

OPERATION: FIREFLASH

by Miguel Federici

**A
TOP
SECRET/S.I.
SCENARIO**

THE SIGMA FILES

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I hope you enjoy the module

Miguel Federici aka Mike
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Administrator Information

This is a short scenario where the characters are special agents of one intelligence organization such as Orion, the CIA, the FBI or the one used by you. They are about to investigate the disappearance of one veteran agent. Their controller or head of operations will brief them on the operation profile and send them out to find some clues.

The Gathering

The controller or head of operation contacts the PCs and instructs them to come to the base headquarters for a mission briefing. He mentions something about an old friend's disappearance. After making their way to the base and passing all security procedures, they are met by the controller at his office. He ushers them inside, greets them and motions for them to take seats.

The room is filled with glowing panels displaying text topics and different world locations, many images seems to be satellite surveillance of hot spots like Colombia, Iraq, Saudi Arabia and many others; one tall guard armed with a pistol stands behind the operator holding one big black briefcase.

Player's Information (Operation Briefing)

"Yesterday we lost contact with Agent Fireflash (*feel free to change this name for an old NPC friend of the agents*), he was on assignment looking for a group of hackers called "Avalon", a few days ago agent Fireflash sent us one encrypted message with only three words on it "seek the Phantom"; we don't have any information regarding this topic, but intelligence estimates that it could be Avalon's leader alias. Fireflash was supposed to make contact with us yesterday at 0800 hours; we unsuccessfully tried to track him down. We know nothing else of Fireflash's whereabouts, you must continue with his investigation; proceed to his home and check the place for clues."

With this the operator stands up and walks to the door, before leaving he says, "This could be useful, good luck agents", then he nods to the guard who advances to the table where he leaves the briefcase and retreats to his standing position.

The briefcase contains one big envelope (inside are Fireflash's files and his home address) and various types of surveillance equipment (bugs, distance hearing equipment, one small video camera, one digital camera and one laptop equipped with the software to operate it all).



Name: Carl Reiss
Code name: Fireflash
Height: 5 ft. 6 in.
Weight: 145 lbs.
Nationality: American
Born: 20 Dec 70, Denver

Fireflash's file indicates that he is a veteran agent with ten years in the organization. He has been a field agent for his entire career and is an expert marksman with some expertise on demolition. During his many years of undercover work he mastered the arts of disguise, concealment and infiltration. When off-duty he usually wears black clothes and soft boots; Fireflash was very proud of his creation, a small ring gadget that when activated exploded like a flash bang within 4 seconds (two turns).

The Supply Bureau (Inventory)

Each PC will be issued the normal stuff (administrators know if gadgets are available or not) and the required individual equipment (explosives aren't available). The PCs are given handguns of their choice (equipped with silencers if required). Extra equipment is left solely to the Administrator.

In addition to this, the agent with the highest driving skill receives the keys to the new organisation vehicle - a modified Volvo S40.



Max Spd 130, Acc 14, Hand +20, Brake 35, Prot -35, # Pass 5, Range 420.

This vehicle is equipped with one minor gadget: there is a button hidden near the accelerator that activates a rear oil spray (vehicles behind the car must roll driving checks or consult the car crash table).

No Place Like Home

The agents are supposed to investigate Fireflash's home in search of clues. In this section the agents will encounter someone ransacking the place, a gang of youths that are

destroying the place looking for evidence of Fireflash's identity.

The thugs are minor members of Avalon's group; they are under the influence of heroine and will shoot the agents at the first opportunity, escaping only when everything seems lost. If any of the gang are captured they will know nothing about the so called "Phantom", in fact, they only know the location of a warehouse where they meet to receive orders and collect money (if interrogated they will spill the warehouse location).

There are a total of five thugs in the building.

Begin Rules Section

STR	REF	INT	WIL	CON	MOV	DEX
35	40	35	35	35	38	38

Skills: Basic Firearms, Basic Melee, Pistol (1)

End Rules Section

Each thug is armed with a Browning High Power 35s (dam 1d6+1, range 20/70/200, ammo 13, load 1c, mods 1).

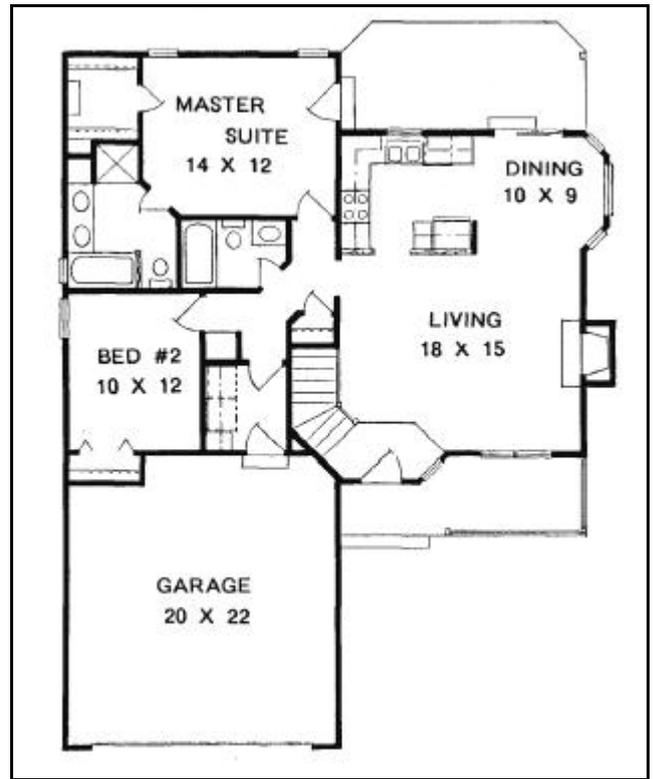
The gang has destroyed all useful information, the computer is beyond repair and the hard drive destroyed, telephone lines were ripped out and the place is filled with broken glass, bottles and burned furniture. In addition, the place smells like hell (urine and something else) and the walls are filled with recently sprayed graffiti. The majority are just the rantings of drug-fueled youngsters, but one in particular stands out "Avalon rules!", together with a 'smiling face' logo. Many bottles of scotch are scattered around the building. If a gunfight takes place the police will arrive 2 minutes later (60 turns).

Fireflash's Home



This place is located in a residential zone; the front door to the house is open, a few windows broken and loud noises coming from inside. The garage door is closed and locked from the inside.

Blueprints



The agents can search the building, there are many hidden places to uncover. Have any agent actively searching make an INT check per room. If they fail they find nothing, however if they succeed they find something. The greater they succeed the more information they find, as per the following list.

Master Suite

Normal Success: Inside the closet behind hidden panel there's one fully equipped disguise kit, one parabellum 9mm fully loaded with two spare clips, one pair of handcuffs and silver tape.

Quarter Success: Inside the wardrobe at the master suite under the bed there's a hidden electronic safe (character's may attempt to open it using lockpicking assuming they have the related skill). There's the photography of a power-boat and a message in the back of the picture reading: Marina Del Sol.

Bathroom

Quarter Success: Hidden in the bathroom the character finds one ring with a big red stone (this is Fireflash's flash bang ring, it will explode two turns later whenever the stone is pressed twice stunning everything within 10 feet radius, roll CON to avoid 1d10 turns of stun).

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Dining/Kitchen

Normal Success: The house keys dropped at the kitchen's corner.

Half Success: Behind the kitchen's freezer there's an envelope labeled "The Phantom lair?", this envelope contains the Warehouse address and one photograph (show the players the warehouse picture).

Living

Normal Success: \$5000 hidden inside the fireplace.

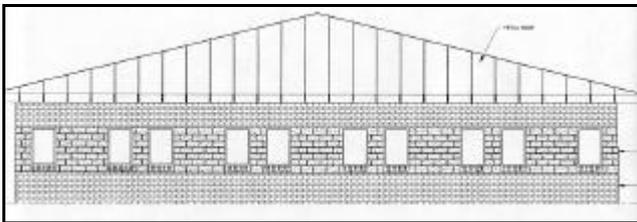
Garage

Normal Success: Shotgun at the garage hidden behind some drums.



At the end of this section, the agents have one or two options; go to search the warehouse (go to the section entitled Old Warehouse) or visit the Marina Del Sol assuming they opened the safe and somehow discover the address (go to the section entitled Marina Del Sol).

Old Warehouse



The windows of the building are all painted black and, although there are three doors, one at each side of the warehouse, all are locked (reduce any lockpick attempt by 20%).

Anyone may try to climb to the roof, but there's no visible entry through it (roll quarter INT checks for the occupants to discover the presence of someone on the roof).

There are 3 guards inside the place and one Doberman (this doggy will bark at the first opportunity that someone misses a Stealth check and then will hide scared!! ☺).

Begin Rules Section

STR	REF	INT	WIL	CON	MOV	DEX
40	55	37	31	51	50	41

Skills: Basic Firearms, Basic Melee, Boxing (2) [Attack/Defend], Submachine Gun (2)

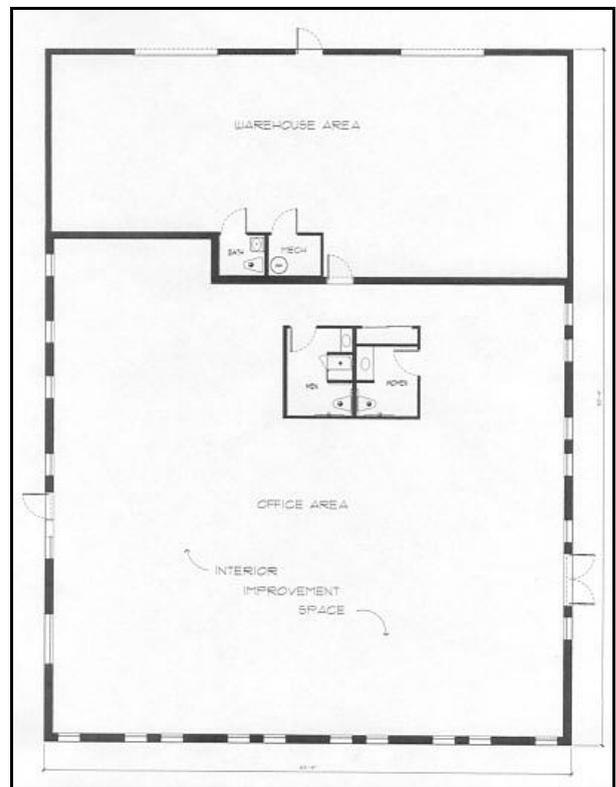
End Rules Section

Each guard is armed with a Uzi 9mm (dam 1d6, range 60/90/270, ammo 40, load 2c) with one spare clip.

The guards are located in the office area of the warehouse, the dog is in the warehouse area but freely wanders between warehouse and office (the connecting door is always open).

There are many cover places among crates (all treated as hard cover because crates contain computer equipment of all kinds). All agents receive 10% bonus to Stealth checks while in the warehouse area but none if in the office area. The guards will discover the agents on a full INT check assuming their Stealth checks fails or on a half INT check if their Stealth succeed. If the team is discovered the guards will sound a silent alarm (they where told that this alarm calls the police but in fact it warns "The Phantom" that something wrong is going on).

Warehouse Blueprints



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If captured and interrogated the guards know nothing of “The Phantom”, they were hired a few days ago after a newspaper advert to guard the place with orders to shoot any trespassers. It should be noted that the cops will arrive within 3 minutes if a gunfight took place.

As before, allow each agent an INT check if they search the building. A failure means they find nothing, but a success means they find something. Again, as before, the greater the success the greater the find.

Normal Success

One computer scrambler within the crates (this is hacker equipment).

A boat magazine (there’s one article circled in red that reads “great discounts at Marina Del Sol”...bring your boat and enjoy our services”). The word Exodus is hand written in the top of the page (this is the name of the power-boat).

Half Success

Hidden under a crate there’s one videocassette that if played it displays the death of agent Fireflash. The place in the picture is very dark but appears to be some big place.

Quarters Success

The agents discover an empty box of matches of “The Phantom of the Opera”.

At this point in the scenario, the agents have one or two options; go to search Marina Del Sol (go to the section entitled Marina Del Sol) or investigate the box of matches (agents can discover that recently there was a theatre called “Majestic” presenting the show “The Phantom of the Opera”, after the first show the place was closed due to a fire that destroyed great part of the building).

Marina Del Sol

The marina is filled with boats, the EXODUS is a power boat docked at the far side of the marina.



There are two occupants inside the boat. They are in charge of controlling the minor members of “Avalon”. They have once or twice met with the Phantom at the theatre “Majestic”, but none of them saw his face, however

they both were startled due to the strange rough voice of the Phantom.

Both NPCs will fight until death and, if captured, they will tell nothing unless severely interrogated (check their WILL scores!). These two NPCs are brothers and always look for

each other’s safety; if the silent alarm at the warehouse was used they are in full alert and expecting trouble.

Otherwise, they will discover that something wrong is happening with a full INT check (if characters blow their Stealth checks), or a half INT if the agents Stealth check was successful. Derek prepared one booby trap inside the boat, anyone searching the boat must roll a full INT check to discover it or suffer the explosion suffering 1d4 locations of 1d6 wounds each. In addition, if the trap is triggered the hull of the ship is breached and water begins to flow in at an extremely fast rate (the boat will sink in 4d10 turns). Anyone who discovers the trap may attempt to deactivate the trap with a full demolition check or a ¼INT check. If the check fails...

KABOOM!

Derek Shaw



Begin Rules Section

STR	REF	INT	WIL	CON	MOV	DEX
50	65	70	75	71	58	68

Sex:	Male
Nationality:	American
Native Language:	English
Code Name:	N/A
Luck Points:	3

Psychological Profile: Cruelty – Total, Sanity – Some, Passion – Some, Loyalty – High, Selfishness – High, Piety – None

Tags: Eye tic

Advantages: Observation

Disadvantages: Dependant (brother), Vindictiveness (if Derek survives the encounter and someone kills his brother add him as a lifetime enemy)

Skills: Basic Firearms, Basic Liberal Arts, Basic Melee, Booby Traps (4), Computer Programming (3), Demolitions (4), Drive – Automobile (3), Drive – Boat (3), Gleaning (2), Knife (2), Photography (1), Pistol (4), Rifle (2), Stealth (2), Submachine Gun (3), Surveillance (1), Swimming (2)

End Rules Section

Equipment: Derek is armed with an Uzi with two spare clips, he has a knife hidden at his left boot and one Browning HP hanging from his side with two spare clips in the holster; besides he has a backup derringer at his right ankle.

Tony Shaw



Begin Rules Section

STR	REF	INT	WIL	CON	MOV	DEX
45	60	65	70	69	55	63

Sex: Male
 Nationality: American
 Native Language: English
 Code Name: N/A
 Luck Points: 2

Psychological Profile: Cruelty – Total, Sanity – Some, Passion – Some, Loyalty – High, Selfishness – High, Piety – None

Tags: Loud laugh

Advantages: Observation

Disadvantages: Dependant (brother)

Skills: Basic Firearms, Basic Melee, Concealment (3), Drive – Automobile (4), Drive – Boat (3), Drive – Motorcycle (3), First Aid (2), Photography (3), Pistol (4), Rifle (2), Social Chameleon, Stealth (3), Submachine Gun (4), Surveillance (2), Swimming (2)

End Rules Section

Equipment: Tony is armed with an Uzi with one spare clip (he will stop at nothing to use the extended burst mode); one Browning HP hangs from his side with two spare clips.

The Exodus

Inside the Exodus there's nothing of interest except a latest generation laptop (agents with Computer Programming can examine the laptop and determine that someone hacked the FBI, the CIA and the local police looking for information about Fireflash). The boat seems very expensive; on a full INT check the agents discover a hidden briefcase containing \$50,000 and one scrap of paper with the inscription "Majestic...Saturday...0800 hours...be there!"

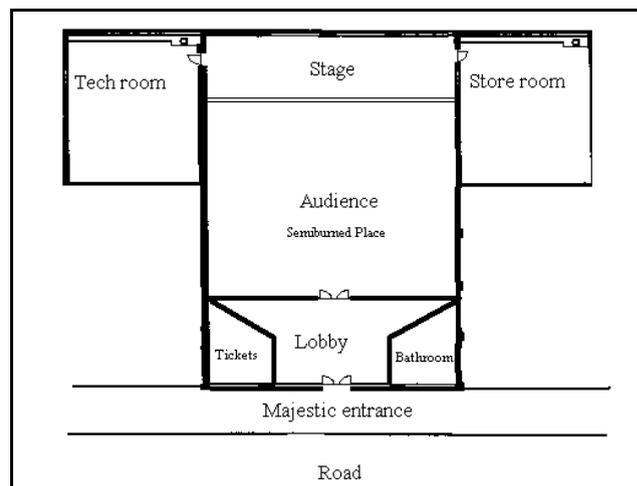
Today is Friday and the police will arrive within 3 minutes if there was a gunfight at the marina.

Majestic

The majestic is a small closed theatre; the Phantom is not here but one important member of the Avalon group is there when the players infiltrate the building, this NPC is usually the primary contact with Derek and Tony but once or twice the two brothers have met the Phantom personally.

This is the last section of this scenario; you can use the Phantom as one idea for another scenario or if you don't want to use this scenario as part of a campaign just assume that the NPC at the theatre is the Phantom. Note though that future scenarios by myself will feature the Phantom as a major enemy.

The Majestic



The front door to the theatre is closed (reduce any lockpicking attempt by 30%); the lobby area seems heavily scorched, and there's no light in the place except for the one filtering from outside.

The ticket cabin was completely ravaged by the fire and the bathrooms are in the same shape, except from several water leaks the place seems deserted.

The audience area is completely filled with destroyed chairs and furniture of all kinds; to the far side of the audience area the agents can see the stage and one red drop curtain, partially burned, hanging of the roof.

There's one thermal camera hanging of the roof, it is well concealed behind the curtain with a hole to see through into the audience area. This camera is linked to a surveillance monitor at the tech room (roll full INT check for the NPC to spot the agents).

If the agents are discovered the NPC will try to ambush them when they cross the stage curtain; he will find cover at the wall/door of the tech room and unleash an extended burst when they show their ugly faces! If the NPC missed the INT check to discover the characters he will be playing chess with the computer at the tech room and will probably be surprised by the interruption of the agents (roll ¼INT check to avoid surprise). When discovered he will attempt to delete the mainframe.

Bruce Meredith (aka "Gandalf the Wizard")



Begin Rules Section

STR	REF	INT	WIL	CON	MOV	DEX
45	35	77	70	58	40	56

Sex: Male
 Nationality: American
 Native Language: English
 Code Name: N/A
 Luck Points: 2

Psychological Profile: Cruelty – Some, Sanity – High, Passion – Total, Loyalty – High, Selfishness – High, Piety – Some

Advantages: Computer aptitude

Disadvantages: Eye impairment (must use glasses), Addiction (computer games)

Skills: Basic Firearms, Computer Programming (4), Computer Technician (4), Electronics (4), Gleaning (4), Pistol (3), Submachine Gun (2), Swimming (0)

End Rules Section

Equipment: Gandalf is armed with a sub-machine gun "MP5KA5" with one spare clip and one fully loaded .357 magnum long barrel.

History: Gandalf was once part of the senior programming staff of Nintendo, he specialized in many different topics but mainly games. Then one day he was fired without explanation. Immediately he was contacted by one member of Avalon and offered the opportunity to join their ranks for the same money as his previous work; he gladly accepted. Shortly after joining Avalon he was tested by older members; he was supposed to infiltrate and hack information from the NASA.

Meant to fail, he succeeded. Avalon directors were impressed and immediately promoted Gandalf. These last two years has seen Gandalf hack and crack his way into many major organizations around the world, committing several major federal crimes; luckily no one has ever tracked him down. Nowadays Gandalf is in charge of all the hacking and cracking assignments of Avalon.

Store room: This area is partially collapsed, the walls are heavily scorched, except for a few rats that freely wonder across the room the place seems empty.

Tech-room: This place is filled with sophisticated computers and electronic equipment of all kinds, the place is clean and very cold, with some hidden refrigerator system. Many keyboards and monitors are at the far side of the room. If Gandalf discovered the infiltration the mainframe will be fully deleted, but, if the agents managed to surprise him the information will still be there; anyone with Computer Programming can navigate through the system (on a successful skill check they discover passwords for FBI, CIA, NASA, ONU and many important organizations; on a ¼skill check the character discovers encrypted information containing the same files on Fireflash that the agents received at the beginning of the mission). There are no topics of Avalon or the Phantom in the computer.

When the agents report this to HQ, a full red alert will be issued to the computer bureau and one infiltration will be discovered.

Happy Ending?

Award the surviving agents one Fame and Fortune for each gunfight they were involved, one more for surviving the mission and one extra for successfully disabling the tech-room of "Avalon". Award one Fame and Fortune for those agents who's performance in the mission wad beyond the call of duty (feel free to award them more if they deserve it or less if they don't).