

HOLIDAY IN CAMBODIA

An Assignment for *Millennium's End*

For three decades, Cambodia has been ravaged by civil war and internal strife. Now the beleaguered country is struggling to rebuild—and BlackEagle is part of the effort. But when one cell's quite security stint is interrupted by violence, can the operatives get themselves—and their wards—out of harm's way?

Adventure Design by Arthur Crawford and Hal Mangold
Written by Hal Mangold

Chameleon Eclectic Entertainment, Inc.
P.O. Box 10262 Blacksburg, Virginia 24062-0262
800.435.9930
info@blackeagle.com
<http://www.blackeagle.com>



HOLIDAY IN CAMBODIA ▼ ▼

For three decades, Cambodia has been ravaged by civil war and internal strife. Now the beleaguered country is struggling to rebuild—and BlackEagle is part of the effort. But when one cell's quite security stint is interrupted by violence, can the operatives get themselves—and their wards—out of harm's way?

This adventure provides an interesting though simple tactical exercise, intended for use in conventions, demos or other opportunities where game time is limited. Alternatively, the background of this assignment can be built upon to extend its length and give it additional depth, or this incident can be integrated into a larger set of assignments relating to BlackEagle's involvement in Cambodia.

THE ASSIGNMENT

The operatives' cell has been called in to do a four-week tour in the Kaoh Nek river valley of Cambodia, running security for the United Nations mineclearing expedition there. If the operatives are stationed in the Far Eastern theater, then this is part of their normal rotation schedule. For the past several months, cells from both the Kyoto and Sydney offices have been rotating through the Cambodian operation on a four-week basis. If the operatives are stationed in another theater, such as the Pacific or European, assignment scheduling conflicts have made it necessary for Blackeagle/Blackeagle to temporarily transfer in their cell to cover a gap in the rotation schedule.

During their briefing, the operatives are given the basics of what is in fact a very basic assignment: keep the mine clearers safe so that they can continue with their work. Khmer Rouge activity in the area has been pretty low lately, and the presence of the UN force seems to have kept them at bay. The tour will last a maximum of four weeks, less if a cell from Sydney or Kyoto can be freed up before then.

The area that the operatives will be stationed in, along with a second B/E cell from the Kyoto office, is a fairly isolated tropical highland river valley containing the town of Kaoh Nek, on the river of the same name. The town has a population of about 500 people, including farmers from around

the valley. In the past, the Khmer Rouge have used the town as a rural base of operations, due to its isolated nature and its proximity to the border of Laos. Government forces drove the Khmer guerrillas out of the area, but not before they had left pockets of land mines all over the valley, burning their bridges behind them as it were. The UN mineclearing mission is attempting to make this fertile river valley safe to farm again. The operatives will be working under the aegis of the United Nations, so all will be expected to bear UN insignia while in the area. They will work with another cell in Kyoto for their first couple of weeks in the valley. The operatives will be working fairly independently, with the United Nations liaison office in Phnom Penh being their main contact with the outside world. As always, the BlackEagle head office will also be a point of contact, assuming the operatives bring a satellite cellular phone or similar means of communication—Kaoh Nek has no telephone service, in addition to no electricity, running water, or other utilities. In case of emergency, the UN liaison office should be contacted first, as they can provide the most immediate support. The B/E office in Sydney should be contacted as soon as possible afterward. Pay for the operation is based on a special company contract (not the normal cell-negotiated independent contract), and amounts to \$9,000 per operative, with a 50% bonus for the cell leader.

THE REAL SCOOP

Unknown to the UN or B/E, a small guerilla force of the Khmer Rouge have acquired a military blinding weapon from the Chinese black market. With their forces bolstered by this new weapon, the Khmer feel it is time for them to return to the Kaoh Nek river valley, if for nothing else than to teach the villagers the price of siding with the government. The operatives' assignment will not be as pleasant as it seems.

The attack will be timed to coincide with the celebration of Independence Day, the 9th of November—a time of revel and celebration for the villagers, when hopefully the UN will somewhat off guard. The Khmer first intend to strike the UN base camp, since it is the only real military presence in the valley. After employing the laser to blind sighting devices and personnel, they will then move in and take the camp itself. The Khmer also intend to recover several caches of their mines that the mine clearers have found, as well as taking all of the demolition removal equipment and explosives. After subduing the camp, the guerrillas will move on to the town of Kaoh Nek itself.

THE ACTION

The real action of this assignment takes place a week into the operatives' tenure—the events prior to Independence Day really just serve to loosen up the operatives and set the stage. As an alternative, because the operatives are assigned to a four-week tour of duty, the climax can be pushed back further into the tour, providing time to build on some of the pre-Independence Day activities outlined below.

Getting There

The operatives will be met in Phnom Penh by Steve Gardner, the man in charge of the mine clearers. Gardner had some business to take care of with the United Nations liaison, and has volunteered to convey the operatives to Kaoh Nek since he has to return there anyway. Gardner

meets the cell at the airport in a UN-marked HMMWV. It will take the better part of the day to make the journey to the Kaoh Nek valley. The drive will be an uneventful one, a long hot trip through the Cambodian countryside.

Steve Gardner is a boisterous and talkative individual, immediately likeable but maybe a little overbearing (especially over the course of a long, uncomfortable Humvee ride). Despite his easy-going nature, he seems to know and understand the Cambodian countryside and the people and their problems there, and he'll be more than willing to answer any of the operatives' questions about the valley and the activities of the UN operation there. Gardner is in fact the head of Gardner Enterprises, the private company that carries out the actual mine clearing under contract from the UN.

Summer Camp

The UN camp is located on the eastern side of the river in Kaoh Nek valley, about eight kilometers from the Southern Bridge and six kilometers from Kaoh Nek itself. Upon their arrival at the UN camp, the cell will be met by Greta Dietrich, the UN liaison and overall operation head. Greta will get them settled in quarters and introduce them to the camp staff. The camp consists of about twenty-five personnel in total. About five of these are support staff—cooks, administrators, translators and the like. Another twenty are involved in the actual business of clearing mines. Half of those are westerners—Americans, Brits, and Australians for the most part—with the rest of the ranks being filled by Cambodians in training with Gardener Enterprises. As mentioned in the operatives' briefing, there is another B/E cell stationed here, from the Kyoto office. Brian Talbot, Laura Ziskind, and Thomas Kane are all veteran operatives, and will rotate out of Kaoh Nek in two weeks time.

Physically, the camp is simply laid out. Surrounded by two rows of concertina wire, the perimeter is further secured by five defensive bunkers at its gate and corners. Near the entrance are three Quonset huts containing all the offices, quarters, and other facilities for the day-to-day operation of the camp—the quarters and one-room administrative office are cramped, but mercifully air-conditioned. The vehicle shop and communications building are located across the driveway from the huts. Camp transport includes a 2-1/2 ton truck, a HEMMT (a large eight wheeled 10-ton military truck), and one camp HMMWV plus the one that brought the operatives' to the camp. At the eastern end of the camp are stationed the generator and fuel trailers. The center of the camp is dominated by large earthwork berms surrounding the explosives storage building. This building contains a significant amount of explosive used in mine disposal, as well as several caches of mines discovered in the field that await destruction. Altogether there are 3000 kilograms of explosives in the storage building.

The Quiet Before The Storm

The operatives' first week in the camp should be pretty uneventful, with most of their time taken up riding with the mine clearers out on their daily work trips, standing guard duty around camp, and just adjusting to the daily routine. Any one (or all) of the following events might occur during the week:

The Kaoh Nek Valley

Physically, the valley is about nine and a half kilometers long, and about four wide. The mountains slope up steeply on either side, rising up to height of about 300 meters with about an initial grade of about 15 degrees changing to about a 30 degree grade towards the ridge tops. Only one road leads into the valley, through a kilometer-wide gap in the mountains at the southern end. Tropical foliage covers the mountain sides and continues on to the valley floor, but much of the latter has been cleared for farming. The valley floor is fairly level in terrain, with visibility being blocked only by stands of trees and high scrub and grass in areas where abandoned fields have overgrown.

The Kaoh Nek river cascades down from the mountains at the north end of the valley, and exits the south after winding its way lazily through the center. The river is fairly shallow, reaching a maximum depth of five meters at the center. It is a fairly cool and muddy river, carrying mineral-rich soil down from the mountain heights. It averages about thirty meters across, with occasional widening up to fifty meters. The river is bridged in the valley at two points, called logically, if unimaginatively, the Northern Bridge and the Southern Bridge.

The town of Kaoh Nek itself sits on the eastern shore of the river, about a kilometer from the Southern Bridge. The town consists mostly of one-story buildings of wood, with the occasional masonry storage unit thrown in. There are three two-story buildings in the entire town, all used for local government operations. The outlying farm settlements in the valley are usually of the one-story wooden variety.

- The camp's perimeter is breached during the night, alerting the guards (who might be the operatives)—however, it turns out the alarm was raised by wild pigs interested in the camp's garbage pit.
- Steve Gardner runs several demonstrations for his newer employees: what to look for when mine hunting; the basics on mine removal (including the fact that some mines can be detonated safely not only with explosives, but also with sniper rifles). Off-duty operatives might find the classes useful, though they are not expected to participate in actual mine clearing.
- One of the local farmers brings his injured daughter to the camp. The child has stepped on a mine. In fact, many of the people in Kaoh Nek are missing arms, legs or feet.
- Some of the staff, perhaps with some of the off-duty operatives, make a trip into the village of Kaoh Nek itself. The operatives will be introduced to the village headman, who can tell the about the past Khmer Rouge activity in the valley.
- Steve Gardner attempts to “make time” with one of the female operatives.
- Talbot and Kane get in a good-natured though heated debate about the ongoing operation. Kane takes the point of view that the little camp could never hold out for long in the unlikely occurrence of a serious Khmer Rouge attack, and that it's bad policy to use BlackEagle's reputation as a deterrent when it can't be backed up by real force. Talbot argues that if BlackEagle weren't there the mineclearing effort couldn't effectively function—no-one doubts that unprotected western mineclearers would be easy prey for vindictive warlords—and that the risk is what BlackEagle gets paid for. This has apparently been an ongoing debate—others are welcome to join in.

Each of these events, and the downtime throughout the week, is punctuated by sudden and torrential downpours—it's the tail end of monsoon season, and though things are drying out somewhat, the rain can still be fierce. The final event of the week is the Independence Day celebration in the town of Kaoh Nek itself. Independence Day is a yearly celebration of the institution of democracy in Cambodia. Roughly the equivalent of July 4th in the United States, Independence Day is a time of great celebration for the Cambodian people. Eight or ten of the camp personnel wish to attend the festivities in town, and the operatives will be assigned to accompany those wishing to go. They will ride into town about noon, taking one of the HMMWVs.

The Independence Day Festival in Kaoh Nek brings the people of the area together for celebration. Almost everyone in the valley is gathered in the village for the festivities. The sounds of traditional Cambodian music fills the air, and the air is heavy with the smoke and smell of cooking food. The village headman presides at the center of it all, watching his people with obvious elation. The afternoon at the festival will pass by uneventfully, but enjoyably. The villagers are more than happy to welcome the UN people to their party. The food is good, the music is interesting, and the people are friendly. Then, about 8:00 in the evening, just as the sun is going down, it all hits the fan.

Mines!

Operatives wandering the valley do so at their own risk—there are quite a few mines left to be cleared. The operatives' map (see the handout) indicates the locations of known or suspected concentrations, but is by no means comprehensive. On roads and well-worn paths the danger is negligible. In worked fields and pastureland, the risk is greater but not severe: roll percentile dice every hour that operatives wander such terrain—only a “00” result indicates a mine detonation. In unworked fields the risk is much more severe. Make the same roll, but more frequently—once every minute (or even, in concentrated areas, every game turn) that the operatives move about such areas.

Most of the mines in the valley are of the small anti-personnel variety. Use the following stats:

AN: 1
 DF: 16 to 22
 Range: 8 to 11
 Damage Type: concussive

Note that the range is halved, due to the fact that the mines are burried and direct their force upward at the target. Vehicles striking these mines will probably not be seriously damaged (and will likely shield their occupants as well), though they will probably lose one or more tires.

The weather is fairly hot and muggy for the duration of the operatives' tour. The only break in this rather unpleasant heat comes during the torrential rainstorms which occur almost daily.

A Desperate Call

About sundown, the fireworks begin. It seems that everyone in the village—men, women and children—has some sort of noise making, fire-spitting device, and they all are letting them off at once. The reports of the firecrackers and small rockets are deafening, and the smell of gunpowder is everywhere.

In the midst of this maelstrom of noise and sound, the operatives' radios crackle to life: "...base camp to team two, base camp to team two ...we are under attack *explosion* undetermined number of hostiles *automatic weapons fire* ane, Talbot down *explosion* *explosion* shit! they're inside the wire! Get over here right away! *gunfire*" At this point, the transmission goes dead.

The Khmer Rouge Strike

A locally operating group of the Khmer Rouge have decided to use the confusion of Independence Day to make their move against the UN camp and re-establish some sort of presence in the Kaoh Nek area. They don't intend to stay, just to hit the valley hard and fast then pull out before the government can respond. A force of about forty Khmer guerrillas are participating in the operation, with half the force having taken the western road to the Northern Bridge, undetected by anyone in the town. They stopped briefly to wire the bridge with explosives, and then proceeded to the UN camp. The remaining force moved to the fork in the road to the south of the Southern Bridge, where they await the signal of the other group. While the rag-tag band of Khmer guerrillas would usually not be a huge threat to the UN personnel, two factors work in their favor: surprise; and a secret weapon.

The Khmer have purchased a black-market Chinese-made ZM-93 military blinding laser, and have emplaced it on the western ridge of the valley where it has a fair degree of traverse. Three Khmer guerrillas man the laser: one to operate the weapon, another to provide security, and a fire team leader to spot and designate fire. The Khmer first hit the UN camp with the laser, blinding as many personnel as possible. By the time any of the B/E or base personnel had any idea what was going on, and before they could take steps to protect themselves, the Khmer Rouge struck. With a hail of rocket propelled grenades and automatic weapons, the Khmer quickly breached the perimeter and took the base. That was the point at which the operatives received their radio call.

The radio transmission should send the operatives and their charges scrambling for their vehicle. If the operatives try to gather all of the base personnel from among the throng of revelers, they'll have to spend several minutes doing so. Making the best possible speed along the north-bound road will take eight or ten minutes, but the operatives won't get there intact. About halfway to the camp, the people in the front seat (including the driver) will be suddenly struck by a sudden brilliant and painful flash as the laser fire team sweeps the HMMWV from up on the ridge. If an NPC is driving, the HMMWV will veer off the road as the driver's sight goes black. If one of the operatives is driving, require a Drive/Auto roll modified according to the vehicle speed and by how badly the operative is blinded (see the sidebar). At best, the HMMWV will veer erratically but safely off the road. A badly botched roll may crash the vehicle or lodge it in the deep, muddy ditch by the the roadside.

The Khmer Rouge

For decades, the Khmer Rouge have been legendary among guerilla movements for their brutality and intense discipline. The Khmer visiting Khao Nek are no exceptions—they intend to kill any Cambodians suspected of collaborating with the UN and the government, which might as well include every inhabitant of the valley. They are not setting out, however, to kill every westerner in Kaoh Nek—though they won't hesitate to kill anyone who stands in their way.

Use a mix of Cheap Thugs (*ME v2.0* p. 156) and Guerillas (Terror/CounterTerror Sourcebook, p. 126) NPC stereotypes. They are armed with an assortment of old Soviet and Chinese automatic weapons (AKMs for the most part), and rocket propelled grenades.

Depending on how the operatives fare with the laser attack, they might make it to the camp in as little as ten or fifteen minutes after the radio message, or as much as an hour or more afterwards. In the meantime, the Khmer guerillas worked to clear the camp. After securing the camp, they backed the HEMMT up to the explosives storage shed and started loading. They loaded up most of the explosives, left four men at the camp to guard the captured personnel, and pulled back across the Northern Bridge and set off the explosive charges placed there (about fifteen minutes after the radio message—the operatives will undoubtedly hear the demolition). They then signal to the remaining forces down south with a star-cluster flare (also visible to non-blinded operatives), who then begin an assault on the village. As that attack commences, the group from the UN compound drives down to the fork of the road on the south, and wires the Southern Bridge for demolition as well. When the force assaulting the village pulls back across the Southern Bridge to join their comrades, it will be destroyed.

Welcome Back To Camp...

Recovery from the effects of whatever happened to the vehicle will come just in time to see and hear the destruction of the Northern bridge. The blindness from the laser attack will fade, more quickly for some than for others (again, see the sidebar). Assuming they approach the camp cautiously, the operatives should easily spot the two Khmer sentries standing out in the open (require a Perception check at +30). The other two are inside the mess hall with the prisoners from the camp.

The operatives can deal with the Khmer by whatever means they prefer. The camp's wire has been breached in two locations and the gate stands open, so re-entering the camp should be fairly easy. Assuming the operatives subdue the Khmer, a quick assessment of the camp reveals the following:

- Half of the base personnel are dead, including all of the Cambodian mineclearers who stayed behind (several of whom were apparently executed), UN liaison Greta Deitrich, and BlackEagle operatives Brian Talbot and Thomas Kane. Laura Ziskind survived, though she has a nasty leg wound. Steve Gardener has also survived, but is totally blind. The remaining seven survivors are all wounded, and four of them are partially blinded.
- The bodies of four Khmer guerillas are scattered around the perimeter. In addition, there is one wounded Khmer soldier who had stayed behind with the guards. Like some of the camp personnel, he is completely blind (a victim of friendly fire). Due to his regional dialect, only Gardener and a couple of the mineclearers that went into town with the operatives can converse competently with him, and they can get no details of the weapon from him. However, operatives thinking about these blindings may make a Military Science/Hardware roll at -10—success recalls a class of laser weapons used to blind enemy optics and personnel; though never particularly common, the weapons were banned in the mid-1990s.
- The HEMMT is missing, as are most of the explosives from the storage building. The other HMMWV has had all four tires and its windscreen shot out, but is otherwise intact, and still has a Barrett Model 82 .50 caliber sniper rifle in it with 2 magazines of API ammo and a 10x scope.

The Laser Weapon

The ZM -93 laser is a more powerful version of the type that was banned internationally by a Red Cross campaign in 1995. Originally designed to damage weapon optics, it was discovered that the human eye could be damaged by it, mostly temporarily, sometimes permanently. It is man portable, requiring two people (a firer and a spotter) to operate. It is a rare type of weapon to encounter, and the fact that a guerilla group like the Khmer have obtained one should be as unexpected as it undoubtedly will be.

A direct hit from a ZM-93 will destroy most any night vision or sighting equipment. The effects on the human eye are a little less predictable. At a range of up to three kilometers, the ZM-93 can cause prolonged and even permanent blindness with a direct hit on a human eye. Sight recovery is simply not possible without medical attention at a well-equipped hospital, and even then is not certain. With not quite direct hits, or at ranges longer than 3000 meters, most sight damaged by the ZM -93 will be functionally recovered in 20 to 40 minutes. Assume all hits on operatives are not direct hits: operatives hit by the laser will suffer a -40 impairment to all sight-related rolls for 20 to 40 minutes. Repeated hits with the laser will increase this impairment by another -20. Thus, it is possible to go completely blind through repeated hits from the device.

(con't. next page)

-
- Other intact equipment includes about 230 kg of explosives (Bangalore torpedoes, claymore mines, and detcord), one satellite uplink phone and modem, four portable computers, many demolitions kits, and seven personal radios (mil-spec 10km transceivers).

Smart operatives will probably use the phone to call for help. Their best bet is to get in touch with the UN liaison in Phnom Phen, which will prove fairly easy. When updated on the situation, the liaison will confer with some people off-phone momentarily, and then make arrangements for the UN team's evacuation (reminding the operatives, if necessary, of their obligation to rescue all of the UN/Gardner Enterprises staff. If the operatives warn the liaison about the laser weapon, the plan will be to get the wounded out of the valley to a rendezvous point five kilometers south of the valley itself. There they will be airlifted out.

If the operatives do not warn the liaison about the laser weapon, an evac will be planned from within the valley itself—Cambodian army helicopters will arrive in about half an hour to pick up the personnel from a field adjacent to the camp. The camp will not be attacked during the waiting time, though the extraction will not succeed. The aircraft will be targeted by the laser as they approach the camp, resulting in tragic and spectacular crash less than 1000 meters from the camp. The operatives will have to contact the liaison again and plan on a rendezvous outside of the valley—and they may feel compelled to check the wreckage for survivors as well.

The Final Obstacles

The operatives have a rather limited choice of options for getting out of the valley. Though they may not know it, the Northern Bridge is gone, so their only route out is to the south. With as many people as they have to transport, the 2-1/2 ton truck has got to be part of the plan. Making a flat out run for it is probably the most likely option that the operatives will take.

The muddy dirt roads are a challenge to trucks blazing through at high speed in the dark—require periodic Drive/Auto rolls to keep the vehicle under control, modifying it for high speeds and/or partial blindness. Assuming the operatives keep their vehicles on the road, there are only three things along the way to slow them down: the laser team on the western ridge; the Khmer in Kaoh Nek; the remaining Khmer Rouge waiting at the southern end of the valley.

The laser team will take pot-shots at the operatives as they can—however, operatives driving south from the U.N. camp will be, for the most part, facing away from the fire team's position (marked "B" on the GM's map), and will hence not be susceptible to the blinding fire (anyone looking out of the back of a fleeing vehicle, however, might be). In addition, operatives might at some point try to take cover from the laser—getting behind any building or obstacle that blocks line-of-sight to the fire team's position will protect them.

If the operatives pass through Kaoh Nek at high speed, the guerrillas there will be a bit too busy to do more than take potshots at the vehicles as they speed past. Concerned with bloody retribution against the villagers (the headman foremost among them) and believing the valley to be secure, they haven't posted security and won't be able to react in time to stop fast-moving vehicles. If the operatives do stop in the village (to rescue mine clearers left behind, or perhaps to aid the villagers), how they deal

(from prev. page)

The ZM-93 is equipped with a 7x day/night sight and a long-range IR laser sight. The weapon's use requires an Aim/Longarms skill roll—but the roll need not be completely successful. Any hit within a meter of an optical device or someone's eyes is sufficient for at least temporary blindness. Obviously, the target must be facing the laser's general direction, and any cover that blocks intense light will block the laser—though a target is not protected simply by closing his or her eyes.

The ZM-93's power pack has enough charge for about 5 minutes of continuous operation. As the average pulse is only a second or two, it effectively has unlimited shots for the purposes of this scenario.

Use the following stats for the ZM-93:

Speed: 10
IA: 35 (+20 for the laser sight)
Fire rate: 1 every three turns
Hands req'd: 2
Eff. range: 8,000m
Action: semi
Mag: 150 (±10)
Ammo: special battery pack

with the Khmer is up to them. There are nine capable guerillas in the village, plus two walking wounded. A couple of the Khmer will remain with the captive villagers in the main square until the battle becomes desperate—at the first chance they get, several of the villagers will grasp what weapons they can find and turn their own wrath on the Khmer.

The Khmer waiting below the Southern Bridge (at point “A” on the map) also expect no trouble. Depending on the timing of the operatives’ arrival, some of their men may be busy wiring the bridge to blow after the Khmer in town are done—the rest are standing around, waiting for the force in the town and/or the guards from the UN compound to join them. The HEMMT containing all of the explosives is simply parked at the fork in the road. There are twelve Khmer total at the Southern Bridge area.

It will be impossible for the operatives to avoid the intersection in the 2-1/2 ton truck—though a rugged off-road vehicle, it cannot negotiate the surrounding muddy fields in the dark without alerting the Khmer guerillas. The operatives could abandon the truck, but the wounded and blind personnel simply could not make the hike on foot. In short, if the operatives want out of the valley, they’ll have to go through the Khmer.

How the action unfolds at this point is entirely up to the operatives. If there’s a lot of firing near the HEMMT, there is a small chance that the explosives will be ignited. Check this table any time the HEMMT takes fire:

Type of weapon:	Chance of explosives igniting:
Smallarms	5%
Heavier weapons (.50cal or larger)	10%
Grenades or light explosives adjacent to the HEMMT	15%
Grenades or light explosives in the HEMMT’s cargo bed	65%

Obviously, any large explosive immediately adjacent to the truck or in its bed, or any credible incendiary charge planted on the cargo, will automatically set off the explosives. Recognizing the danger, most of the Khmer will move away from the HEMMT at the onset of any firefight.

If the operatives make it beyond this point, they are home free. The remainder of the drive to the rendezvous point will be made in safety. Helicopters will be waiting for them there to airlift the operatives and their charges, and ground forces will arrive to pursue the remaining Khmer in another hour or two. The operatives and any of their charges they brought out with them are safe.

An especially ambitious operative team may want to remove the laser from the equation entirely, rather than fleeing the valley headlong. While difficult, this is possible. The laser team will be virtually impossible to locate visually or by ground search—however, any operatives looking towards the laser through a night vision device when it is fired (at a target other than themselves) may make a Perception roll. With a successful roll, the operative will see a small flash of light from the laser’s firing, visible through night-vision gear but invisible to the naked eye. Operatives might be able to locate the laser through this method, especially if they use a decoy or ploy to encourage the laser to fire.

The ridge has plenty of cover, but the steep grade should make for an difficult climb. If the laser team can be eliminated and the UN liaison is contacted, the government will send in three UH-1 helicopters, which will make short work of the Khmer force in the valley.

THE PLAYERS

Steve Gardner

30 yr. old Caucasian male, 184cm, 80kg, brown hair (crewcut), brown eyes, tan skin

Int	79	Sen	50
Agl	45	Cor	44
Con	50	Str	42
Per	70	App	74
Bra	81	Wil	70
Perception	58		
Base Speed	14		
Dam. Rating	5		
Mass Factor	1.0		
Aim	48	53	
Autofire	10	63	
Longarm	24	77	
Smallarm	10	63	
Armed H-to-H	27	32	
Swing	13	45	
Thrust	10	42	
Electrics	58	63	
Electronics	26	89	
Unarmed H-to-H	47	52	
Medicine	28	34	
Em. Med	14	48	
Military Science	45	53	
Hardware	22	75	
Perception	38	—	

An ex-Marine demolitions specialist, Steven Gardner has put his extensive knowledge of explosives to great use in civilian life, starting his own “explosive troubleshooting” company. His contract with the UN has gone very well, until now. Personally, Gardner is a loud friendly type, always ready with a wisecrack or a practical joke. He is also an incorrigible flirt, and will likely be paying courtesy calls on any attractive female operatives in the first couple of days of their tour. Strangely, he has a great degree of success with the opposite sex, although no one can really explain why. Although Gardner may come across as a bit of a buffoon, he knows his business, as his statistics attest. He takes his work in Kaoh Nek very seriously. He has the utmost concern for the safety of all of his personnel, Cambodian as well as American, as well as the innocent victims of the Khmer Rouge land mines.

As Gardner will be blinded in the Khmer assault, he will have little opportunity to take part in any actual combat. He will, however, remain as involved as he can in the plans to evacuate the valley, lending both his knowledge of the area and his concern for his employees to the discussion. Gardner knows the valley very well, and just has a lot of common sense.



Forest Overgrowth





Forest Overgrowth

