

OPERATION: FOXTROT

by Miguel Federici

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

THE SIGMA FILES

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All inquires about the Sigma Files should be sent to: kuleff@hotmail.com

I hope you enjoy the module

Miguel Federici aka Mike
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Administrator Information

This is a short scenario, it is somehow linked to the previous scenario called "Fireflash" but in fact, it can be fully played without it.

The characters are special agents of one intelligence organization such as Orion, the CIA, the FBI, Mossad or the one used by you. They are about to go on a wild hunt for some stolen files. Their controller or head of operations will brief them on the operation profile and send them out quickly to recover the information and fix all possible leaks.

The Gathering

The characters are at the main base, possibly sharpening their skills, taking the monthly psychological test or writing late reports; when unexpectedly some hidden intercom speaks their codenames and summons them to operations where the controller is waiting at the door. He ushers them quickly inside and, without saying a word, turns his head to the right where there is a black panel displaying a red flashing message; it reads "Warning...mainframe security compromised".

The room is filled with all kind of sophisticated computers, several digital world maps rest on the walls with many locations marked with blue circles, there's constant noise coming from the computers.

Player's Information (Operation Briefing)

The controller seems worried and rushed, he immediately turns to face the players and says "A few minutes ago our tech-team discovered some unauthorized entry to the primary mainframe, they rejected the hackers, but sadly during that short time some information was cracked; our staff was able to triangulate the source", then the controller hands the closest player a scrap of paper and says "go at once to this address and see what you can find; if hostiles are encountered apprehend them for interrogation...go now". If someone starts asking questions the controller will look annoyed and waving his hand he yells, "Later!"

When the players are moving to the exit they are intercepted by a young beautiful woman dressed with a black outfit, she

stops in front one of the characters, hands him an envelope and says "The car is waiting at the door. Good luck!" The envelope contains FBI IDs.

When they reach the front door, they see the usual agency car with the engine running.

The car is equipped with hidden compartments containing different kind of handguns and silencers. Extra equipment is left solely to the Administrator.

This is a modified Volvo S40. In fact, it has been further modified since the last time the players used one. This version has a V8 engine, polarized glass, police band radio and hidden compartments for all the unusual gear the team might carry. It is also fitted with dual airbags for the driver and front passenger. Additionally, the front of the car is hardened withstanding more damage (engine and cooling system withstands 3 more damage boxes).

The S40 is equipped with one minor gadget: There's a bottom hidden near the Accelerator that activates a rear oil spray (vehicles behind the car must roll 1/4 driving checks or consult the car crash table).



Max Spd 146, Acc 16, Hand +20, Brake 40, Prot -35, # Pass 5, Range 420.

Can't Be That Easy!

The agents are supposed to go immediately to the provided address; the place is located within the commercial area of the city that is always heavily crowded.

The assigned address is one old motel called "Old Faithful" near the road; a few cars are staying at the motel-parking place.

Tell one of the characters that he sees at the end of the street a grey Land Rover with blackened windows; to the left of the Rover is a body lying on the floor. Suddenly the Rover accelerates away.



At this point, the characters have several options; chase the car, investigate the fallen body, check the motel or try to follow the land rover without being detected.

Dead body: The cop is straight dead, blood surrounding him to both sides; he was shot at point blank range when asking for the drivers license of the rover. He is armed with a .45 colt pistol, two spare clips, one set of handcuffs at his back and his badge.

“Old Faithful” motel: The receptionist can tell the players that a young blond beautiful lady and her boyfriend rented room 42 for the night; if they ask to search the place the receptionist denies access; at this point characters can fake their identities, bribe the receptionist (with \$20 or more), use persuasion or simply rent the room.

Room 42: The motel room is empty, it seems that no one used the beds recently. There’s one big table in the middle of the room. The place is in fact clean and empty; characters can search the place for fingerprints (and will acquire the fingerprints of Ivana and Gregor).

Shadowing the Land Rover: The driver can use the skill shadowing to follow the Land Rover without being detected; when they start following the Rover, make the driver roll a full shadowing skill (quarter if he don’t have the skill), on a successful check the driver of the Rover must roll ½INT check to detect the players (if this happens go to number four “car chase”); if the shadowing fails or if the character don’t have the skill allow the thugs to roll a full INT check to detect the players. If the characters remain undetected the Rover enters one public garage just a few minutes later, (tickets cost \$4 per hour) and both occupants descend (go to the section entitled Parking Place).

Car chase: If the agents chase the car or if they are discovered, the Land Rover will accelerate trying to loose the characters, the thugs will shoot them only if attacked. At this point, you can use the chase flow chart of the Administrator Screen or create a chase chart of your own.

Use the following events for shaded circles if you are using the Administrator Screen chase flow chart:

1	Young kid unexpectedly runs in front of the car (roll driving check at -25% to avoid him)
2	Red light (roll driving check at -15% to avoid other cars)
3	A car suddenly stops in front the car (roll driving check to swerve it at -10%)
4	Cops start following the car, they will attack only if attacked, otherwise they try to stop the vehicle or just follow them until reinforcements arrive
5	90 degrees turn (roll driving check subtracting the difference with the safe speed 25 mph; example: if they are driving at 90 mph the driving check is the following $90\% - 25\% = -65\%$)
6	Oil over road (roll driving check at -30%).

Minor thugs (2): Michael Dow and Leonard Shat were hired to protect the hackers, they spent the night guarding room 42 but sadly when they were supposed to leave the cop appeared

and Michael killed him; the Land Rover was stolen two days ago.

If the characters investigate these two characters they discover that both NPCs have several charges such as robbery, possession of drugs, drug dealing, extortion and many others; inside the vehicle there is one brown envelope with \$5000 inside (roll once INT checks for character’s searching the vehicle, if someone scores ¼ INT check the character discovers one sticker that reads “Cyber café, Nolava”). If Michael or Leonard is captured alive and successfully interrogated they will know nothing about the occupants of room 42, they were hired as bodyguards and supposed to wait today inside the parking place of the Cisco tower to collect the rest of the job money (\$10000 half in advance), no specific hour was arranged for the meeting.

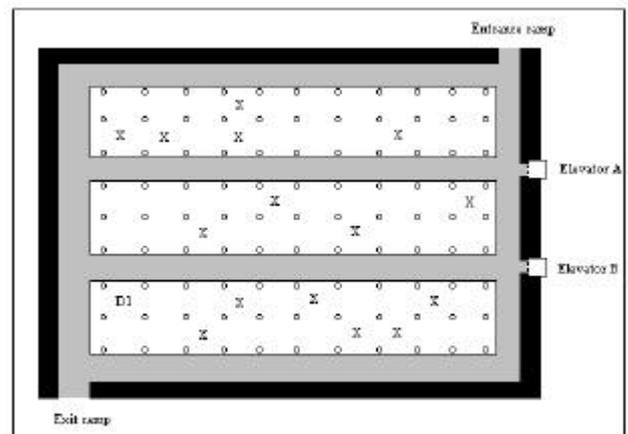
Begin Rules Section						
STR	REF	INT	WIL	CON	MOV	DEX
35	40	40	30	38	38	40
Skills: Basic Firearms, Basic Melee, Drive – Automobile (3), Pistol (3)						
End Rules Section						

There are both armed with 9mm Browning HPs with a spare clip each.

Parking Place

The garage: This is a commercial building with one public parking place inside, only one entry and one exit with two access doors connecting the building and the parking place with elevators, the place is filled with supporting columns and many different vehicles all around the garage, the Land Rover parked at place D1; Michael and Leonard are standing outside the car, they seem to be waiting for someone or something; both of them remain silent and alert.

Other places occupied with cars are marked with crosses on the garage map.



At this point the character's have several options.

They can engage the group; if they try to approach them using Stealth roll $\frac{1}{2}$ INT checks for Michael and Leonard, if the Stealth fails roll a full INT check, if they are discovered the NPCs will fast-draw their weapons, take cover and attack the approaching character or characters.

They can wait until something shows up; if this is the case, tell them that many hours pass and suddenly one blonde female character walk toward the Rover from the elevators. The NPC is dressed with a sport jacket and common trousers; she is carrying one small envelope in his left hand. This stranger hands the envelope to Leonard, nods them and walks away to the exit. At this point, the characters can engage the group, follow the stranger or split forces and follow the Rover and the stranger.

The lady walks out of the building and heads toward the subway; Michael and Leonard will exit the building using the Rover but they leave it a few blocks away. Michael climbs aboard one bus and Leonard grabs a taxi (let players engage them, follow them or whatever they want; these two NPCs are no longer important to this module).

If the agents engage the thugs, a group of two security guards will try to apprehend them (use generic guards with stats of 40 and pistol skill level 1). These two guards immediately take cover within the cars and gave the usual cop yell "freeze!" Both guards are armed with 9mm weapons, handcuffs and backup guns at their ankles; if wounded they take full cover and wait for reinforcements.

Remember that if the characters kill any of the two guards, the organization will be very annoyed!

Ivana Samith (aka "the Symbus")



History: Ivana was once a cop but a wayward bullet from other officer wounded her larynges rendering her mute. The department of police retired her from active service and offered her a desk job, she refused and resigned immediately. For a brief time she attempted to work as a freelance investigator but no one hired a mute detective; Ivana started to drink to heal her wounds. Then one day when surfing through the Internet she was contacted by someone using the nickname "The Phantom", she was offered an easy job that she gladly accepted. Actually, Ivana is in charge of handling and paying the non-permanent personnel such as Michael and Leonard for one big hackers/crackers group called "Avalon", inside this group she is known as "the Symbus".

Ivana obtains job information by accessing the Avalon mainframe with a magnetic card at the Cyber café called "Nolava". She is briefed on his mission and a sum of money deposited on her personal account to achieve the mission. She is completely loyal to this group, in fact, she has little knowledge about Avalon, and she is always contacted through the Internet at the cyber café and has never seen any other members.

Begin Rules Section						
STR	REF	INT	WIL	CON	MOV	DEX
48	58	67	70	58	53	63
Sex:						Female
Nationality:						American
Native Language:						Sign Language
Code Name:						N/A
Luck Points:						3
Psychological Profile: Cruelty – Some, Sanity – Some, Passion – Some, Loyalty – High, Selfishness – Some, Piety – Low						
Tags: Passive attitude						
Advantages: Toughness (2), Acute Hearing, Observation						
Disadvantages: Mute, Addiction (Alcohol)						
Skills: Basic Firearms, Computer Programming (0), Computer Technician (0), Electronics (0), Gleaning (0), Lip Reading (5), Pistol (3), Sign Language (4), Stealth (2), Submachine Gun (2), Swimming (0)						
End Rules Section						

Equipment: Symbus is armed with a 9mm pistol with two spare clips, one cellular phone, one magnetic card that only reads "Nolava" on it, a wallet with \$300 dollars and her home address, one envelope containing \$5000 hundred dollars to pay Michael and Leonard and one small "petaca" (little bottle of whiskey).

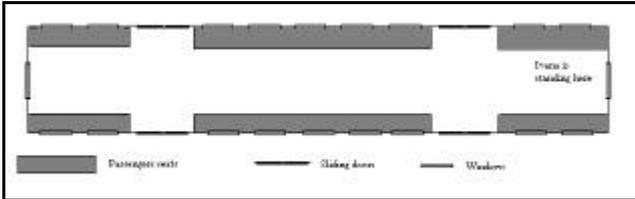
Subway

If the characters attempt to follow Ivana without being detected, she will head to the nearest subway and buy there a ticket. When she climbs aboard roll for her a full INT check with 10% bonus ($\frac{1}{2}$ INT check if the character used shadowing successfully).

If she discovers the shadower, she will wait for a few stations to pass and, without any warning, she will grab another passenger from behind, draw her weapon and open fire at the characters. If any agent approaches her before this she opens fire (roll $\frac{1}{2}$ INT checks for the agents to spot Ivana drawing her weapon, otherwise remember to roll surprise for the agents at $\frac{1}{2}$ INT).

Note: Ivana is covered behind other passengers, treat this as $\frac{1}{4}$ cover with the following exception, all shots that miss hit a passenger if more than the $\frac{1}{4}$ skill is scored but less than the shooting skill level).

Subway Wagon Sketch



Two events happen during the firefight:

One female passenger draws a .45 automatic pistol and randomly starts attacking the armed contingents and possibly other passengers (this is just a normal armed citizen with a 0 level pistol skill of 35% and a compulsion to use rapid fire against anything that moves, this passenger is worried a little too much for her safety and stops at nothing to use her gun).

Sometime during the firefight the subway stops abruptly (standing characters must roll REF checks or bite the dust for 1 or 2 bruise to random locations); when the subway stops Ivanna will attempt to jump through an open window and run like hell to the nearest station. There is still 600 feet to the closest station with many places to take cover among the subway walls so enjoy the underground chase.

Note: apply -10% modifier to all actions due to poor illumination and what about a subway coming from the other side of the tunnel?

If Ivanna doesn't discover the agents, she descends from the subway a few stations later and walks a few blocks. Suddenly she stops, looks around and cross the street walking toward one cyber café, above the only entrance door a sign reads "Nolava".

Nolava

This is a small cyber café, actually there are few clients using the place, Ivanna enters and occupies one computer at the end of the bar. She slides her card in a slot and contacts Avalon to provide the mission status; anyone approaching the terminal at this moment is spotted and Ivanna disconnects immediately. Nolava is sponsored by Avalon but there are no actual links to the group, the owner has no connection with them except for the economic help they provide. Any member of Avalon may communicate with other members of the group providing they know the correct surname and have one ID card.

Ivanna stays 15 minutes inside the building and then she leaves the place, grabs a taxi and heads to her home.

The agents cannot hack the terminal without the proper ID card (reduce the Computer Programming of any member of the group by 85% without the proper ID, with the ID card roll a full computer check).

If someone successfully hacks Avalon mainframe they are granted access to one page displaying a strange horned white skull (this is Avalon's logo), immediately the infiltration is detected and their terminal shut off with the fading image of a phantom (no information is obtained except the logo of Avalon).

Home Sweet Home

Ivanna lives here; the house is protected with a standard security system GI-2300 (burglar alarm on windows and doors connected to the local police, anyone with a VANT check locates the system and may try to disconnect it using Security System at -35%, a Lockpicking skill check at -30% is required to infiltrate the house). There's a garden at the back of the house with one small swimming pool and many flowers all around the place.



The residence is located in one of the best districts of the city; any sign of disturbance is soon reported and the police arrive fast (one minute tops). If Ivanna is surprised here she will fight till death trying to avoid capture, she is reading in the dining room but immediately she heads upstairs to her bedroom where she grabs a submachine gun.



Inside the main room, there's a hidden electronic safe (character's may attempt to open it using lock picking assuming they have the related skill or attempt to safe crack it). Inside there is a picture of Ivana and other men at a hunting house in the woods. The man is called Gregor Inadiroff, he is the lover of Ivana and when investigated the files indicate that he died some 4 years ago; actually Gregor is not dead, he was one of the hackers at room 42 with Ivana. Gregor is nowhere to be found.

The only other interesting thing inside this house is Ivana's computer. Anyone with the Computer Programming skill can attempt to hack inside it.

Full check success

Bank account number with \$50000 and several computer games.

Half check success

There's one encrypted message with two names on it "Michael and Leonard...\$10000".

Quarter check success

One 2 gigabytes encrypted message (this is going to be the link for the next story, if the agents find this tell them at the end of the mission that the tech team of the organization is working trying to decode it; otherwise the information is obtained by other agents when they clean the house after the operation).

Happy Ending?

At this point, the agents are probably puzzled about the so-called Avalon; tell them that the organization is investigating this group.

Award the surviving characters one Fame and Fortune for each gunfight they were involved, one more for surviving the mission and one extra if they recovered the encrypted message. Award one Fame and Fortune for those characters's that performed in the mission beyond the line of duty (feel free to award them more if they deserve it or less if they don't).