



The Valderon Alternative (Part Two)

A scenario for Millennium's End and other modern RPGs

Note for Referees

This scenario is intended for a cell of between two and four characters that have a particular speciality in conducting surveillance operations.

*Part One of this scenario contains the full background story in **The Real Scoop** and can be found on the **Mission Priorities** web page. This second episode is intended to be set several months after the first, but with the same group of characters. It may however also be run as an independent adventure in its own right.*

The Assignment

The client is a man called Esteban Arroyo, claiming to be a representative of the legitimate Colombian Government. A lunchtime meeting has been arranged at a restaurant in the business district of Caracas, Venezuela in two days time. Reservations have already been made on a flight from Miami and at a nearby hotel for the cell members.

Instructions for the rendezvous have been agreed, and an identifying photograph of Arroyo has been faxed to the Miami office. The characters are to use an authentication code phrase to casually slip into the conversation (a simple code whereby the numbers mentioned in the opening phrases must add up to a required number (in this case, 14) to confirm authenticity).

Arroyo enters the restaurant two minutes before the agreed time, wearing a smart suit and carrying an attaché case. He is around 5' 10" tall (175 cm), approximately forty years old and in pretty good physical shape. He is accompanied by another, younger man, who has the guarded and watchful air of a bodyguard. The second man takes a seat at the bar where he can see the entire restaurant.

However, if the characters wish to proceed with the contact, the rendezvous will be made, and Arroyo will confirm the code phrase. He speaks in excellent (if accented) English.

After ordering drinks, Arroyo passes an A4 size envelope across the table to the characters. It contains satellite imagery of what appears to be a jungle location, close to a river. By the looks of it, some development has been going on recently and it looks like a large building site. The imagery is quite obviously provided by an American satellite.

"This is a location approximately 100 km south south east of Acandí in north western Colombia, not far from the Panamanian border," says Arroyo. "We've been paying attention to this particular area for a while and it appears that there is some kind of building work going on here. We have photographs from satellites of trucks delivering what appear to be building materials on a number of occasions, and not small volumes either. There has also been some heavy machinery, such as bulldozers and diggers. Whatever, they're almost certainly civilian vehicles and probably civilians also doing the work: we have seen little of FARC forces in this area."



"Saying it simply, we don't have any, how do you say, 'assets' on the ground. We don't know what's going on at this site and we want you to find out for us. This is wild country, close to the Panamanian border. The best way of doing this is to gather the intelligence first hand, and I have been advised that you are experts in this field. We want a detailed reconnaissance made of the site, finding out what exactly is being built there. Take whatever imagery and information that you consider necessary to evidence this."

"As I said, we have been watching this location for some time already. We don't know how much longer construction is going to take place there, so it is better if you conduct the operation as soon as possible rather than later. We want to know what is going on there before it happens, not once it is has started."

Payment and Contract

The following terms are offered by the client for the contract:

- For ascertaining the purpose of the building at the site the client will pay \$10,000 plus the costs of appropriate evidential supporting imagery;
- The client will reimburse 'reasonable' travel and equipment shipping costs;
- Receipted subsistence costs will be paid up to \$100 per operative, per day;
- The client wishes to retain a 'Right to Extend' the original contract with BlackEagle corporately if required, and is happy to agree that the cell has first refusal at any extended assignment. Extension is at the contract rates.

As in Part 1, the exact meaning of 'reasonable' travel and shipping expenses will be for the GM to determine.

The Real Scoop

Arroyo is ostensibly what he claims to be; he is actually a Major in the Colombian military intelligence corps, with extensive contacts within the US Drug Enforcement Administration (DEA). His main role has been in identifying new Cartel drug processing plant sites.

A key part of Arroyo's role is about sifting through intelligence on potential processing plant sites to distinguish the real ones from those that have another purpose. Many of those suspected are in fact legitimate sites being commercially developed for activities such as cattle ranching or farming. Given the undeveloped nature of most of Colombia and the general lack of law enforcement within rural areas under the control of FARC / the Cartel, such activity is not uncommon. Even if there were people available to enforce it, there is little in the way of planning legislation to prevent a landowner developing their own land however they wish.

The site in question is on the *Atrato* River in north-western Colombia. This is one of the favoured routes for drug trafficking to the Caribbean coast (and therefore access to the majority of the American market).

Arroyo has been studying the imagery of this particular site for around three months now, since the forest clearance began. Until this point he had given only passing attention to it; it was among a number of other potential sites that he has been watching. A development of this nature is also out of character for FARC and it was far more likely to be a local business.

In the last couple of weeks he has started to pay particular attention to the site. What he has found particularly interesting is that

- It is deep within FARC-held territory – usually a good starting point for a site;
- The area is probably unsuitable for growing coca plants (too low and too coastal) and it is unusual to find a processing plant so far from a growth area (why transport all that weight in unprocessed bio-mass that will just become waste?);



- It has good accessibility through the *Atrato* river, although access from land is limited at present;
- There are large numbers of vehicles delivering what appear to be building materials. The extent of development makes it unlikely for it to be a farming or ranching site;
- There also appears to be a great deal of excavation work going on, with large amounts of earth being moved and a number of digging and earth-moving vehicles present.

What the evidence adds up to is the construction of some kind of large building / complex, with significant underground levels. However, Arroyo has a few significant doubts about how specific this is as a conclusion. Developing this further, it is likely that the buildings are something to do with marine facilities. However, there are some difficulties with this line of thinking:

- The Cartel already has adequate port facilities within its own territory on the Atlantic / Caribbean coast to enable it to distribute its product. Why would it build more at such obviously great expense?
- For the Cartel to get payback on the investment basically requires that the ratio of drug shipments sent by sea that evade capture improve. Building additional facilities on an existing, known main traffic route is not going to directly improve that ratio;
- The Cartel knows that the US provides detailed satellite imagery of Colombia to the Colombian Government. They can therefore expect that it is quite obvious that this facility is being built. If the site is for distributing drugs, isn't that a little too obvious?

Quite simply, where Arroyo needs more intelligence on the ground is to confirm that his conclusions are correct.

There is however a potential fly in the ointment. Arroyo's organisation is not as water-tight as a good intelligence unit needs to be. The kind of money that Cartel families are able to pay for information always guarantees that there will be informants in a country as poor as Colombia. In this case, it's a seemingly insignificant Intelligence Clerk, whose duties (whilst apparently menial) provide opportunities to access Arroyo's desk.

During the course of the scenario, information will be pieced together and filtered back to the Dereyo-Calazón family about Arroyo's visit to Venezuela, his interest in the site on the *Atrato* River and the employment of private employees to investigate. The result is that the characters will have to move quickly in carrying out their reconnaissance, as the guards and security measures at the site will be reinforced once this information comes to light.

Adapting this Scenario to Other Modern RPG Settings

This scenario is principally written for the Millennium's End setting whereby Colombia is divided between territory held by the Medellin Cartel and FARC, and that held by the official government.

However, with little work this scenario can be adapted to other modern settings. The 'real world' position is that whilst the Colombian Government is nominally in control of the entire country, large portions of particularly the north and west of the country are under the control of drug families.

How the characters come by the mission depends upon the setting of the game. In such cases as there is a client or patron this is most likely to be either Colombian Government agencies or the US Drug Enforcement Agency, which has extensive links in Colombia. For the Colombians it is essential that the entire operation is politically deniable and that the characters have no clear links back to the official government.

Where the characters are tasked with the mission (as in a military based campaign setting), they could quite likely be employed directly by the Colombian Government, be members of the US Special Forces, possibly attached in some way to the DEA or CIA or even independent mercenaries.



Timeline

Although it isn't overly stressed at the beginning, time is an important factor in this scenario. If the characters take too long to get in the vicinity of the target or spend too long on reconnaissance, they will find that the leak within Arroyo's unit compromises their operation.

It isn't fair to the players not to give any indication of the time factor. Therefore the GM should be particular about asking the players how long they are spending in the planning phase. Another approach is to remind them that although the client hasn't been specific about a time frame they should still conclude the assignment as quickly as possible (for commercial pressures, if nothing else – "Time is money").

Assuming no specific actions from the characters to the contrary, the information about the operation will be leaked from Arroyo's office eight days after the characters have met with him in Venezuela. It will take a further day or so to filter through the Dereyo-Calazón family machine until it translates into a reinforcement of the guards at the site. This will occur towards nightfall of the ninth day after the characters have met with Arroyo.

Planning the Job

There are a large number of ways of approaching the planning of the job. The role of the referee in this scenario is largely reactive: the method that the characters choose will largely determine the way that the referee needs to approach the scenario.

Examining the Satellite Imagery

Examination of the satellite imagery provided by Arroyo will provide information that is both relatively obvious from studying the pictures and also some deduced information. In the case of the latter, this should be subject to a successful skill roll as indicated.

The clearly ascertainable facts are:

- The site is a major construction site of some kind, covering an area of approximately two square kilometres;
- There is no major highway near here; it appears that the route that construction traffic is taking to get to this site has been turned into a metalled road, linked to the main highway network;
- A corrugated steel roof has been erected over the main work area. This is approximately 100 metres long and 30 to 40 metres wide.

A skill roll in **Engineering / Civil** should additionally enable characters to determine the following information:

- The construction work appears to include digging as well as construction. There is earth-moving equipment (bulldozers and diggers) present and evidence of earth being removed;
- It appears that there is some kind of underground structure being built. However, this is very close to the water and would therefore appear to be at significant risk of flooding;
- There appears to be worker accommodation on the site; making certain assumptions, there are between 100 and 150 workers on site;
- There is no evidence that the workers are specifically guarded whilst they work, although there are armed men around. This may indicate that the workers are hired, rather than coerced.

Insertion

Being able to complete the mission will be partly dependent upon the method of insertion. This will determine whether the opposition know that the characters are there and will influence the characters' options for the method of extraction.



There are three possible means of insertion: air, sea or land. All have benefits and drawbacks, which the characters would be advised to consider. These also need to be weighed up in terms of the skills and experience that the group of characters has.

The GM should determine the availability of assets such as aircraft prior to the scenario. This will help the players in knowing whether an aerial deployment is possible.

Benefits and drawbacks of various methods of infiltration and exfiltration are shown in the table in **Appendix 1: Pros and Cons**. This lists first the methods of insertion and then afterwards for extraction (in italics).

Reconnaissance and Field Operations

Planning the reconnaissance and how they are going to operate is critical for the characters. Arroyo has made it clear that he expects there to be some kind of evidence of what the characters find. The best kind of proof is visible and the characters may need to take along photographic or video equipment.

There is only limited intelligence available, and the characters will need to prepare for the situation as they will find it on the ground. This is a significant element of risk in this reconnaissance.

The GM should evaluate the plans made by the players in a structured manner, to provide a means of gauging how things may go in practice. The following points highlight the necessary areas of planning, and give indications for the GM where the players may have difficulties:

- **Food and re-supply:** *How long do they plan to observe for and what is the process of re-supply if it proves necessary to extend this?;*
- **Climate and Equipment:** *The jungle climate is as unforgiving as any in terms of its effects upon equipment. What measures do they need to take to ensure that the kit they take will work?;*
- **Base of operations:** *Is it necessary to have a base of operations to store kit that they aren't using while on surveillance?;*
- **Tactical movement:** *How do they plan to move around in the vicinity of the target area?*
- **Visible signs:** *What precautions do they propose to take to avoid leaving visible signs of having been there?;*

- **Methods of observation:** *Exactly how do they plan to conduct the surveillance?;*
- **Communications in the field:** *What are the procedures that the characters wish to set in place around the use of field communications (i) within the group, and (ii) between the group and BlackEagle?;*
- **Contacts:** *Although there is little to no intelligence on opposition patrols, it doesn't mean that they aren't there. Additionally, what about locals?;*
- **Contingencies and emergencies:** *What are the most likely emergencies and how do they propose to deal with them?*

Extraction

Getting out effectively is just as important as getting in, and may be influenced by the method of insertion. There is no point in getting in and executing the operation faultlessly if you can't get out with the information.

The extraction needs to cover two aspects: if things go to plan and if they go awry. Similar to insertion, methods of extraction are listed in **Appendix 1: Pros and Cons** (in italics).

Conducting the Reconnaissance

External Description

*A description of climate and conditions in the Colombian jungle is given on pages 114 to 117 of **The Medellín Agent**.*

*Survival in jungle climates is also discussed in the article **Against the Elements**, which can be found elsewhere on the **Mission Priorities** web page.*

The location is effectively a large construction site, located within an area of extensive lowland rainforest bordering a major river. The forest has been cleared back to form a perimeter, leaving a number of remaining tree stumps in the ground in the outer areas of the site. Just a couple of metres into the rainforest the jungle becomes heavy.

The felled trees are stacked near the water's edge and are in the process of being cleared by being taken down the river. Near to the trees there is a large mound of excavated earth.



A successful Engineering / Civil roll will tell characters that the amount of earth in the mound far exceeds that necessary for the excavation of the foundations of the buildings. This indicates that there is more below the surface than can be seen from the exterior.

The main area of the site is located approximately 50 metres from the edge of the river. This consists of breeze block buildings with a temporary corrugated steel roof. Around the building is all the paraphernalia of a building site: cement mixers, and pallets of breeze blocks and other materials under plastic tarpaulins. There are also a number of vehicles, including bulldozers and other earth-moving vehicles and all-terrain fork lift trucks.

Building Interior Description

The development of the site is already in its latter stages. Essentially it's now a matter of cleaning things up and putting in the detail.

The interior of the building is like a large, empty warehouse. The floor is strewn with material from the work in process – electrical conduit, wire and so on. This will make the process of moving around silently particularly difficult at night.

At the heart of the building is a large, rectangular, concrete-lined hole, approximately 30 metres wide and deep and running the entire length of the building. Surrounding the hole on three is a three-metre wide parapet.

*All numerical references in the following paragraphs relate to the map in **Appendix 3**.*

Entering the building from the earthen ramp (1), this is a ramp that has been worn by the passage of excavation vehicles digging out the sub pen. It descends to a depth of 30 metres. The sub pen itself (2) is in the process of having its walls lined with breezeblocks and concrete to ensure that it is entirely waterproof. The walls contain spaces for pump machinery, so that once the sluice gates are closed from the gate machinery room (3) the water can be pumped out of the pen.

Around the pen is a 5-metre wide apron for loading and unloading. At the far (closed) end of the pen is an area where the diesel tanks will be fitted below floor level (4), and for which spaces have been left. The area above this will be concreted over and will house the various items of equipment and a machine shop necessary for maintaining the submarine.

Adjacent to the fuelling and maintenance area is the main generator for the building and its backup (5). This allows the generators to draw upon the diesel fuel storage. The generators have been installed (the room had to be built around them) but have not yet been commissioned.

At the rear of the building is the covered vehicle compound (6). This has a gravel floor and a simple wooden roof supported by pillars, designed to provide some degree of cover for vehicles during the torrential tropical downpours. At the rear is a chain-link fence, serving no particular purpose other than to demarcate the boundary of the pound. Presently this area is being used to store building materials, to protect them from the rain.

Adjacent to the sub pen is a large area intended to be a warehouse (7). The roof in this area is higher than the rest of the complex, reaching to nine metres (as high as a three floor building). The roof here is constructed of corrugated steel sheets and is supported by steel construction girders. The floor is concrete and there is an exit from the building through large sliding doors to a loading platform.

Finally the most detailed area is the staff accommodation and administration block (8). This contains numerous rooms which will become dormitories for the crew and building staff, recreation and mess areas, kitchens, shower and toilet areas, offices and store rooms. At present this area is a breezeblock shell; doors are marked but are not present.



Security and Routines

The truth is that this is a Cartel site that is very much within their zone of control (the wild border zone with Panama can be considered one of the Cartel's key areas). Their main concern is that someone might try to steal equipment from the site, rather than about anyone conducting a reconnaissance.

The site is also sufficiently remote to avoid any investigation from locals. In any case, if anyone local wanted to find out what was going on, they would only have to ask one of their friends: given the amount of local labour employed on the site, everyone is bound to know someone.

In terms of a 'security presence' on site, there is a team of eight Cartel-employed operatives who provide security around the clock. These guys aren't exactly elite forces: most of the time they can be found playing cards, talking and listening (rather too loudly) to the radio. At night, it's not unusual to find them smoking, with the consequential disruption to their night vision.

They appear to be armed with automatic rifles, submachineguns and very attractive (and also very visible) nickel-plated pistols. As is common with inhabitants of this part of the world, they all carry either a large knife or machete. They do undertake occasional patrols of the site in pairs but won't venture into the surrounding forest unless they have specific cause to investigate.

The key aspects of the daily routine at the site are shown below. Characters conducting an observation of the site should be able to glean aspects from these facts:

- Work takes place from Monday to Saturday;
- Workers are brought in on flat-backed trucks, arriving at around 0800 hours;
- There are around a hundred construction workers and trade specialists;
- There are regular coffee breaks during the day when virtually all the workers take a break together. There is also a long break in the afternoon (when there is usually a downpour);

- Work for the day finishes around 1800 hours and the workers are taken away on trucks;
- There is a round the clock guard on the site, who appear to be local toughs.

Compromise and Reinforcement

Contact

Even the best plans usually have a hitch of some sort along the way. If the players play this one entirely by the numbers, that isn't to say that everything will work out hunky dory.

The greatest weakness in conducting a reconnaissance of this kind is that the intelligence available beforehand doesn't provide sufficient detail of how the site is defended. This needs to be obtained on the ground, and the characters will be going in essentially blind and being forced to react to circumstances as they find them.

To find out information of any consequence or use the characters will have to actually enter the site and investigate the buildings. During the day this is virtually impossible, and at night this is also a tricky proposition. Whilst the number of guards isn't large, getting into the site will necessitate going quite close to them.

The consequence of any contact is that the characters will have to ensure that the alarm isn't raised. For the Cartel, any discovery that there are military or paramilitary forces of any description operating near the base will completely invalidate its utility as a secret location.

Options here for the characters will include killing and removing the bodies of anyone who sees them. Whilst this will raise questions about what happened to the person in question (people don't usually just run off into the jungle by themselves), and probably also a search for the body, if the characters are sufficiently careful then this shouldn't prove a problem.



For military / surveillance professionals, the real concern will be that they are up against people who are at least equally as professional. Therefore it should naturally be expected that they will have concerns about leaving visible signs of having been nearby.

In such circumstances, making the players go into detail about how they do things can be interesting. Even though there is very little chance that they will be discovered by their leaving signs everywhere, the characters don't know that. Under such circumstances the mechanics of eating and disposing of packaging, as well as the simple process of dealing with bodily functions acquire a new significance.

Reinforcement

As stated in *The Real Scoop* the characters will be unaware that their operation will be compromised by an informant in Arroyo's unit. Reinforcement of the guards around the site will occur shortly before nightfall on the ninth day following the characters' meeting with Arroyo.

The reinforcements will consist of more of the same: a further eight Dereyo-Calazón family thugs will arrive in a degree of hurry in pickup trucks. They are all equipped with automatic rifles, pistols and knives. They will be a little on edge because they have been brought in in a hurry, and don't really know what to expect. This means that they can to a certain extent be expected to be a little trigger-happy and to shoot first and ask questions later.

Upon the arrival of reinforcements, security processes will change, becoming more active and organised. During the day there will be patrols of four going into the forest at least hourly. These patrols will operate effectively as a three, with the fourth member trailing some distance from the rest to try to catch anyone there moving after the patrol. They will go up to around 100 metres into the forest, patrolling it in sectors.

It's pointless patrolling the forest at night - unless you have night vision gear (and they don't) you will not see a thing. At night there will be two guards on duty at all times, moving around the building interior. They will use flashlights and will be highly visible. Although security is more active than it was before, characters who are sufficiently stealthy and are equipped with night vision gear shouldn't have too much difficulty avoiding them.

As discussed under *Reconnaissance and Field Operations*, the GM will need to evaluate the effectiveness of the characters' operation against these measures.

Further Action - Part 3

Considering Further Action

Whether there is a need for further action will obviously depend entirely upon how the characters have conducted the operation. There are a few thoughts here for the GM to consider whether any further action is likely to result, and how things might transpire.

It's one thing for the characters to identify the purpose of the construction. However, the tactical situation is such that even if the base is destroyed in the future, this will not prevent the Cartel from basing their submarine operation elsewhere. If that happens, then the intelligence operation to locate the base is back to square one. And there are of course no guarantees that this is the only base that the Cartel has established. The submarine itself has to be destroyed.

The US or Colombians could theoretically request that the military targets the site with F118 Stealth Bombers or ship-launched surface to surface missiles. However, Congress is unlikely to support such overt and aggressive military action.

It also simply doesn't provide enough guarantees that the place will really be put out of commission. If the roof of the facility turns out to be reinforced concrete then bombing could fail. The important thing is to get the sub while it's in the base, and the most effective way to ensure this is to put a team in on the ground.



There are a few considerations that are necessary before entering into a third part to **The Valderon Alternative**, and this part of the scenario is therefore much more freeform than the two preceding parts.

Firstly, the GM must set it in the political context of their own campaign. In the standard **Millennium's End** campaign timeline of a divided Colombia and the US and NATO governments supporting the Official Colombian Government, it isn't beyond imagination for the US to take small-scale, localised military action to support this.

However, in other modern campaigns the situation may be different. Where Colombia is similar to how it is today, overt military action against Colombian targets (even if they are Cartel-owned) will gain no official sanction. In this situation the furthest that the US military will be able to go is a black operation. In such circumstances that operation may be either entirely or partly conducted by the characters.

The nature of the engagement of the characters also needs some thought. There are options here, depending upon what the skills of the character group are:

- The characters form a strike team tasked with infiltrating the site once it is operational and destroying the submarine;
- The characters are the recon element / eyes and ears of a black ops strike by personnel drafted from the US military (such as SEALs or Delta);
- The characters are the recon and transportation element for NPC specialists provided from either the US military or hired from other BlackEagle cells (with the specific skills that the characters lack);
- The characters are involved in a purely advisory capacity to another strike team (although this doesn't necessarily lead to much of a scenario for them).

Assignment Briefing

The assignment briefing will follow from negotiations to extend the contract over the telephone with the Miami office of BlackEagle. The briefing will be conducted in Miami by DEA Special Agent in Charge (SAC) Vernon Hooper, who is based in normally Bogota, operating with the federal Colombian Government.

The key objective of the assignment will be to irreparably destroy the submarine. Secondary objectives include destroying as much of the Cartel's product and future means of supporting submarine operations as possible.

Payment and Contract

The client will seek to extend the scope of the original assignment under the determined 'Right to Extend' in the original contract. As there is likely to be a higher level of danger, payment will be \$20,000 in total.

Developments in the Situation on the Ground

Going Live

By the time that **Part 3** becomes a viable operation, it must be ascertainable that the submarine base is operational. This can be expected to be no earlier than three months after **Part 2** takes place. Once the base is operational, there will be an entirely different situation upon the ground, and this will be an extremely different proposition.

The complex is designed to accommodate not only an entire crew for the submarine, but also the support staff necessary to both maintain the submarine and (while it's in transit) receive and handle drugs waiting for shipment.



At an operational level, this is a far more ambitious scale than the Cartel has ever operated upon. Large shipments of drugs were previously considered to be in terms of a few hundreds of kilos; now they are able to think in terms of tons of product, making the longer shipping times to European markets more viable. Along with their commitments to Rebrov's organisation as part of the deal to acquire the sub, drug distributors all over Western Europe will also be interested in the product. To be a potential customer, all they need is a secure place to unload the submarine and this could even be done on the open sea.

This scale of operation demands considerable support staff. These include engineers, machinists, cooks, warehousemen, clerks and supervisors, all of whom are quartered at the complex for security reasons (just because this is in a Cartel heartland, it doesn't mean that they want to advertise what they're doing). When there isn't a crew to look after at the complex, these people are handling the drugs in the warehouse.

Changes in Security

Once the base becomes operational, there will be some key changes in security.

The most visible change will be the erection of a three metre high barbed wire fence around the perimeter. This is purely a deterrent to keep locals and forest animals from wandering into the site, and has no security measures attached to it. Cutting it is straightforward and isn't dangerous, although breaks in the wire will be discovered.

There will also be a dedicated team of security personnel on site. These will still be Dereyo-Calazón family enforcers, but they are all relatively competent, well-armed and equipped with automatic weapons (AK- series rifles, Uzis or Colt M4 Carbines are all possibilities), and radios. The perimeter will be patrolled by two of the team on a half-hourly basis. Entrance to the site will be through a controlled checkpoint on the road, manned by two of the personnel.

Planning and Conducting an Operation

The increased level of activity and security will be discernible from satellite imagery. There will be more vehicles on site and some of the measures (such as the checkpoint) will be immediately visible.

The key however will be to determine when the submarine is actually *there*. The best way is for this to be actually observed on the ground. The only other sign will be a general increase in activity at the complex – more vehicles, more deliveries, more people about generally. However, since there are constantly deliveries of processed cocaine to the complex, this will not be an easy call to make.

Initially, customers consist of buyers in the South-Eastern USA and of course Rebrov's syndicate in Russia. Round trips for the submarine will be as follows:

- To South-Eastern USA: Between 15 days and 21 days;
- To Russia: Between 45 and 56 days.

Generally, upon completion of a trip the crew will get a few days of rest before they load up and head off again. During this rest period the sub will undergo maintenance, as well as replenishment of supplies. It is at such times that the characters will need to time their strike.

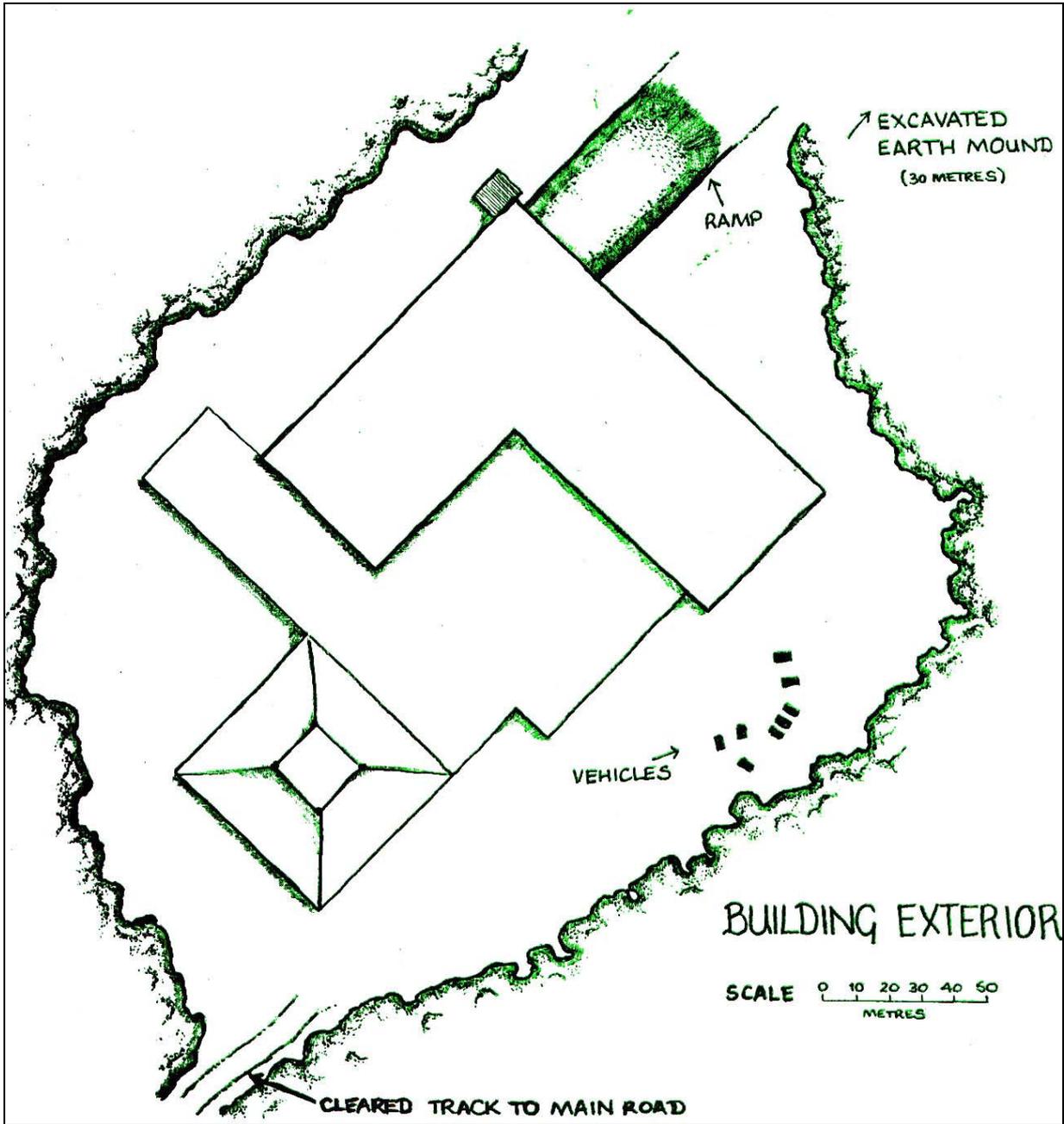


Appendix 1: Pros and Cons

Method	Benefits	Drawbacks
Air		
<i>Parachute</i>	<ul style="list-style-type: none"> Relatively quiet means of insertion. Defenders are less likely to expect infiltration from the air. 	<ul style="list-style-type: none"> Can only practically be done at night due to the risk of being seen. Need to be relatively experienced parachutists for night drops. <i>Requires a certain, alternative means of extraction to be available (you can't 'parachute back').</i>
<i>Helicopter</i>	<ul style="list-style-type: none"> Highly flexible: anywhere the helicopter can land, the characters can be dropped. <i>Allows a great degree of flexibility about where the extraction is made from. May be suitable for hurried extractions.</i> 	<ul style="list-style-type: none"> Helicopter is a highly visible and audible target. <i>The helicopter is extremely vulnerable whilst making the extraction.</i>
Sea / River		
<i>Boat</i>	<ul style="list-style-type: none"> Defenders are less likely to expect infiltration from the water. The boat can be used to carry more equipment. 	<ul style="list-style-type: none"> May be noisy if used with an outboard motor (although the alternative is to paddle the last kilometre to shore). Will need to hide the boat during the operation on land. If relying on the boat for extraction, the location it is hidden in must not be compromised. <i>There is a high risk of pursuit if the characters' presence is compromised.</i> <i>The characters will probably need to rendezvous with a larger boat at sea.</i>
<i>Swim</i>	<ul style="list-style-type: none"> Very quiet means of insertion. Defenders are less likely to expect infiltration from the sea. <i>Can be assisted by using equipment such as a Sea Sled, which also provides a possible means of extraction.</i> 	<ul style="list-style-type: none"> Requires that the characters are good swimmers. Kit may get wet if inadequate precautions are taken. Limitation on the amount of kit that can be carried. <i>Because of the speed, extraction becomes very dangerous if the mission is compromised.</i>
Land		
<i>Vehicle</i>	<ul style="list-style-type: none"> The vehicle can be used to carry more equipment. Vehicle provides shelter in the jungle. <i>Allows for extraction in a hurry.</i> 	<ul style="list-style-type: none"> Confined to routes that the vehicle can traverse. Will need to hide the vehicle during the operation. What are the chances of discovery? <i>If relying on the vehicle for extraction, the location it is hidden in must not be compromised.</i> <i>There is a high risk of pursuit if the characters' presence is compromised.</i> <i>The territory around the target area must be considered 'hostile': there is a long way to get to safety.</i>
<i>On Foot</i>	<ul style="list-style-type: none"> Very quiet means of insertion. No major limitations as to the route that must be taken. <i>Not reliant upon the skills of particular individuals (e.g. pilots, boat operators) to get the team out.</i> 	<ul style="list-style-type: none"> Limitation on the amount of kit that can be carried. Cannot be used on its own; must combine with a means of inserting into the vicinity. <i>Because of the speed, extraction becomes very dangerous if the mission is compromised.</i>



Appendix 2: Building Exterior





Appendix 3: Building Interior

