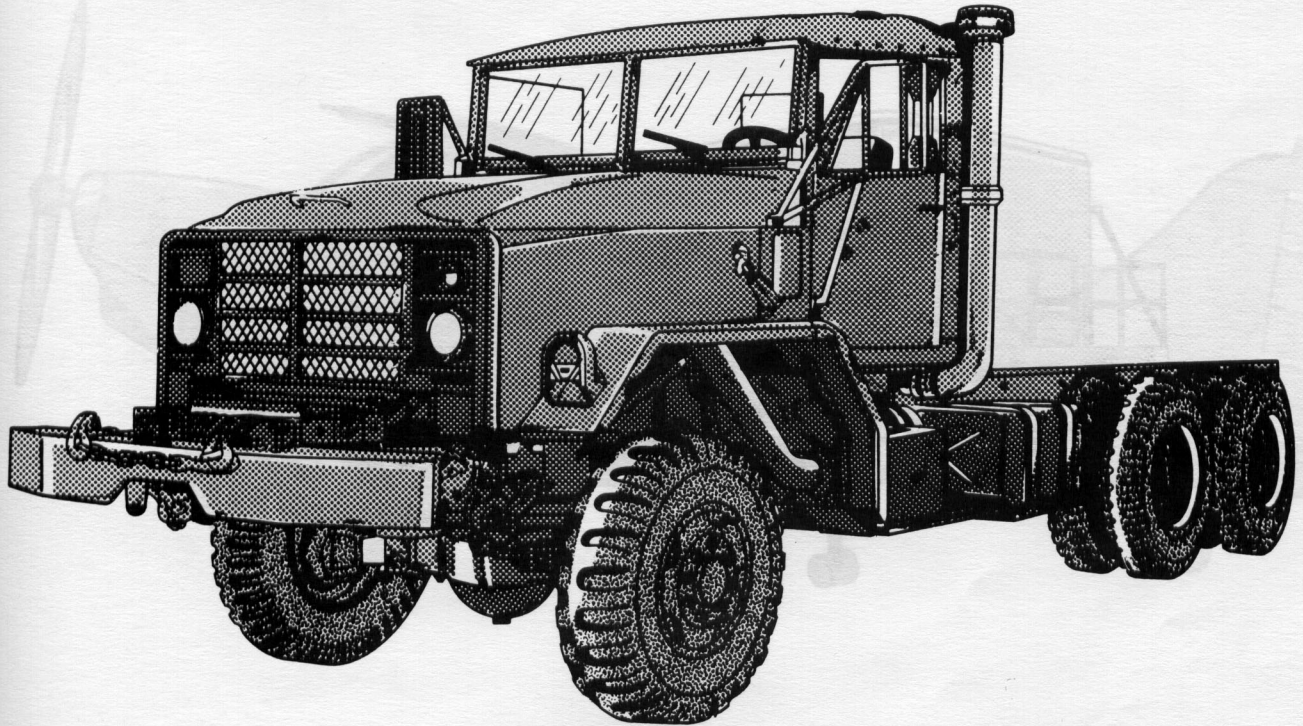
Commercial Van (Unarmored Cargo Vehicle): Businesses the world over use panel vans and similar delivery and cargo vehicles. Because of their cargo capacity and ubiquity, espionage and police organizations like them, too.

Tr Move: 160/30
Com Move: 45/8
Fuel Cap: 120
Fuel Cons: 32

Combat Statistics

Config: Std HF: 1
 Susp: W (2) HS: 1
 HR: 1

Semi-Trailer Tractor



Price: \$100,000 (C/C)
Fuel Type: D, A
Load: 500 kg
Veh Wt: 9 tons
Crew: 1+1
Mnt: 6
Night Vision: Headlights

Damage Record

Crewmembers: Driver ☐
Passengers: 1 ☐
Sight/Vision: Night vision equipment ☐
Radio: ☐
Engine: ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐
Suspension: Minor damage ☐ Immobilized ☐

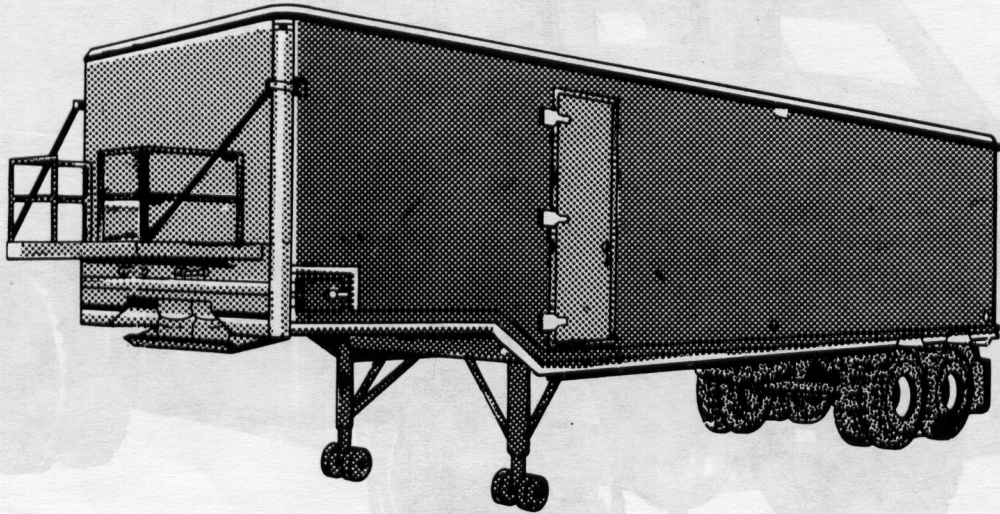
Semi-Trailer Tractor (Unarmored Cargo Vehicle): These can be found on the highways in most countries. North America has the greatest concentration of them, and uses them for cargo-transport jobs other countries relegate to trains. Each is usually equipped with a citizens-band radio.

Tr Move: 180/30
Com Move: 40/8
Fuel Cap: 280
Fuel Cons: 58

Combat Statistics

Config: Stnd HF: 1
Susp: W (2) HS: 1
HR: 1

Enclosed Trailer



Price: \$25,000 (C/C)

Load: 20 ton

Veh Wt: 12 tons

Mnt: 4

Damage Record

Suspension: Minor damage ☐ Immobilized ☐

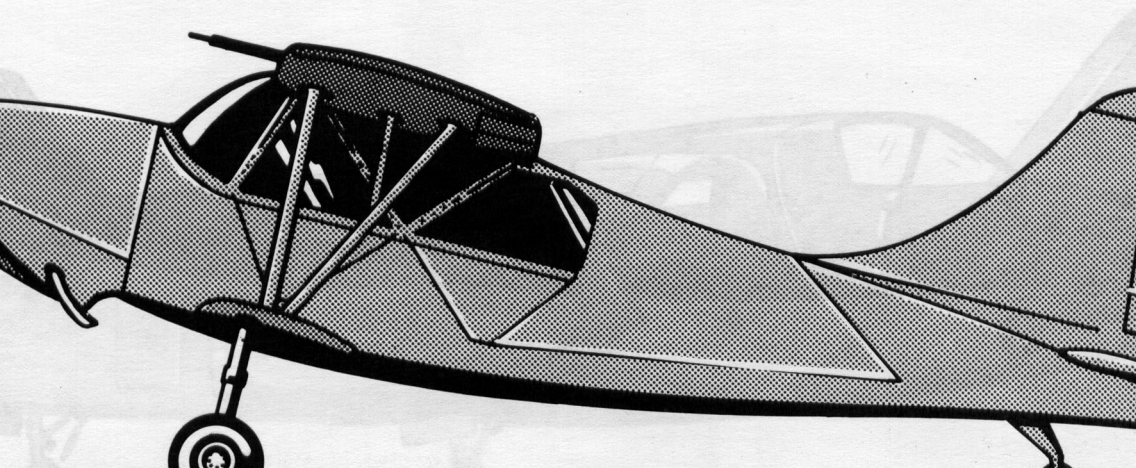
Enclosed Trailer (Unarmored Cargo Vehicle): A fully enclosed or open flatbed trailer may be towed behind the semi-trailer tractor. The enclosed version can handle cargos that can be loaded on through the rear doors (some have a side door); the flatbed can handle any cargo that can fit on and be secured to the bed. Some of the enclosed versions have integral temperature control. Movement is per towing vehicle.

Combat Statistics

Config: Stnd HF: 1

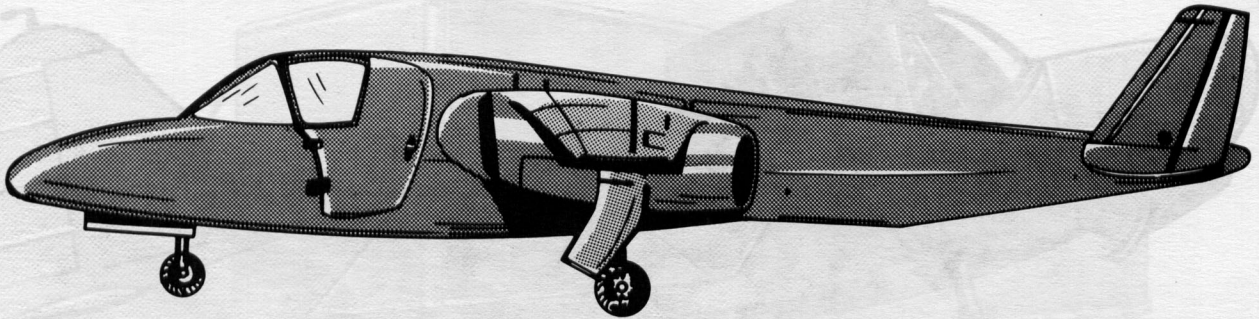
Susp: W (2) HS: 1

HR: 1

Wings: Damaged ☐ Destroyed ☐

Fuel Cons: 1150

Executive Jet



Merc: 2000 Price: \$2,500,000 (R/S)
Twilight: 2000 Price: \$6,000,000 (—/R)
Armament: No fixed armament
Fuel Type: AvG
Load: 1 ton
Veh Wt: 14 tons
Crew: 2+4
Mnt: 10
Runway Type: Hardened
Min. Runway, Takeoff/Land: 500/600 m

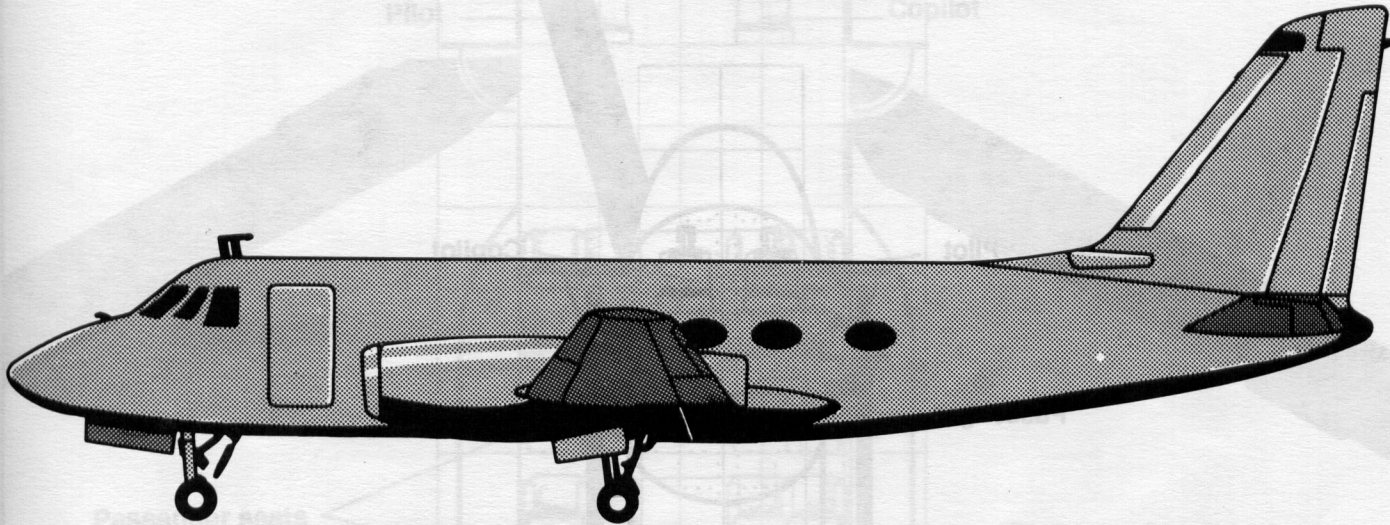
Damage Record

Crewmembers: Pilot ☐ Copilot ☐
Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐
Sight/Vision: Gun sight ☐ Range finder ☐ Night vision equipment ☐
Radio: ☐
Instruments: ☐
Controls: ☐
Engine: 1 ☐ 2 ☐
Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐☐
Wings: Damaged ☐ Destroyed ☐

Executive Jet (Fixed-Wing Aircraft): Rather than use commercial transportation, corporations maintain small fleets of fast executive jets to carry their VIPs from one part of the world to another.

Tr Move: 4500
Com Move: 90 (15)
Fuel Cap: 7000
Fuel Cons: 5600

Large Executive Jet



Merc: 2000 Price: \$3,250,000 (R/S)

Twilight: 2000 Price: \$7,800,000 (—/R)

Armament: No fixed armament

Fuel Type: AvG

Load: 1 ton

Veh Wt: 14 tons

Crew: 3+7

Mnt: 10

Runway Type: Hardened

Min. Runway, Takeoff/Land: 500/600 m

Large Executive Jet (Fixed-Wing Aircraft): Higher-level executives and government officials make use of slightly more luxurious aircraft for their travels. After all, what's the use of having rank if it has no privileges?

Tr Move: 4400

Com Move: 85 (15)

Fuel Cap: 8400

Fuel Cons: 6700

Damage Record

Crewmembers: Pilot ☐ Copilot ☐ Flight attendant ☐

Passengers: 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Sight/Vision: Radar ☐

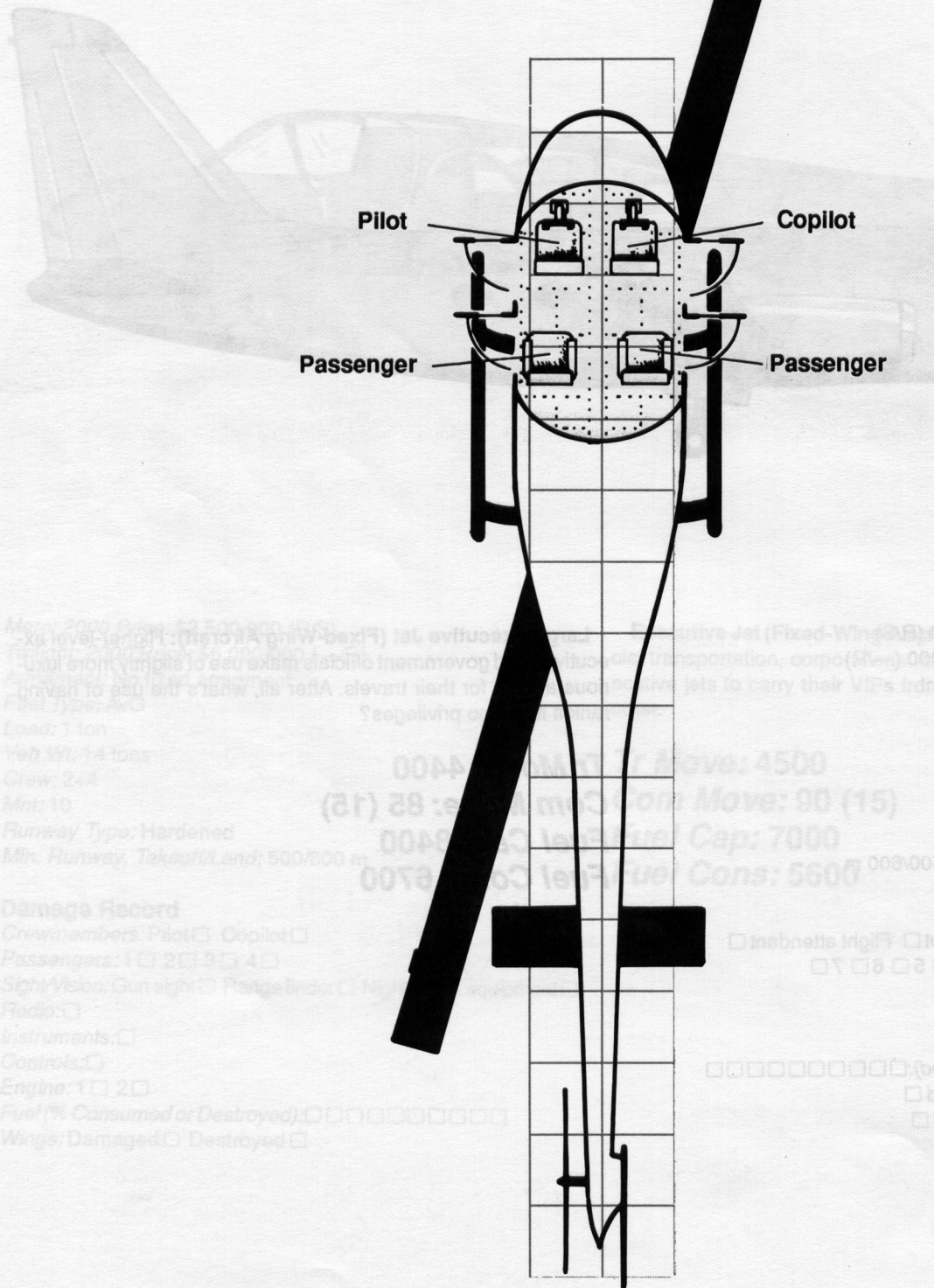
Radio: ☐

Engine: 1 ☐ 2 ☐

Fuel (% Consumed or Destroyed): ☐☐☐☐☐☐☐☐☐☐

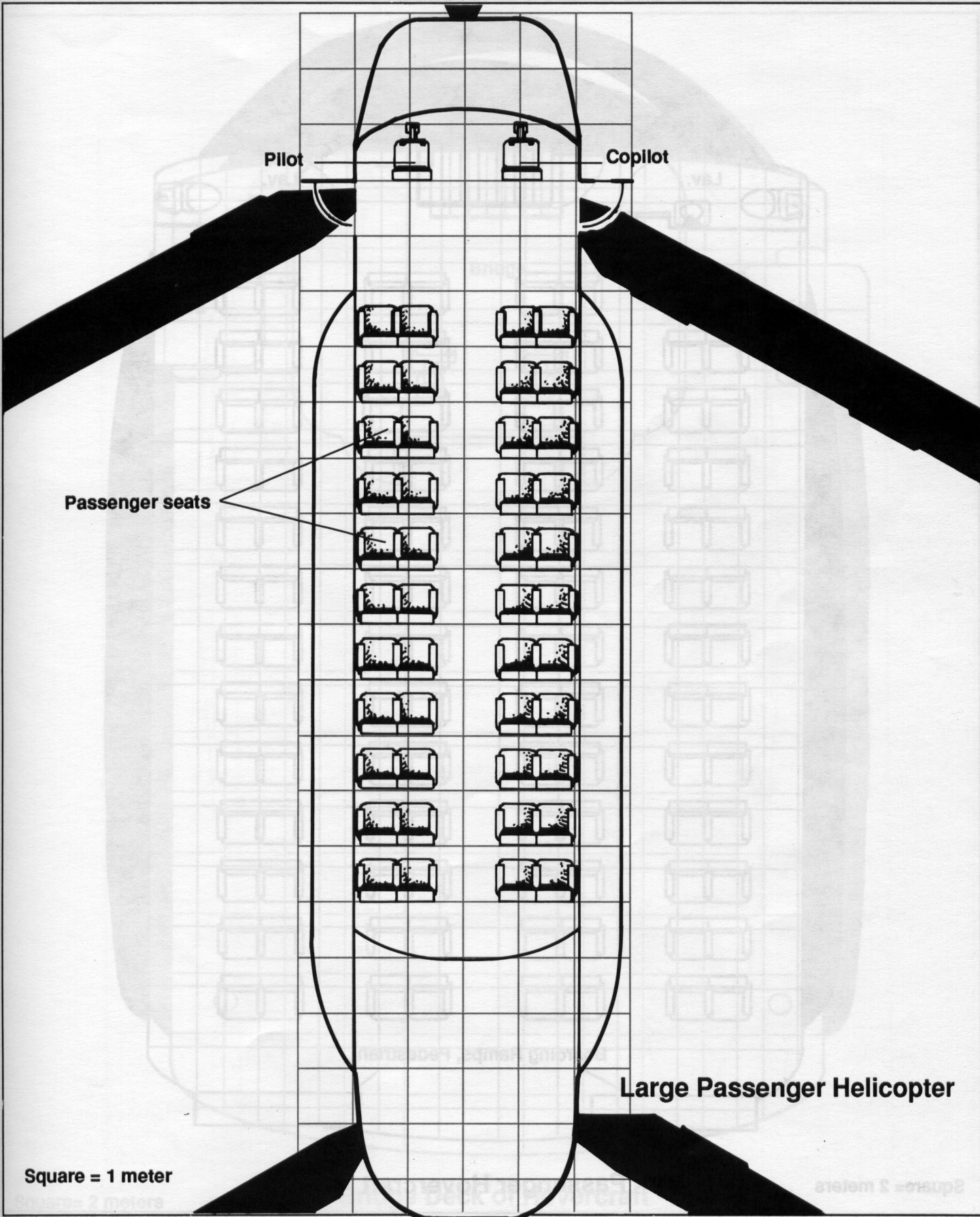
Wings: Damaged ☐ Destroyed ☐

Rotor: Damaged ☐ Destroyed ☐



Square = 1 meter

Small Helicopter



Pilot

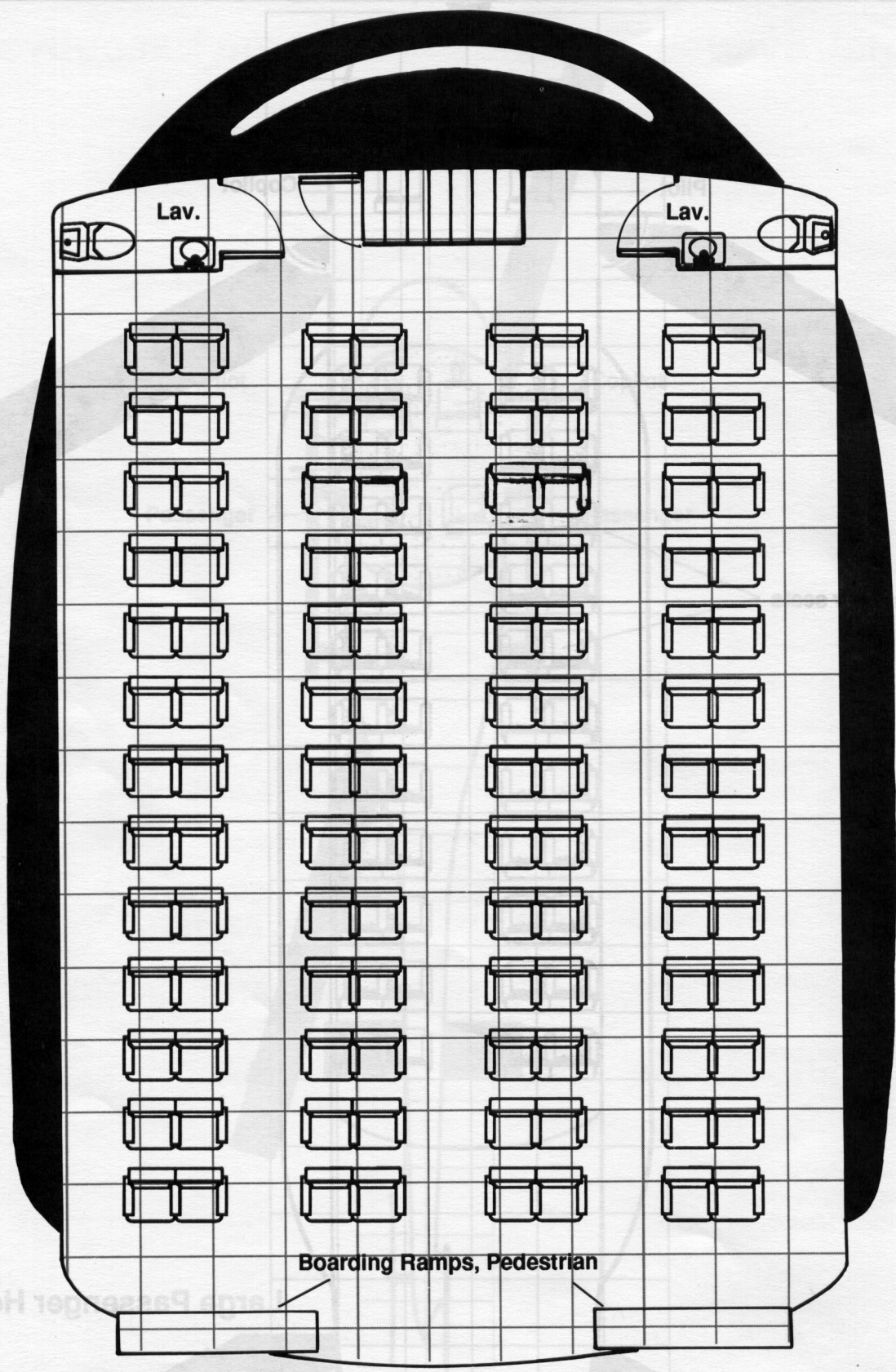
Copilot

Passenger seats

Large Passenger Helicopter

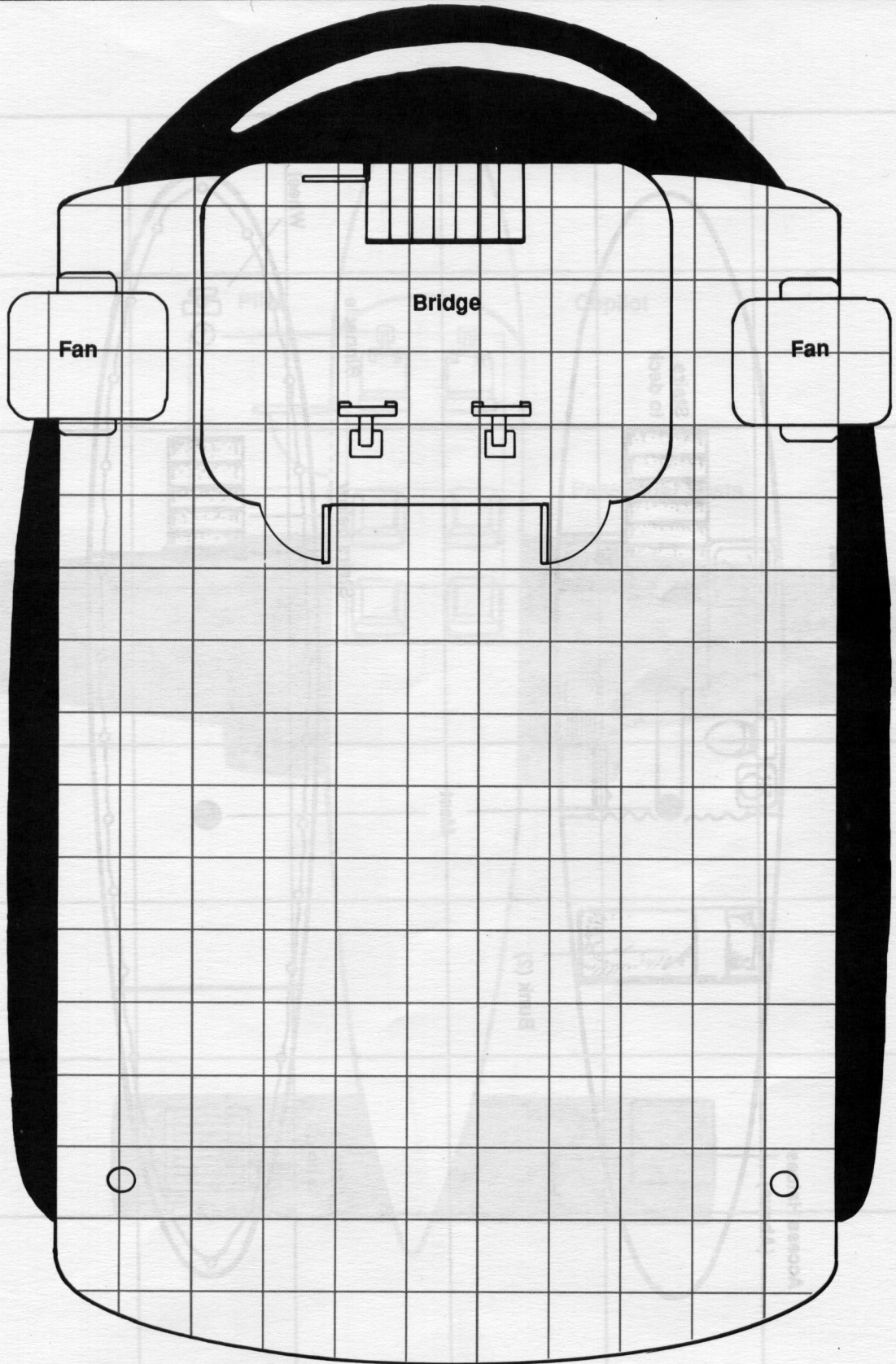
Square = 1 meter

Square = 2 meters



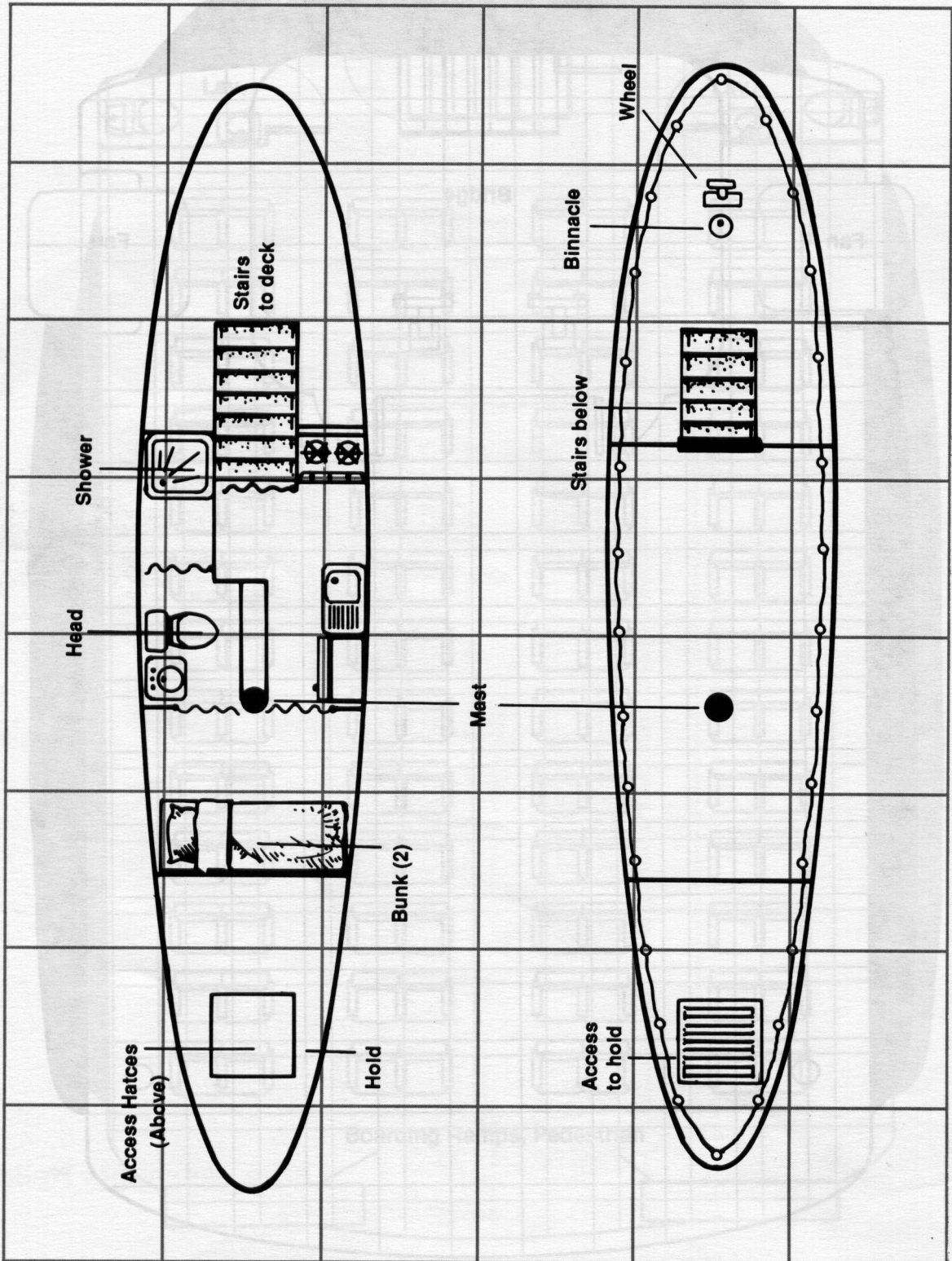
Square= 2 meters

Passenger Hovercraft

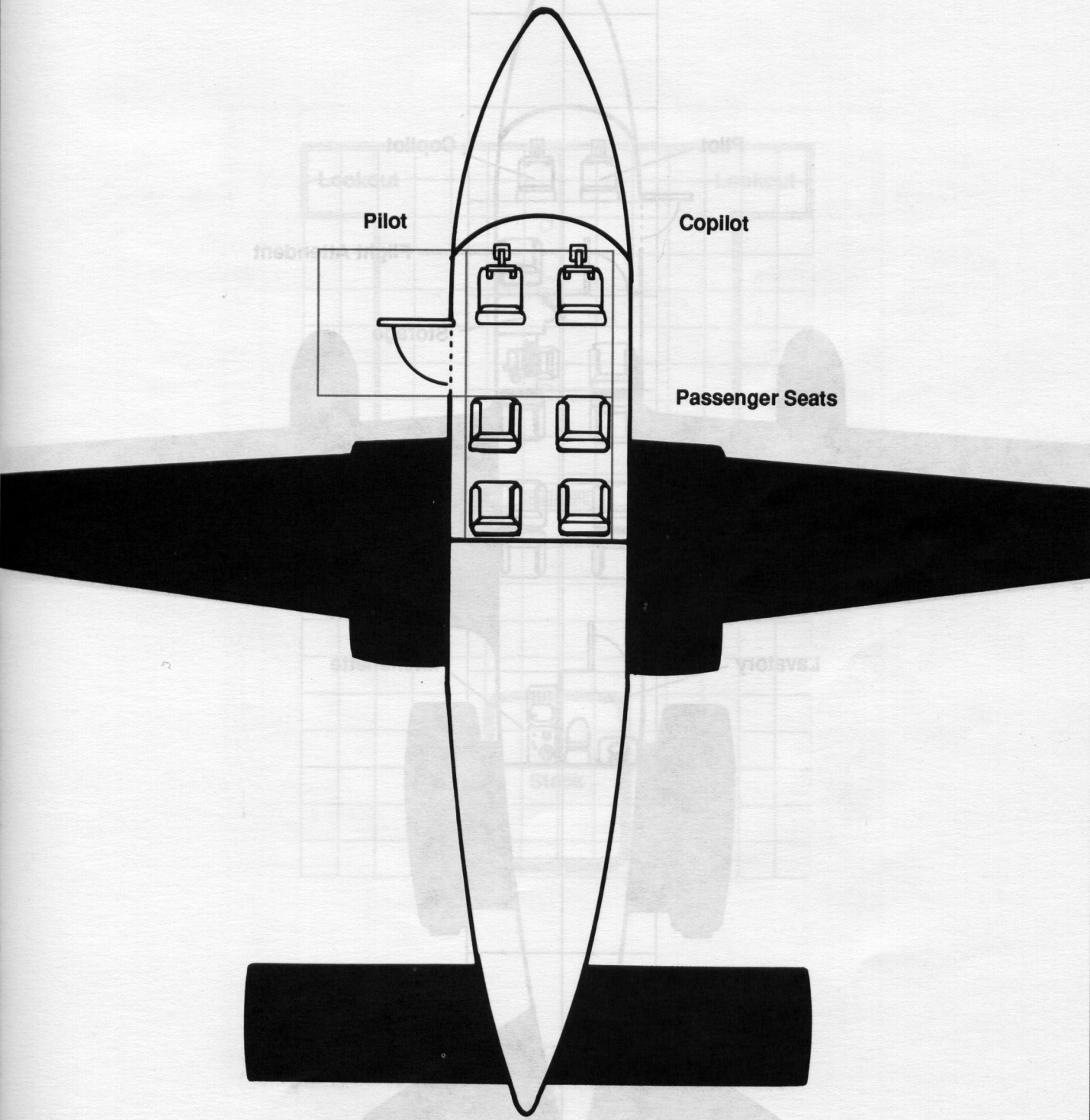


Square= 2 meters

Bridge Deck of Hovercraft



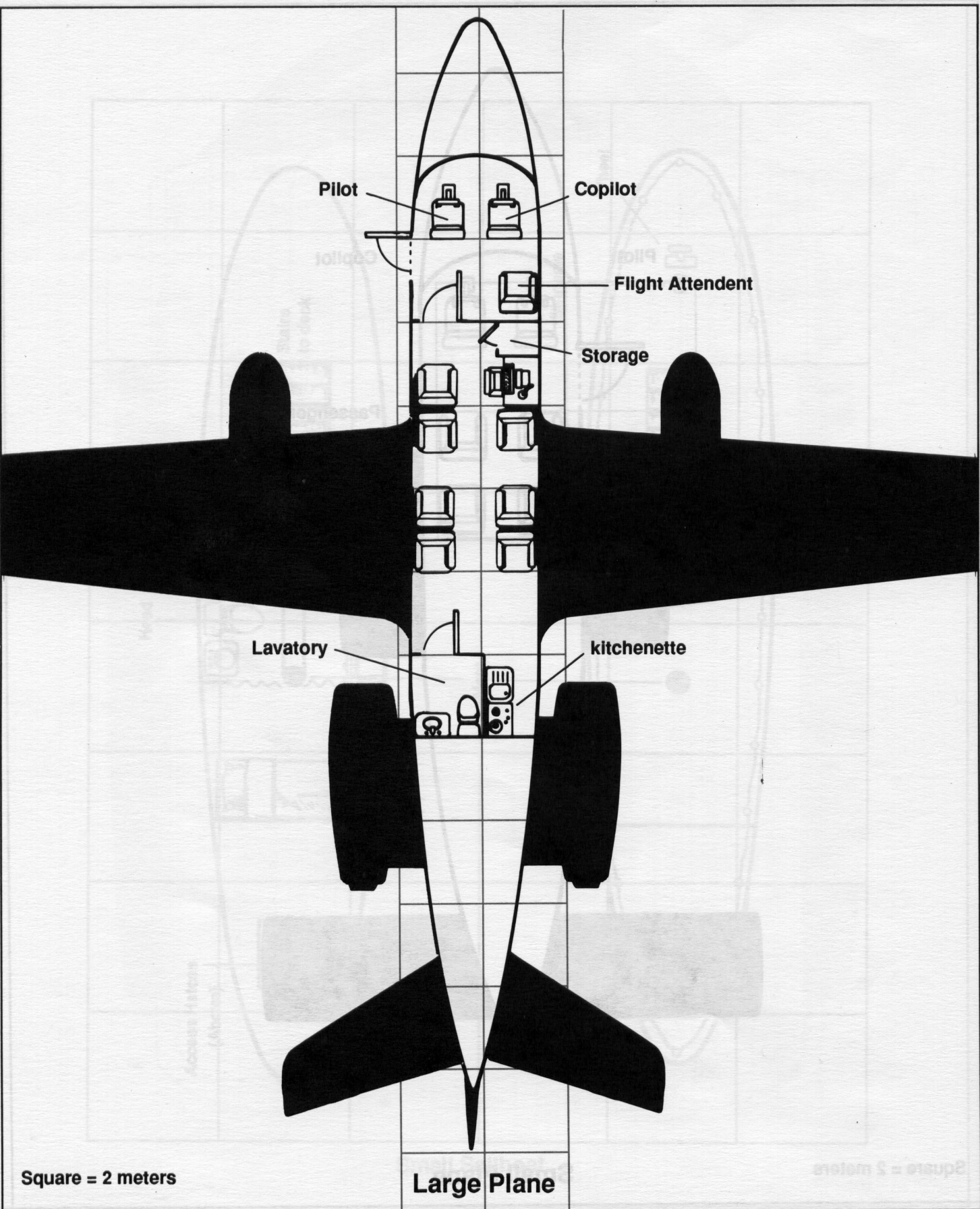
Small Sailboat



Square = 2 meters

Small Plane

Square = 2 meters



Pilot

Copilot

Flight Attendant

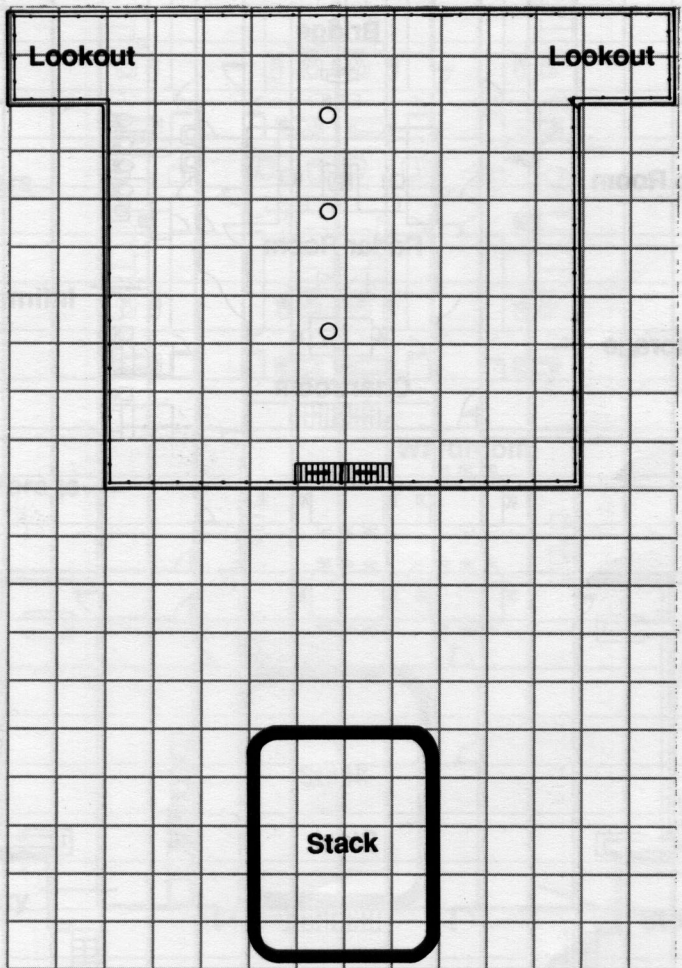
Storage

Lavatory

kitchenette

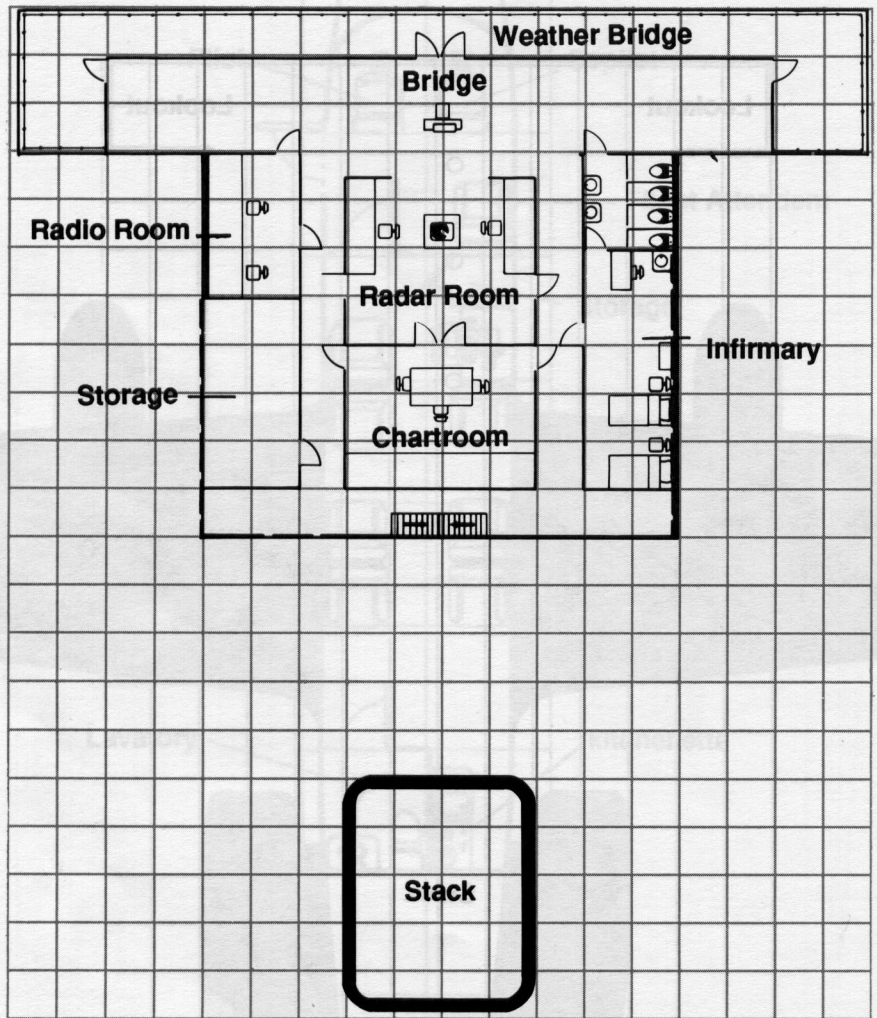
Square = 2 meters

Large Plane



Square = 2 meters

Weather Deck



Square = 2 meter

Bridge

Officers Quarters

Storage

Wardroom

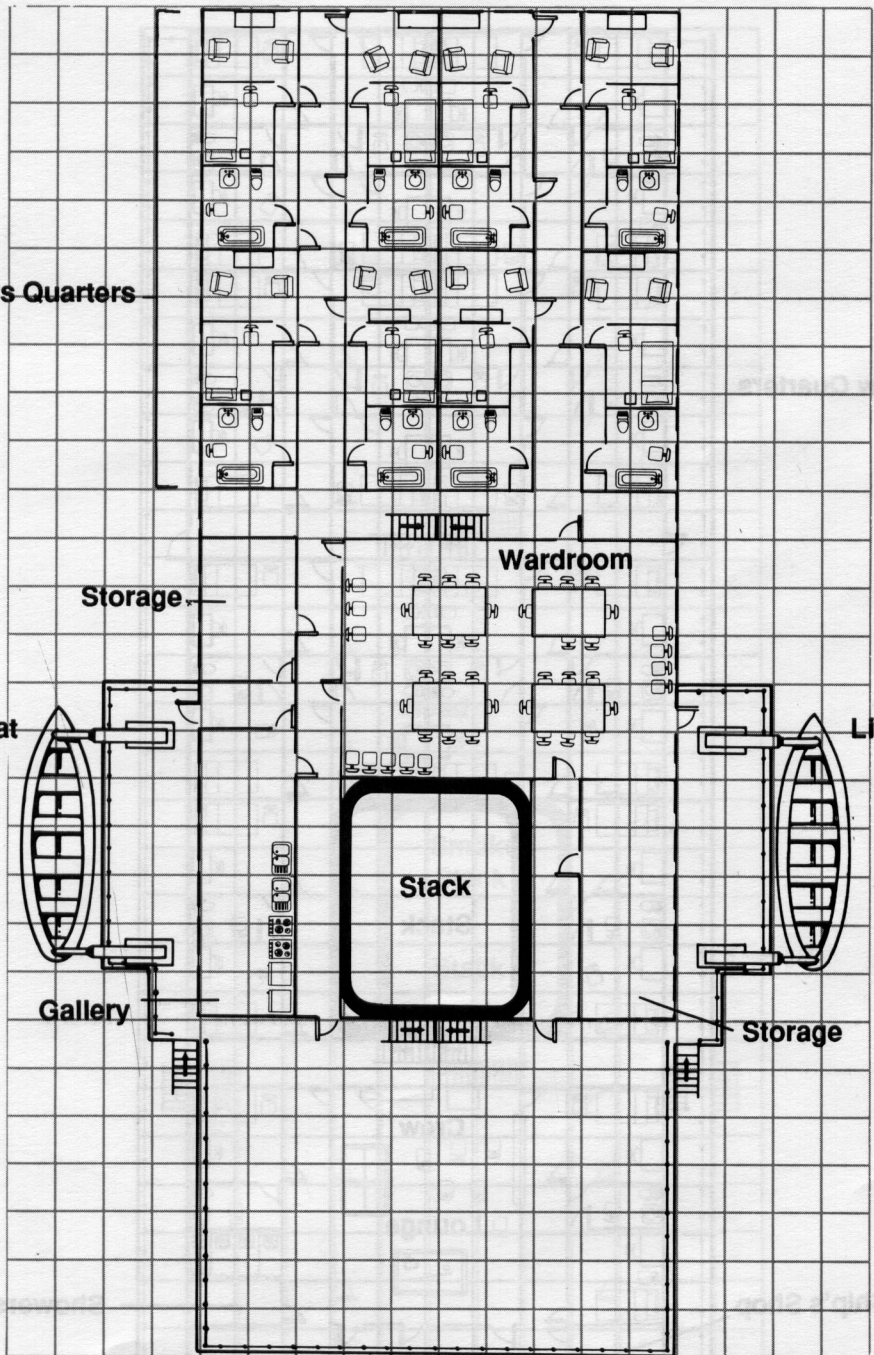
Lifeboat

Lifeboat

Stack

Gallery

Storage



Square= 2 meters

Officer's Quarters

Crew Quarters

Stack

Crew

Lounge

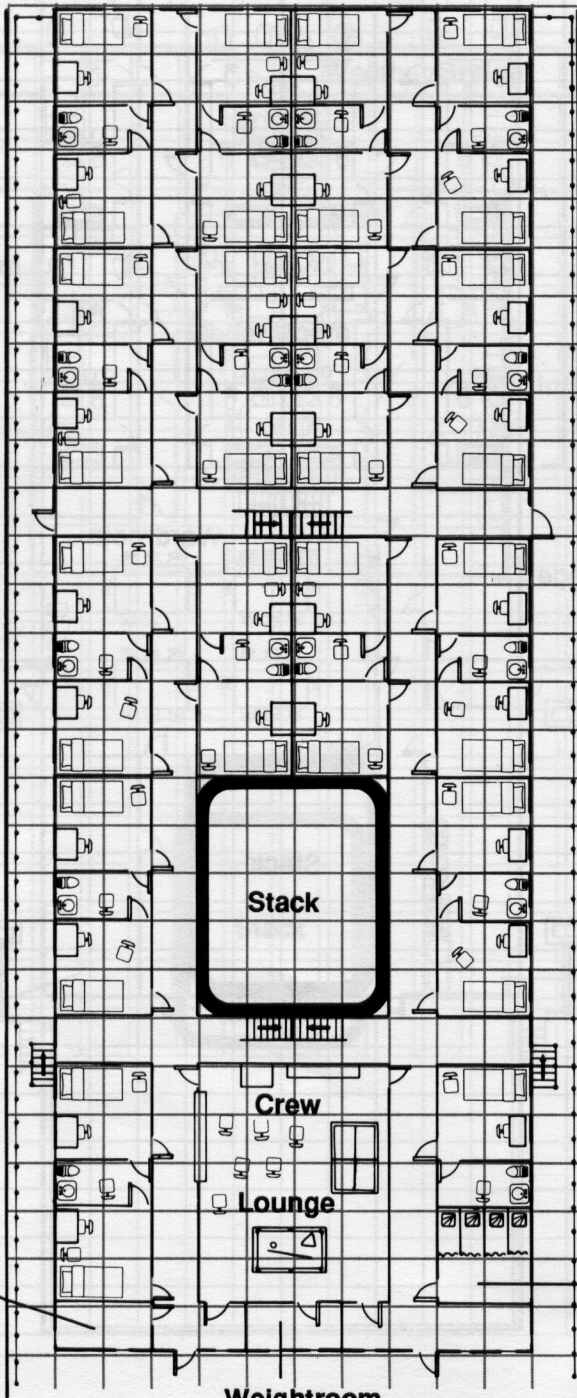
Ship's Shop

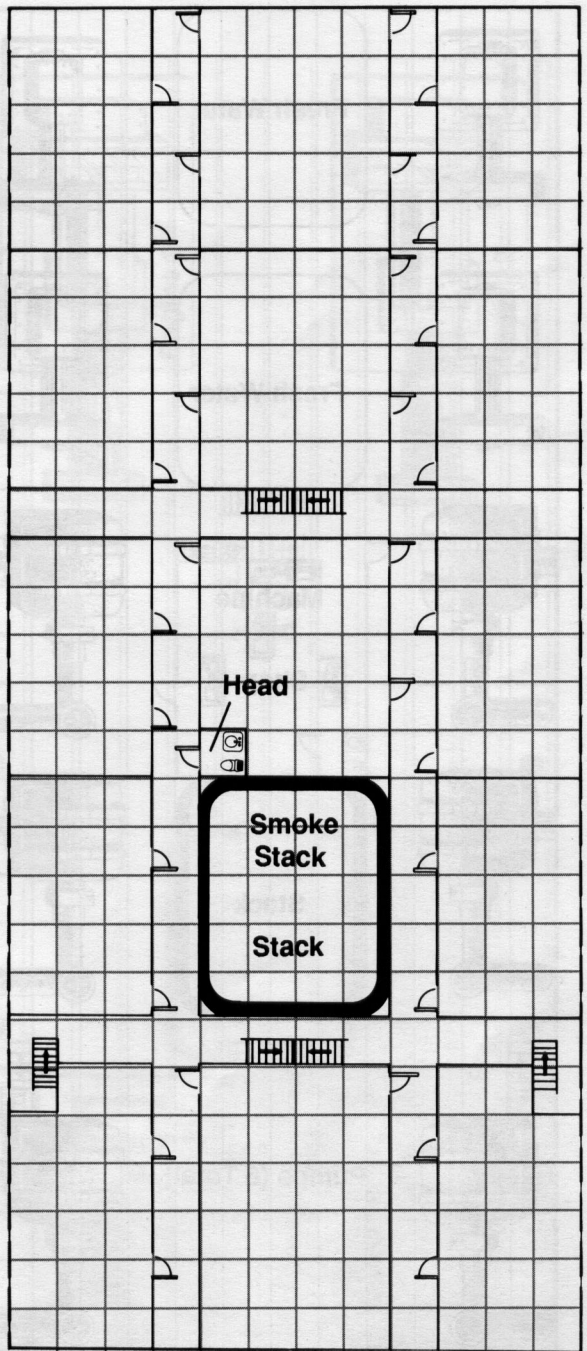
Showers

Weightroom

Square = 2 meters

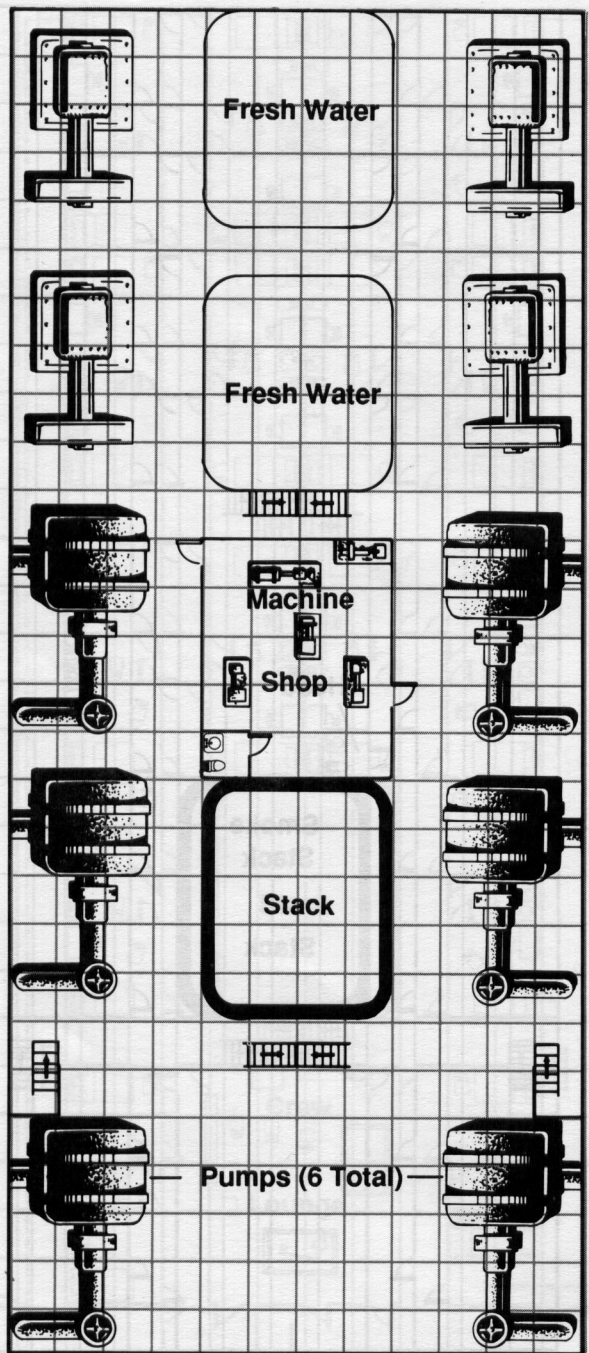
Crew Quarters





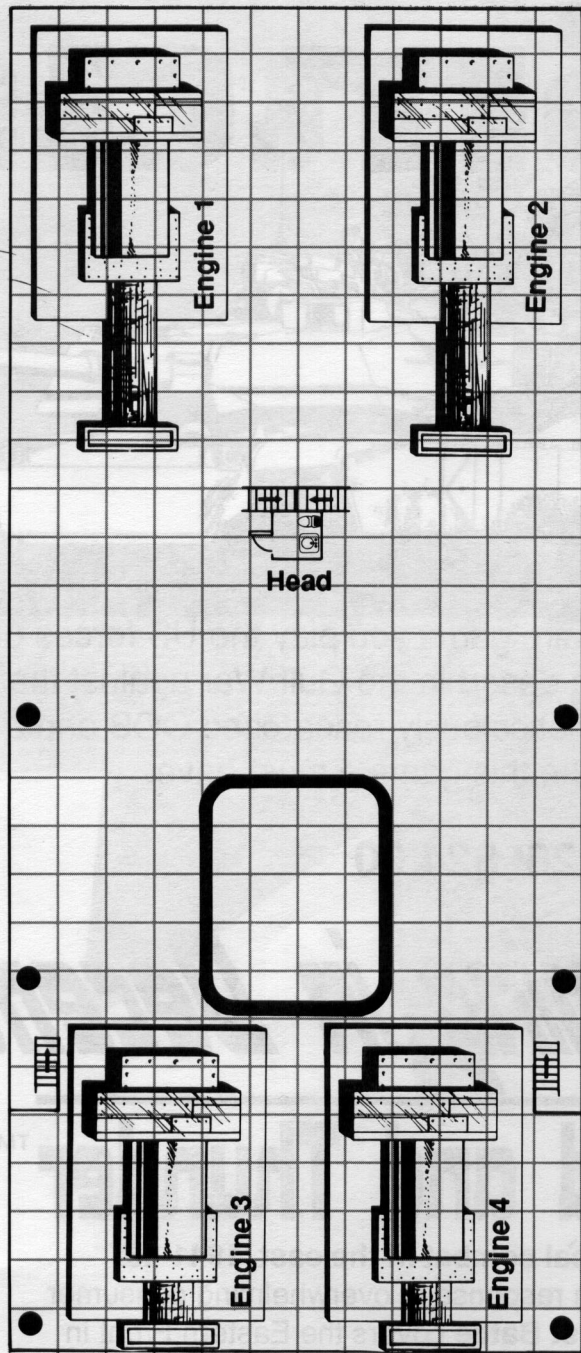
Square = 2 meters

Storage Decks 1 and 2



Square = 2 meter

Machinery Deck



Square = 2 meters

Engine Deck

P.O. Box 1848
Bloomington, IL 61702-1848
Voice: (309) 453-3633
FAX: (309) 454-3131

SPECIAL Operations™



Welcome to the shady world of intelligence work and espionage operations. A world where the enemy is not often clear, and where killing someone doesn't accomplish much except to complicate matters. Where the objective is usually as nebulous as the opponent, and often just part of a larger scheme.

A "special operation" can include assassinations, kidnappings, burglaries, sabotage, smuggling, courier service, full-scale assaults, and bodyguard duty.

The primary feature of "special operations" is secrecy. "Plausible deniability" ceases to be a phrase, moves past being an active term, and becomes a way of life. Every part of the mission has to be shrouded in secrecy, not just before the mission, but after it, too. In short, a "special operation" means a great deal of trouble just to conceal yourself and the mission from discovery. And you can't even brag about them, so forget looking to increase your renown among other mercenaries.

Special Operations is a dark twist on the already shady world of **Merc: 2000**. It includes more information on the organizations that most mercenaries will get to know on a business basis: the CIA, DIA, FBI, KGB, GRU, MI-6, etc. It also includes enhanced combat rules, including rules for nonlethal combat, precision weapons fire, new melee weapons, the effects of antitank weapons on living creatures, and weapon specialization. Of course, **Special Operations** contains adventures, both for the survivalist world of **Twilight: 2000** and the more complex politics of **Merc: 2000**.

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P.O. Box 1646
Bloomington, IL 61702-1646