

SEQUOTIA RIDGE



Having recently completed BlackEagle's basic training and eager to jump into the middle of a complicated assignment, a group of rookie operatives is instead sent on a camping trip to "get to know one another". But the operatives may get more than they bargained for when their trip embroils them in a terrorist plot that only they can stop...

Originally Written By Kris Miller for *Millennium's End* © 1997

Adapted without permission by Jon Andersen for *Spycraft 2.0* © 2006

No attempt made to supersede existing copyrights.



THE REAL SCOOP

A group of terrorists has attacked the Sequotia Ridge GenNet relay station, killed the few technicians that were there, and used the station to begin disrupting the telecommunications within Washington state. The terrorists are working for the **Worldwide Islamic Jihad**, though in order to add to the confusion, they've claimed to represent a different terrorist organization: Gaia's Fist. They will infect GenNet with various viruses and programs designed to disrupt the communication network in an act of techno-terrorism similar to the attack on Washington D.C. in 1994.

As Gaia's Fist, they publicly demand that the U.S. open up investigations into two major oil tanker companies, trumping up many unsupported charges about various environmental infractions they have committed. These tanker companies both do a large amount of business with the Nigerian government and, by forcing this attention on them, it may cause some tension on their relationship with Nigeria - WIJ doesn't expect anything major to result from this demand, but they won't pass up the opportunity to cause as many problems for their enemies as they can.

Since GenNet was created in 1995, the world has grown more dependent on its computers to run every aspect of life, including hospitals, law enforcement, traffic control, airline navigation, and businesses. The group of terrorists on Sequotia Ridge has decided to make a multi-pronged attack on Washington state. If successful, by next morning, patients in hospitals could be dead from malfunctioning life support equipment or incorrect medicines given because of corrupted medical records. The terrorists plan to disrupt computer-controlled traffic equipment, and then hit emergency dispatch systems. Washington state will experience blackouts caused by computers controlling the power grid. Airline services will be disrupted as their network of computers is tampered with. Airplanes dependent on computer controlled flight equipment that literally take the cockpit crews out of the loop from taxiing to landing will be targeted. By morning hundreds of people and businesses could fall into bankruptcy, and the effect on the stock market could spread across the world. Disrupted communications will trouble people throughout Washington.

With all but the most rural sheriff's departments using cellular phones these days, law enforcement will be paralysed. But even through a major GenNet junction, spreading a large number of malicious programs and attacks on computer systems takes time. An alert hacker operative at the Seattle BlackEagle office happened to spot one of the terrorist's electronic attacks in progress, and traced it to its source. She immediately tried to contact the team near Sequotia Ridge. Unfortunately, communications systems received the highest priority for the techno-terrorists' attacks.

While this attack on the country's infrastructure would be bad enough in itself, it's actually just a cover up for a much more dangerous crime: the theft of a shipment of weapons-grade plutonium from the Seattle international airport. The plutonium is being shipped from Kihrgizistan, an old Soviet republic that is scrapping their nuclear weaponry, to a storage site in Wyoming. The plutonium transport was hijacked by a second group of terrorists on Interstate 90 and driven to a small town south of Seattle called Winlock. Normally, such a hijacking would be short lived; but with GenNet and all communications in the area down, the terrorists stand more than a good chance of completing their plan to smuggle the plutonium out of the area without leaving any trails behind.

If the operatives figure out that the relay station might be the problem but decide to wait for reinforcements, let them know that without the GenNet, hospitals, the stock market, law enforcement and other vital resources will be disrupted. Reinforcements may not arrive until a lot of damage has been done - if they arrive at all.

RUNNING THE MISSION

The mission is effectively Caliber IV - failure will lead to devastating consequences. Due to its sudden nature, there will be no Intel phase, thus no access to Gear Picks or class abilities that rely on it; the operatives will have to rely solely on their Possessions, and any equipment captured from the terrorists.

All NPCs are assumed to be Tier III.

The *Faction* campaign quality is considered to be in effect.

THE CAST

There are seven terrorists at the relay station. The group is lead by **Afshin Aha'zan**, an Iranian computer expert working for the Worldwide Islamic Jihad. This 29 year old Iranian tactician spent six years studying computer technology at MIT. When he returned to Iran, he joined the terrorist organization **World Islamic Jihad**. He believes in his cause enough to fight and die for it, but he won't hang around if he thinks that his mission has already been successful. He's armed with a G36K & a Browning HP.

Afshin Aha'zan (Special NPC - 83 XP): Init IV. Atk IV. Def V. Res IV. V/WP IV. Comp VI. Skills - Bluff IV, Computers VI, Intimidate IV. Weapons: 1 x Cal III (G36K assault rifle), 1 x Cal II (Browning HP 9mm w/frangible rounds & tactical holster). Gear: 4 x Cal III (Tactical Radio, Laptop, Probe & Virus software). Vehicle: 1 x Cal I (Mini-van w/CB radio). Qualities: *Class Ability* (Trapdoor 1/session). *Henchman*. *Specialty* (Geek). *Superior Attribute* (Dex +4, Int +5). *Talented* (Gonzo).

He is accompanied by three other Iranian and two freelance American hackers, each of them very good at breaking into computer systems as well as providing extra assistance in order to get the job done within a tight time schedule. They're each armed with a G-36C and a Browning High-Power.

Hackers (Standard NPC - 57 XP): Init IV. Atk II. Def V. Res IV. Damage IV. Comp V. Skills - Computers VII, Electronics V. Weapons: 1 x Cal III (G36C assault rifle w/frangible rounds), 1 x Cal II (Browning HP 9mm w/frangible rounds & tactical holster). Gear: 3 x Cal III (Laptop, Probe & Virus software), 1 x Cal I (Tactical Radio). Vehicle: none. Qualities: *Specialty* (Geek), *Superior Attribute* (Int +4).

The last terrorist is an American mercenary hired to keep watch, and drive the van. He's armed with a G-36 and a Browning High-Power.

Hired Gun (Standard NPC - 57 XP): Init V. Atk V. Def IV. Res V. Damage V. Comp IV. Skills: Notice II, Survival II, Tactics III. Weapons: 1 x Cal III (G36 assault rifle), 1 x Cal II (Browning HP 9mm w/frangible rounds & tactical holster). Gear: 1 x Cal I (Tactical Radio). Vehicles: 1 x Cal I (Mini-van). Qualities: *Camouflaged* (Forest), *Feat* (Rock & Roll. Style Over Calibre), *Specialty* (Mercenary), *Superior Attribute* (Dex +4, Con +2).

There are six terrorists involved in the hijacking of the plutonium. This group is lead by **Nessim Haasani**. Tactical espionage is an old friend to Nessim; He's been working in the field for twelve years, taking care of covert actions for the Pakistani government. Recently, he's infiltrated **WIJ** and learned of their plans to steal the plutonium. The Pakistani government has instructed him to support the plan and convince Aha'zan to work with him on the mission. An alternate pickup site (one for the Pakistani government, not **WIJ**) has been set up, in the chance that Nessim will be able to liberate the plutonium from the **WIJ** agents. Haasani's tactical expertise made him a prime choice. WIJ has no idea that the plutonium they are going to steal may end up in someone else's hands. Nessim will be driving the semi containing the plutonium when the operatives arrive at the bridge in Winlock. He's armed with a G-36 and a Browning HP.

Nessim Haasani (Special NPC - 94 XP): Init VI. Atk VI. Def V. Res V. V/WP V. Comp VIII. Skills - Notice IV, Intimidate VII, Tactics VII. Weapons: 1 x Cal III (G36K assault rifle), 2 x Cal II (Browning HP 9mm w/AP rounds & tactical holster, 1.5 lbs Plastic Explosive w/radio detonator). Gear: 1 x Cal III (Tactical Radio), 1 x Cal II (Class II Duty Vest w/inserts). Vehicle: 1 x Cal I (Semi-trailer). Qualities: *Class Ability* (Lead 1/ 1/session). *Feat* (Ambush Basics). *Mastermind*. *Specialty* (Recruit). *Superior Attribute* (Int +2, Wis +2, Cha +2). *Talented* (Veteran).

He is backed by 3 more Iranians and 2 more American mercenaries. All of them carry a Browning High-Power, a G-36 and wear Class II body armour with inserts. One of them is also carrying an M-249.

Terrorists (Standard NPC - 56 XP): Init IV. Atk V. Def IV. Res V. Damage VI. Comp V. Skills: Intimidate II, Tactics II. Weapons: 1 x Cal III (G36C assault rifle), 1 x Cal II (Browning HP 9mm w/AP rounds & shoulder holster). Gear: 1 x Cal II (Class II Duty Vest w/inserts), 1 x Cal I (Tactical Radio). Vehicles: 1 x Cal I (SUV). Qualities: *Feat* (Ambush Basics. Glint of Madness), *Squad Weapon* (M-246 SAW w/AP rounds & suppressor & heavy barrel mod), *Talented* (Dedicated).

THE ACTION

Fresh from basic training, you were all instructed to report to Alex Walker, Seattle's Senior Cell Leader. After the new cell had a brief chance to meet for the first time, Alex calls everyone into his office. The room was full of enthusiasm as the cell awaited initiation into the world of the professional BlackEagle operative.

Most of you guessed him to be in his mid-40's, with a relaxing but intense nature that set everyone at ease pretty much from the moment you met him.

"The assignment is simple," Alex chuckled once you were all settled. "Go camping, get to know each other, and have fun."

That was a week ago.

After spending a relaxing week hiking, camping and hunting in the cool, verdant forests of the Pacific Northwest, the team is in its base camp. It is late in the day, and since you plan on returning to Seattle in the morning, everyone is busy cleaning equipment, cooking dinner or packing the Jeep that Alex was nice enough to let the Cell borrow, along with a bunch of camping equipment - including a portable satellite telephone built into the Jeep.

Unexpectedly, one of your mobile phones starts to ring. When you answer it, you hear a voice recognizable as one of the administrative personnel from the Seattle office.

"This is the Seattle office. On Sequotia Ridge-"

The voice cuts off, leaving only static on the phone.

After this, if the operatives investigate, none of their cellular phones or cellular modems work. Each displays a "no service" message. Walker's Jeep has a portable satellite telephone. If the operatives think to use it, they'll be able to call any number in any part of the world except for Washington state. When they try and call into Washington state, they receive a recorded message that states "All circuits are busy."

There are several objectives that the operatives might try to achieve, including taking control of the Sequotia Ridge Relay Station and then intercepting the terrorists at the bridge in Winlock. The action begins as evening closes in, and as time progresses it will grow increasingly dark. When the operatives reach Winlock, time will have progressed into the late hours of the night.

Sequotia Ridge

The Jeep's satellite phone has several numbers listed in memory dial. One of these numbers is listed as the BlackEagle Office in Miami. It's a direct line to Joanne Mallory, the senior cell leader there. She's got caller ID and, if the operatives call her from Alex's Jeep, she'll want to know who they are, and why they're using Alex's phone.

Alex's Jeep. Size: L (2x3). Occ: 1+4. A/T: 4/3. MPH: 65/105. Def/Save: 9/+7. Comp: 20/+1. Cargo: 1000 lbs. Rng/Fuel: 5/gas. Qualities: DEP, ORD, UPG (GPS, PDA, Satellite Phone). Carrying enough camping gear for the entire team, including 2 person tents, lanterns, food, entrenching tools and such.

Once the operatives identify themselves to her and explain the situation, she'll confirm that all computer and telephone connections in the Northwest are inoperative. She knows that a group of eco-terrorists called Gaia's Fist has claimed responsibility, and they are demanding that the government open investigations into two major oil tanker companies that have been recklessly endangering the water systems along the Pacific coast. She'll ask for a brief report from the cell, and offer what help she can. Unfortunately, she's unable to provide any real assistance other than the exchange of information. She will suggest that the operatives investigate Sequotia Ridge.

The only easy access to Sequotia Ridge - which judging from your map of the area is about a half an hour's drive away - from your current location is a country road that runs along the south side of the ridge - one of those jobs that's a single strip of bitumen down the middle with gravel on each side. According to the map, there's 2 branch roads of potential interest.

If the operatives take the 1st road:

The first "road" is little better than a dirt track that runs up the western end of the ridge. It dead ends at an old, collapsed house. You can see the tops of the satellite dishes at the relay station from here.

Even a cursory search will reveal there is nothing to be learned there.

Further along the ridge is the turn-off for a service road leading up the ridge to the GenNet relay station. The service road is covered with packed gravel but is muddy from some recent rain, and winds off into the tree line towards the crest of the ridge. There is an official looking sign at the turn-off, proclaiming "Sequotia Ridge Relay station. Property of the General Access National Information Network Consortium. No Trespassing."

If the operatives stop and look, a DC 10 Search or Notice check will reveal recent tire tracks on the service road.

Ambush

The operatives can approach from several directions, but there is only one road leading to the station and the terrorists have reasoned that any interference is most likely to come via it. The American mercenary is acting as a sentry, lurking somewhere in the woods along the road up to the relay station. This sentry will fire on any unknown intruders after reporting their presence to Aha'zan via a walkie talkie.

If the players are cutting through the forest but make no attempt to be stealthy in their approach, it's a DC 10 Notice check for him to become aware of them, and automatic detection if they come up the road, in which case he will make a 1 minute Tactics/Ambush check. Otherwise it's the usual Notice vs Sneak check for both groups.

If the sentry is able to ambush the operatives on the road, he will spray them with a full clip from his G-36. If he doesn't disable them all, he'll retreat to the relay station, running out of the woods and into the open when he nears the gate. If he is ambushed by the operatives in the woods, the sentry will fire a few bursts from his rifle and try and retreat to the relay station.

The Relay Station

The relay station is composed of three large satellite dishes and a brick building with a large antenna tower on top of it. The whole complex is surrounded by a three meter high chain link fence topped with barbed wire. Near the southeast corner of the fence, a gate stands open. On the eastern side of the building is a gravel parking area with a GenNet service truck and a mini van parked in it; the mini van's windows are tinted black - making it difficult to see if anyone is inside. The eastern side of the brick building is in shadow, since it's late in the day.

Inside the brick building, Aha'zan and the other hackers are busy in the workroom using laptop workstations and other hardware to download and run their programs on the GenNet. There's a considerable amount of heavy electronic equipment in the building to provide cover.

If the sentry was able to alert those inside the compound, the operatives will have to move fast in order to capture any of the terrorists. Two of the hackers, one American and one Iranian, wait near the building's east door, using it for cover while they watch the gate and the parking area. They'll stay in position and fire on anyone they don't recognize while Aha'zan and the other three hackers escape through the generator room.

Once outside, Aha'zan and two of the Iranian hackers will sneak through a hole cut into the fence - DC 13 to spot if scouting the perimeter prior to assaulting the building. They'll travel down an old trail for almost two kilometres, eventually reaching a mini-van parked near an old road. They'll get into the van and drive off quickly. If the Operatives follow him, start a Chase Dramatic Conflict.

The American that escapes through the generator room with Aha'zan will not follow him through the hole in the fence. Instead, he'll jump into the van parked at the relay station, squeal around in front of the brick building - pausing just long enough to give the two terrorists inside a chance to get into the van - and then take off through the gate and down the dirt road. This plan was devised to cause some confusion for any attackers, making it more likely for one or both of the groups to escape capture.

Mini-vans. Size: L (2x3). Occ: 1+6. A/T: 4/4. MPH: 65/105. Def/Save: 9/+7. Comp: 20/+1. Cargo: 800 lbs. Rng/Fuel: 7/gas. Qualities: UPG (CB Radio).

Eventually, someone at GenNet will be able to track down the source of the problem and reinforcements will be sent to Sequotia Ridge - use the Security Guard NPC type from the *Spycraft 2.0* core rules (pg 453). The GC can send these reinforcements earlier if the operatives are doing poorly in the fire-fight. Once the station has been captured, there will be a lot of evidence for the operatives to find.

Four of the seven terrorists are Iranian, and this should tip off the operatives that something is not as it seems - a DC 10 Knowledge check will reveal that Gaia's Fist isn't a middle-eastern group. Such a high percentage of Arabs in any US cell belonging to the group is unusual.

Each terrorist is also wearing a small red disk pinned to his clothing. The disks are radiation detection devices and are standard issue for anyone working in a nuclear power plant, or areas that are suspected to have been contaminated by low levels of radiation. An extra radiation sensor can be found laying on the floor underneath one of the tables, so the operatives might find one even if they don't capture any of the terrorists.

One of the laptop computers remains intact, and the operative might notice that it's uploading files onto an unknown server. If the operatives choose to stop it from uploading, they will probably notice a small reminder flashing in the upper left corner of the screen (Notice check vs. DC 12). It reads "*Meet at Bridge-3:00 a.m.*"

An analysis of the remaining computers shows that the shut-down attacks were specifically targeted. Three major cities - Seattle, Tacoma, and Portland - were all selected, along with a small town south of Seattle called Winlock. The State Police office on I5 in between Seattle and Portland has been completely closed down. No other small towns or Police Departments were specifically affected, but there is no obvious reason why Winlock was singled out.

If the operatives capture the van from the relay station, it contains two face masks, two body suits, and two pairs of gloves - all designed to handle radioactive material - as well as several boxes of spare ammunition, a few walkie talkies, and a map of Washington state.

If any of the American computer terrorists were captured, persuasive operatives could convince them to talk. The Iranians will not reveal anything, remaining arrogant and self-righteous, even in the hands of the operatives. The American hackers will know they were hired to cover up for some other operation, but they won't know the specifics. They'd know to meet at the bridge near Winlock if they were split up.

Winlock

If the operatives have one of the hackers' radios and leave it on, they may catch some of the terrorists' radio communications. When they're within a half-hour from reaching the bridge they'll hear "*Phoenix, bridge secure soon.*" If Aha'zan or any of the other hackers escaped from Sequotia Ridge, the operatives will hear a reply ("*Affirmed. Rebirth compromised. Be cautious.*"), otherwise there will be no reply, unless the operatives make one. By this time, it is late in the evening, nearing 2:45 am.

If the operatives reply to the radio message with a short sensible response, they might fool the terrorists (Bluff check vs. DC 15). The hijackers will be waiting at the bridge. If the operatives don't respond at all or do something to make the hijackers suspicious, the hijackers will have assumed the worst for the hackers and

will not wait for them long. If that is the case, the operatives arrive at the bridge just in time to see the hijackers pulling away and heading south. There is only one bridge in this small town, so there won't be much difficulty finding the terrorists once the operatives make it to Winlock.

If they haven't been tipped off, the hijacker's SUV will be parked in the road about ten meters behind the semi containing the plutonium. Both vehicles are facing south, and the SUV's engine is running. There are a total of six terrorists here. Three are sitting in the SUV - two Americans and one Iranian. Another terrorist is positioned in the woods, just out of sight. Nessim and one other terrorist sit in the front of the truck. They all have their G-36s handy. The terrorists in the SUV keep their weapons out of sight, but within easy reach. The passenger in the truck has his G-36 sitting in his lap. They're all wearing Class II undercover ballistic vests, and their pistols are stashed in shoulder or leg holsters.

Semi-trailer. Size: H (2x16). Occ: 1+1. A/T: 0/2. MPH: 55/90. Def/Save: 8/+12. Comp: 12/+0. Cargo: 30 tons. Rng/Fuel: 20/diesel. Qualities: HAR (trailer only), TRO.

"Suburban" SUV. Size: L (2x3). Occ: 1+6. A/T: 3/3. MPH: 65/100. Def/Save: 9/+18. Comp: 20/+1. Cargo: 1400 lbs. Rng/Fuel: 5/gas. Qualities: APP (2), COM, ORD, UPG (GPS).

If any of the terrorists from the Relay Station escaped from the Operatives, they will arrive at the bridge about a half an hour after the operatives get there. Chances are that the scene will have played through, and they will arrive to find a big mess. If this is the case, they'll bolt. If the players decide to wait around to see if they show up, then they'll have the opportunity to prepare an ambush - assuming that police officers don't show up and make a big deal about the whole mess.

It is night and the surrounding forest is dense, so visibility is limited. When you approach the bridge, you can see two vehicles looming up out of the darkness. The first is a semi-trailer of some kind parked on one side of the bridge at the far end. Between it and you, highlighting the rear of the truck with its own headlights, is some sort of SUV - a Suburban you think.

A man gets out of the SUV as you approach, and introduces himself as Jake Long, and explains that his truck has broken down, he'll be fine as the owners of the SUV are looking after him while he waits for a mechanic.

"I might have to go into town to pick up some parts, though. And nowhere will be open until the morning. Ain't this my luck. Is there enough room for you to squeeze by?"

There's plenty of room for you to pass the truck.

A DC 25 Notice check will show the reflection in the truck's mirror of someone occupying the driver's seat of the truck. A critical success will reveal what looks to be a non-Caucasian complexion.

If the operatives get too nosy, or start acting suspicious, "Jake" will back off. The driver of the Suburban will squeal the car around in reverse, so that it blocks off the entire bridge. The terrorist in the woods will open fire on the operatives and Nessim will take off in the truck. Once he's far enough away, he'll trigger the plastic explosive.

The hijacker with the machine gun has positioned himself in the woods on the west side of the road about thirty meters behind the Suburban and five meters off the road. He has hidden himself behind a tree and is in a good position to cover the rear of the terrorist convoy. Since the road is raised about one meter above the surrounding forest floor, the machine-gunner cannot cover anything on the east side of the road. The river banks are about one meter below the surrounding forest floor - two meters below the bridge. They are also hidden from the machine gunner.

Shooters firing at targets near the vehicles, but outside of headlight beams, should suffer a -4 modifier for bad light. Targets away from the vehicles or in the forest will be protected by the -8 modifier for darkness. The hijackers will use terrain intelligently; the machine gunner is deliberately set up to ambush trouble-makers from the rear (potentially including the hackers). They will resort to such tricks as shooting at the operatives legs under vehicles, disabling the operatives vehicle and driving away, or moving under the bridge to come up from the river on the east side of the road and catch the team in a three way crossfire.

The hijackers' primary goal is to insure that the semi manages to escape safely. To do this, they must prevent the operatives from following the semi when it begins to drive south. The plutonium is encased in a crash-resistant armoured container that will not break unless it is struck by something at least as powerful as an anti-tank missile. Thus, Nessim won't worry much about driving with caution, as he is confident that the plutonium is safely packaged and won't rupture after a high speed turn or impact with another vehicle - as might occur should the operatives have driven past the parked vehicles and blocked off the far end of the bridge.

The truck, being large, heavy, and old, doesn't have the best acceleration, and it will take several seconds before it picks up enough speed to disappear down the road. If the operatives haven't disabled the truck by the time it begins to disappear out of sight, they might hear (Notice check DC 15, impossible during a fire fight) a gunshot from the front of the truck. Nessim has taken the opportunity to eliminate the only obstacle that will stand between him and getting the plutonium to the alternate pickup site.

The operatives won't be able to set up an ambush at the bridge unless they arrived there far earlier than the hijackers. If the operatives take too long to reach the bridge or do something to alert the hijackers, they will arrive at the bridge just in time to see the semi driving south away from the site. If the operatives decide to chase the hijackers, the terrorists in the Suburban will do whatever they can to keep the operatives from crossing the bridge. They will stay to fight it out with the cell, allowing the semi to get away and end the scenario.

What the terrorists aren't aware of is that Nessim has planted radio-detonated plastic explosive in the SUV as a precaution in case they don't react well to hid intent to double cross them. He will not hesitate to detonate it at a moment of tactical advantage to himself, particularly if it will prevent the operatives from following him. While he bears no animosity towards the operatives, his primary goal is to retrieve the plutonium for his country; the fate of some American wannabe action heroes isn't a great concern.

THE AFTERMATH

Unless the team can pass the hijackers in the Suburban and stop the semi carrying the plutonium, they will have failed to prevent the theft (however they may still be able to provide authorities with vital information that will lead to the terrorists' apprehension). If they can get to the semi at any time and stop it by any means, they will have prevented the Pakistani government from stealing the plutonium (though the WIJ will be blamed for the incident).

Should Nessim be captured, he will not reveal his true identity unless it becomes evident that the party mean to execute him out of hand in revenge or some notion of vigilante justice. Once he does so, he will demand that the operatives turn him over to the CIA.

REWARDING THE PLAYERS

Experience and Reputation points for the mission - in addition to the XP value of the NPC type(s) appearing as significant challenges in each scene - is calculated as follows:

Sequotia Ridge

Gear restriction:+150 XP

Ambush

Spot sentry+25 XP

Avoid detection:+25 XP

Detect ambush:+25 XP

Capture sentry:+75 XP

Execute captured sentry: ...-1 REP

Relay Station

Notice escape route:+25 XP

Capture hackers:+100 XP

Capture Aha'zan:+150 XP

Capture station intact:+75 XP

Track Aha'zan to minivan:
.....+100 XP

Prevent 2nd van escaping:
.....+50 XP

Fool Hijackers:+50 XP

Damage station:-2 REP

Execute captured terrorists:
.....-1 REP

.....+50 XP

.....+50 XP

.....+75 XP

.....+100 XP

.....+150 XP

.....+150 XP

.....-1 REP

.....-8 REP

.....+50 XP

Mount successful ambush:
.....+50 XP

Successfully pursue Nessim's
truck:+75 XP

Capture terrorists:+100 XP

Capture Aha'zan:+150 XP

Capture Nessim:+150 XP

Execute captured terrorists:
.....-1 REP

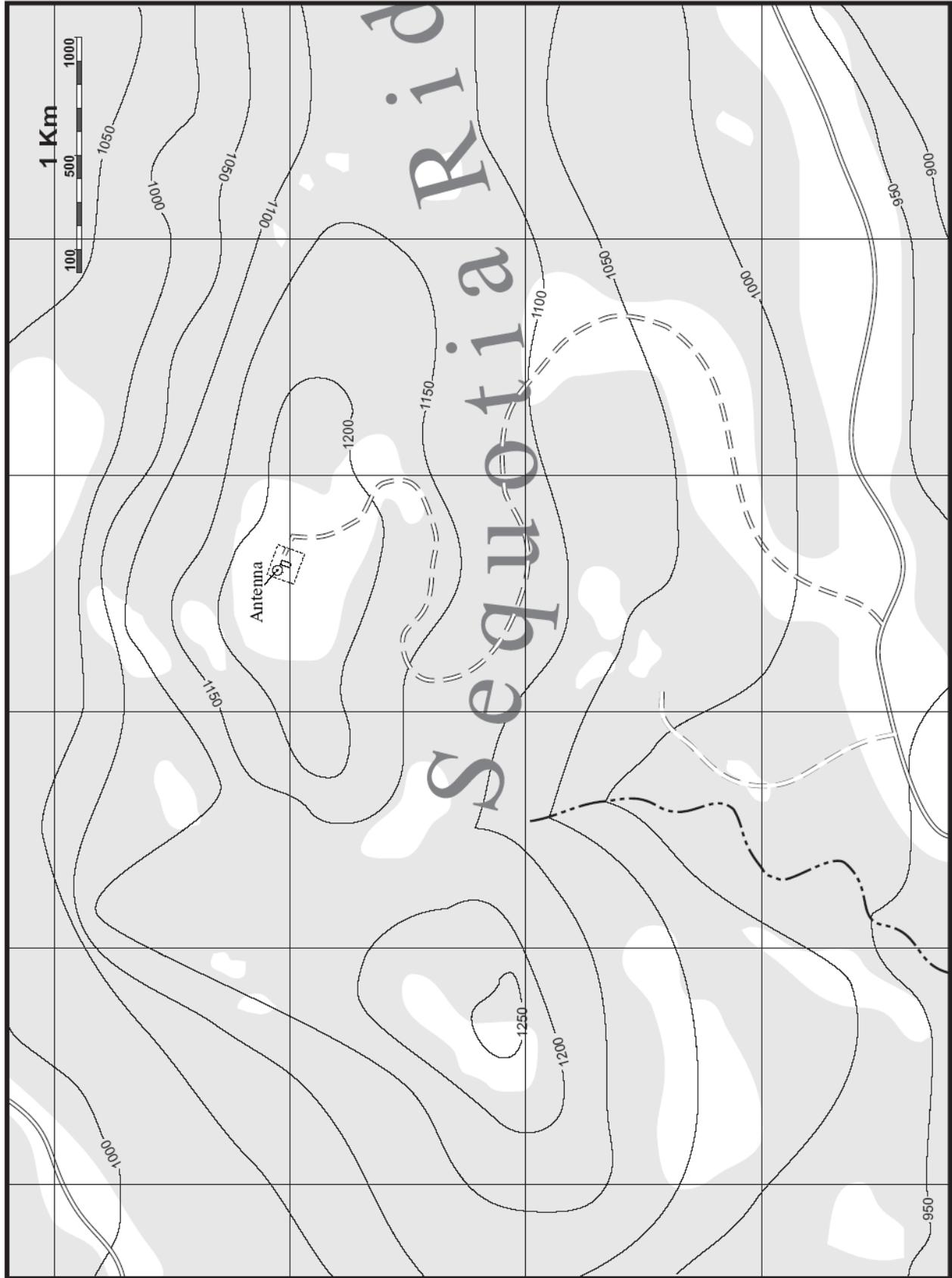
Winlock

Avoid detection:+25 XP

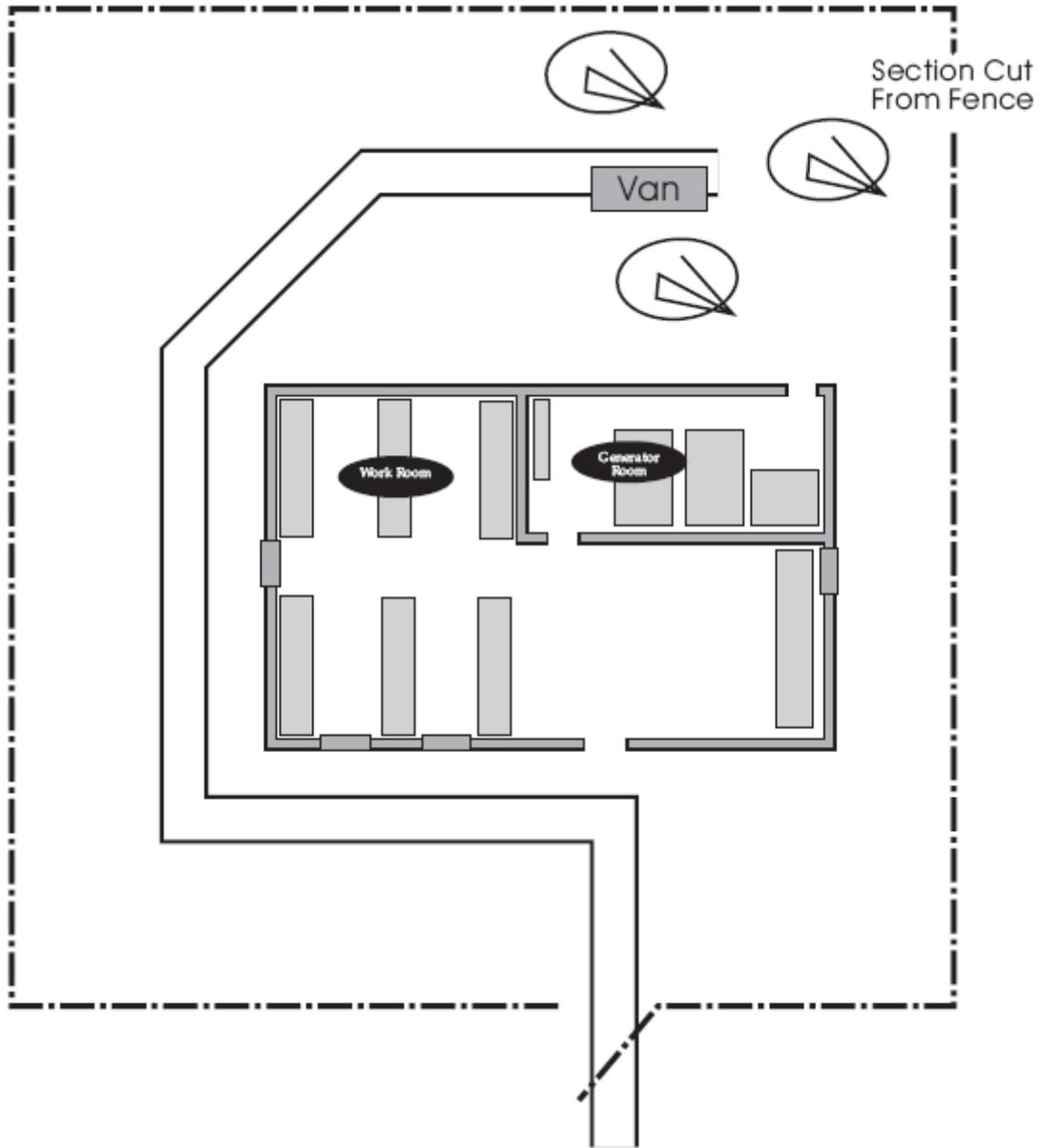
Spot terrorist ambush:+25 XP

Neutralise Terrorist Ambush:

RELAY STATION MAP 1



RELAY STATION MAP 2



BRIDGE MAP

