

## The Missile Mission Notes

The Missile Mission takes place in 1980. The Viet Nam War ended just a few years ago, in 1975, with a Communist victory. The Military Draft ended in 1976. This is in the middle of the Cold War. Common American people are used to thinking of Asians as “gooks”, “Commies” and “the enemy”.

This puts the Chinese Agents at a disadvantage. Anybody seeing a group of Asians is very likely going to call the police, especially if they have weapons. Extra care must be taken to appear harmless.

If the City Police become involved, they will behave in a professional manner and be very alert. They know that Dynamics Engineering is a Defense Contractor. Once it is established that the incident at Dynamics Engineering is not a false alarm, they will call for back-up.

**Officer Pete Lewis** is a Viet Nam Veteran and does not like Asians. If he sees two or more of the Chinese Team together or any weapons, he will assume that “Commies are raiding Dynamics Engineering” and call for the SWAT Team. If police dispatch sends the SWAT Team, the FBI will also be notified.

The situation can very easily get out of hand. It is up to the Administrator to create all of these extra characters (SWAT Team, FBI), if he needs them.

It is important that each team of agents believes that they are the only ones on this mission. They must have no knowledge of the enemy agent team, until they are encountered on site.

This is a “crash” mission. Novice agents are being used because they are the only ones available. Time and equipment are very limited. Each agent team has one car to get them to Dynamics Engineering. Each individual agent has only the equipment listed on his character sheet. No other equipment is available.

Notice that both teams of agents have one or more sleep gas capsules. They do not have gas masks. This means that if they are not careful they can be effected by the gas too.

Also notice that one agent on each team is carrying a full automatic weapon. This is a potential recipe for disaster. The agents are under intense pressure to get the missile plans. Even though this is in the middle of the Cold War, a shootout is too high profile. Innocent bodies have to be explained, even dogs. Enemy agent bodies are another matter. Somebody else has to explain them.

Letting the agents use **Knowledge (Animal Behavior) Skill** to deal with the Guard Dogs is in the spirit of Top Secret and not normal skill usage in Savage Worlds. This was done to give the agents a chance to deal with the Guard Dogs quietly and without killing them. The Administrator may ignore it. Without it the mission will be much harder.

Good Luck.