

C I R C L E
O F T W E L V E

A Millenniums End Organisation/Scenario.

Original idea by The Alchemist,
Hacked by Crowley.

The Circle : Synopsis

This document was inspired by a SLA adventure run by the Alchemist a year or so back, which has been rewritten, with a new background to fit into the ME universe.

The Circle is a rather more sinister organisation than most operatives are used to encountering, with links ranging from military organisations all over the world, to criminal and terrorist groups. The exact organisation and purpose of the Circle is one that the operatives are not intended to know with any certainty. However, the organisation itself may well present an effective force in a campaign.

The Circle is an organisation with a history going back almost a decade now, its main base is a small island in the Pacific, owned by a consortium of offshore finance holders from Europe and the US. Most of these figures do not know the purpose to which the island is put, but at least 6 of the 12 strong consortium do, and use their companies as fronts to some of the larger criminal groups in the world, and at least 3 medium sized governments. The circle has many interests, but their main leisure activity is their island, which they use as a training ground for operatives, terrorists, criminals, spies, and special forces. Occasionally, it may also be used as a killing ground between factions, the financiers of the "event" having the upper hand.

The circle is primarily a business consortium, but the island itself is mostly an entertainment for a group of men in the twilight of their years who have, in the past, been used to ordering deaths, purges, assassinations, kidnappings, and full scale military operations. A few of these select 12 will be described later.

The Island.

The Island is about 4 miles in length, running North West, to South East, about two and a half miles wide, from a mile out, or from the air, it appears as an uninhabited, fairly rocky island, volcanic in nature, with a primary peak to the South East end, which appears to be a relatively barren sector of the island, the opposite point is very heavy foliage, jungle type terrain, with hidden inlets to the sea, a few areas of more sparse cover exist towards the middle, generally fading out towards the peak. To outward observers, this may appear slightly unusual. Most of the island is visible from the main peak, except for most of the far end, this suits the consortium, who reside quite close to the peak, and who observe events from an observatory built two thirds of the way up. As this is the main residence, it is heavily guarded, in an area of the island with the least cover, however, there is a camouflaged helicopter pad accompanying the mansion, which has been built into the ground so it can be hidden from the air and the sea by the lie of the land and the surrounding trees.

The Mansion.

The security for the mansion is fairly heavy, mostly automated, except for the armed patrols, there are only three people required to man the security system. There is a small force of about 15 highly trained security staff that double as trainees on the islands "track",

and as opponents to other “visitors”. There is another 20 assorted domestic staff based in the mansion itself, to cater for the consortium and it’s guests.

The mansion has only two floors above ground, with a large domed glass observatory on the roof, these floors hold the main guest quarters, a main boardroom, and the “Games Room” which can be (and often is) used to monitor the whole island via an extensive radio network of CCTVs. Below ground, there is a further two floors housing the domestic staff, security, the kitchens, laundry, armoury, and barracks for a further 20 security staff..

The mansion is very heavily built, heavy security blinds can be brought down over all windows and doors, making the building virtually immune to storm or hurricane damage, and ensuring that everyone moving inside the outer ring of rooms is protected to a certain extent from heavy weapons fire, including mortars and RPGs, by the structure of the building. The mansion is equipped with 8 equally spaced automated turrets, which can be set to open fire on any moving target within range. The fire arcs of these weapons all overlap giving 100% coverage. These turrets operate by Thermal signatures, and fire upon anything moving into and remaining within a 40 meter range for longer than 4 seconds.

Support.

There is a garage for 5 **HMMWVs**, and 2 **Land Rover Defenders**, maintained by a mechanic, and a heli-pad with a low profile hangar for a **Sikorsky S-76B**, a **Bell Jetranger** and a **Sikorsky Blackhawk**. The S-76B is in regular use acting as a shuttle for the consortium to and from the island, and with its armaments (visible) removed, the Blackhawk is the supply chopper. The Jetranger is most suited for travelling around the island, and has several weapon mounts. These aircraft are also supported by a skilled mechanic. If air travel is prohibited by weather conditions, there is a small marina, with a large camouflaged dock built into the rock of an inlet to the South East end of the island. It has just enough space to fit a **Halter Pegasus MkIV**, and a full size (49m) **Codesca 49** luxury yacht side by side. The dock is built as a bunker into the rock, and has heavy duty dry docking doors which can actually seal the dock against bad weather, and allow the dock to be drained. There are also 2 jetskis, and 2 short range inflatables. All these vehicles have mounts for a range of heavy machine guns, kept respectively within the hangar, and the marina complex.

The general idea of the island is to be unobtrusive, and very, very private. The island is registered as being owned by an offshore bank, unauthorised landings are strictly prohibited, and the airspace is also restricted.

All in all, the ultimate playboys island,

at least if that playboy has lots of heavily armed enemies, and enjoys smuggling.....

The Action.

The Island has a small barracks in a clearing to the north, with a small landing dock nearby. The barracks is designed for up to 50 people, with two dormitories for 25 people each. A basic kitchen is built onto the end of the building, with a large operations room at the opposite end. Outside is a fairly demanding assault course, with razor wire and other hazardous obstacles, definitely not for amateurs. There is a two storey mock up building for urban operations training, and a workshop with electrical and mechanical engineering training equipment. Included in the workshops is full rappelling gear, and basic survival packs. A small armoury and 50 metre range complement the barracks to give an all round training camp.

The only entrance to the camp is a track from the landing dock, and the only permitted approach to this is by water, using a course well away from the South East corner. This is the basic training area used for standard training initiatives, all above board, and organised for the benefit of the trainees. With personnel supplied by the consortium, a standard high level training course can last up to a month, with training to the standard of many special forces officers, specialisations are also catered for. Mission specific training can also be given at short notice for specific objectives.

This is the *above* board training. Every so often, the island may be used as an offensive weapon, by one of the consortium's previous clients. The consortium's services are known to a select, but highly active few in the intelligence industry, including Blackeagle. Any information about the background to the island is not spread around, just that fact that its facilities exist. If the target can be lured onto the island, the consortium can supply very qualified personnel to eliminate them quietly, remotely, and well away from any jurisdiction.

If the consortium is bored for any reason, the action may very well be stretched out to provide some fun and entertainment, the game may be run for several days in extreme circumstances, the geography of the island is complex enough to confuse all but the most experienced trackers. In addition to this, high intensity flares, concealed, high output speakers, and any combination of flash bang grenades, smoke, and other sensory overload/confusion techniques can be used, softening up the target.

In certain circumstances, such as the subject team surviving after so long a period of time, they may be given the opportunity to leave the island. "Winning" in this way is not entirely unheard of, but the team will be highly qualified, and extremely closely knit, with very good problem solving and tactical skills.

The Opposition, supplied by The Circle, are privately trained operatives, usually veterans of one of the branches of the military, from various countries and continents, this mix of multi-racial and multi-skilled personnel makes for an effective force, language barriers, and some racial differences aside. All are trained to a high standard, but usually, about half will be in the middle of their training, combat experience in the game being counted towards their promotion, and employment. The 50 percent personnel turnover is due to re-deployment, or re-employment of staff with different duties, retirement, and combat losses. Staff with combat experience on the island are greatly valued and sought after by security companies (plot hook : character could be veteran of the island).

Game ideas :

There is no way a cell could make a frontal assault on the island, a covert op, made with extreme precision might do it, but otherwise, the island is either a test for the cell, or they've been brought in by one of the Circle on another matter, and they're being privileged to see the facilities, and maybe even use them ? Being given the use of the toys on the island for whatever purpose is probably only for a high powered game, a James Bond style game with Megalomaniacs, world destruction plots etc. Another option would be to have the cell as a third player becoming piggy in the middle on the island. On the other hand, a global conspiracy, run from the island, with a world domination plan in mind could have the PCs going in on the aforesaid James Bond mission after all.

Just an idea for a location, with lots of toys and potential for a good shootout, or a major test of the Cell's abilities.