

FAKE FAKER BLACKEAGLE

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An assignment-rough (lack of details) for combat-experienced operatives. An intelligence-gathering operation in Lebanon, coupled with a simple search and destroy-aspect. Originally written for Millennium's End, but adaptable to any modern day role playing system.

The Assignment

A client calls from Israel. She is a representative of the local army. While their raids across the border, to Lebanon, have been ceased to try a peace process on for a change, their brass does not believe in peace through blindness. The military wants information on the enemy's moves. Since their special operations divisions are under close scrutiny for the time being, they have decided to hire outside operatives to carry out their needs.

This intelligence gathering is coupled with harassment of the Hizbollah guerrillas' staging areas in order to preoccupy the "terrorists" with resupply.

Complication

The strikes need to be disguised as drug dealers' actions - the Hizbollah and the region's drug traders have long been at each others' throats. The Israeli army leaders believe that misleading clothes, routes and weapons will be sufficient to fool the guerrillas.

Restrictions

In effect, the B/E operatives can't look professional on this gig. They can't carry their favourite weapons, unless they happen to be local assault rifles. They must travel by foot and rusty range rovers. Of course, using the same routes that the drug dealers use puts the operatives at risk of running into the genuine drug traffickers.

Basics

The operatives' base is likely Rome. Their supervisor will pick the most experienced cell in his reach for the job - the operation smells of danger. Getting caught would have dire consequences, as would getting wounded in the desert mountains between Israel and Lebanon. Recovery of imprisoned or missing operatives would be much more difficult than is usual for B/E operations.

Time and Preparation

The operation is estimated to last eight days: three on travel (there and back), two on scouting out the staging areas, two on spying on the guerrillas and one on striking at the staging areas.

The Israeli military intelligence provides the cell with maps on the drug dealers' routes - the routes should be empty for the coming two weeks, if their former

intelligence is still solid. As it proves out, the intel types don't know enough - more on that later.

Any equipment the operatives require will be supplied by the Israeli army, since the PCs have no chance whatsoever of bringing their own paramilitary equipment to the country. The army will assign them nothing that would compromise the drug dealer-front the operatives are supposed to be going with. Weapons assigned would be an assault rifle and a pistol per operative, plus portable rockets and explosives. The operatives also get two well-equipped, but banged-up range rovers to ease make travel with. They get full camping equipment, binoculars and advanced scopes for the rifles. All of these are used and dirty.

The Real Deal

The Israeli army's intentions are as stands, except that they hope that the cell's strikes will in effect incapacitate the region's guerrilla activity, instead of hampering them a little. There aren't that many guerrilla outfits in the area, and blowing away their bases will sanitize the area for quite some time. However, two of the Israeli officers involved in this secret operation are working with the drug dealers. They hope to secure the area for risk-free drug trafficking.

The Execution

The operatives wouldn't ever know about this background detail if it wasn't for a squad of Israeli soldiers, officially on leave, who are helping out the drug dealers. They will bump into the B/E cell and mistake them for their friends, the drug dealers. Supposedly resembling bandits or drug dealers, the PCs will be at least baffled by the soldiers' friendly behaviour. When the soldiers find out that the PCs aren't drug dealers, they will attack. The cell has no way of contacting the operational command at the Israeli army - they'll get to sort this thing out only if they get back.

Supposing that the PCs can get through the encounter with the criminal soldiers, they can proceed to spying on the guerrilla camps. A little careful observation reveals that both camps are empty. They've been used in, say, the past week, but evacuated recently. Judging from car wrecks dragged onto the site and tents still up and assembled, it looks as if the Hizbollah wanted the camps to look like they were in active use. Maybe they are diverting attention away from their real camps. Maybe they knew what was coming. Maybe they've just left. The last option is revealed unsound when a team of Hizbollah scouts, left behind the watch over the camps, ambushes the cell (unless they're being really careful). If any of the scouts manages to escape - and one will hang back to make a run for it, should the intruders appear victorious - he will alert his comrades, who will arrange for a helicopter to come looking for the spying PCs.

The PCs can still blow up the fake camps, if they want to. They could also try to find out if the guerrillas have alternative staging areas hidden somewhere in the region. A search through the mountain range and the surrounding

badlands leads the PCs to meet another team of criminal Israeli soldiers. These, too, are not aware of the PCs' role, and will likely mistake them for their buddies.

The real staging area - there's only one - is well-guarded, although haphazardly set up. Many small guerrilla teams enter and leave the area day and night. They come to the camp for a peaceful night's sleep and supplies. If the PCs come to think of it, they could reap a substantial bonus by sneaking into the camp and stealing all the maps, notes and folders lying around in the command tent. There is a lot of information available on the local guerrillas' set-ups, plans, timetables and numbers. Blowing up the staging area is dangerous, because of several sentries patrolling the perimeter and the large numbers of guerrillas (500+) in the general vicinity.

The Road Back

If the PCs never found or sought for the real staging area, they can return to Israel on an uneventful trip, unless they're not mindful of guerrilla ambushes. If the PCs were spotted by drug dealers or if one of the criminal soldiers escaped, a team of the drug dealing-soldiers will attempt to intercept them before Israel.

If the PCs blew up the real staging area, they will have hell to pay en route to Israel. The many guerrillas searching for the PCs will trigger the Israel army's assistance - expect combat helicopter rescue.

Supposing that the PCs have interesting things to tell about drugs and Israeli soldiers, an investigation will be launched at the accused soldiers. They'll face charges and be convicted to long prison sentences.