



EARTHBOUND

A SPYCRAFT 2.0 MISSION BY ANDY G. DAVIS

INTRODUCTION

In this mission, the characters must prevent a nation with a history of supporting insurgencies in neighboring countries from launching its first independently developed satellite.

The Republic of East Africa has been ruled by a charismatic and aggressive military dictator for over two decades. When General Komlan Kionga seized power from the Soviet-supported regime that had controlled his country since the 1950s, he promptly initiated a series of programs intended to bring the REA into prominence in the region, using income from the country's vast natural resources. He's successfully expanded the REA's influence throughout Africa's east-central region and diverted millions of dollars to revolutionary groups across the continent. Western intelligence agencies suspect him of supporting at least two different factions in the ongoing civil war in Somalia.

Yet Kionga is far from done. Unrelenting in his goals, Kionga has instituted a crash program to create a rocket capable of placing a satellite in low orbit. Beginning with medium-range ballistic missiles purchased in secret by the previous regime, this program's scientists and engineers have built a working multi-stage booster, and the first launch is scheduled for just a few days from now. Several nations' intelligence agencies are concerned that this booster could easily be converted to an ICBM capable of delivering a strategic weapon across half the globe, which could then be sold to rogue states or extremely well-supported terror organizations.

This mission's opening scene finds the characters waiting to meet a contact from the REA in a village near the national border. Hostile forces are following the contact, which leads to combat or a chase.

In Scene One, the characters recon the launch facility, assisted by an active insurgency in the REA. They must evade REA patrols and other security measures, and contend with the insurgents' demands for assistance in an unrelated operation.

Scene Two focuses on infiltrating the rocket assembly and launch facility, a large scientific/industrial complex filled with high-tech labs and many volatile substances.

Scene Three finds the characters destroying the launch vehicle and escaping to a safe area. They need not actually destroy the rocket, however; fortunately, there are other ways to delay the launch long enough to satisfy the team's employers.

DRAMATIS PERSONAE

The following special characters play a role in this mission.

Melchoir Rwagasore: A popular community leader in the Republic, Rwagasore leads the loyal opposition to Kionga's regime. He's calling for a suspension of the space program so the funds can be diverted to improved living conditions and educational opportunities for the

nation's largely semi-literate, poverty-stricken interior population. **Dossier/Research:** Rwagasore is 40 years old and an REA citizen since birth, but has been granted citizenship in three other African nations. His parents were involved in a populist opposition to the previous Soviet-backed regime, but played no part in Kionga's revolution. Rwagasore is extremely well educated, with advanced degrees in economics, political theory, and history from European universities, and speaks several African, European, and Middle Eastern languages.

Ntare Manlan: Manlan leads the insurgent group operating near the launch facility. He's fiercely committed to removing Kionga from power and installing a democratic government in the region. Manlan has no political designs of his own, however, believing that he would be utterly incapable of leading the nation. **Dossier/Research:** Manlan was a child soldier in the interminable wars raging throughout sub-Saharan Africa. He fought his way into leadership of a large group of soldiers and eventually convinced them to mutiny against the guerilla army that recruited them. Manlan led his band back to REA territory, where they sparked the current insurgency against Kionga's government. He's a skilled combatant and tactical leader, considered highly charismatic, and has a great deal of popular support among the residents of the south Republic.



OPENING SCENE

Kurunziza Village, Eritrea, near the REA border
1445 hours

OBJECTIVES

- Meet with Melchoir Rwagasore
- Get Rwagasore safely out of Kurunziza area

CHALLENGES

Outside Kionga's government and Rwagasore's outspoken underclass, the Kurunziza area is home to a militant group fighting for an independent homeland for its ethnic group. This 'Front for National Liberation' hopes to capture Rwagasore and hold him as a bargaining chip against the REA and neighboring Eritrea. During this scene, FNL guerrillas attempt to kidnap the community leader just as he's set to meet the characters.

SYNOPSIS

Scene Type: Standard

Campaign Qualities: None

GC Briefing: This scene is optional, intended to introduce the characters to the politics of the Republic and its relationship with neighbors. Melchoir Rwagasore arrives with a small escort of loyal paramilitary types. Let the characters exchange a few words with him, but if a drawn-out discussion seems imminent, bring in the FNL soldiers. Should the meeting with Rwagasore go quickly and smoothly, save the FNL soldiers until the characters and their new charge are leaving Kurunziza. In either case, the characters are free to shoot it out with the guerrillas, but they're likely to be outgunned, making escape the better option.

Gear: Satellite phone, handheld GPS unit, large SUV with the security package I upgrade (more than one, if necessary to transport the team and one other person).

LOCATION

Kurunziza Village is a small community of about three thousand people, located in an area claimed by the REA, Eritrea, and Somalia. The village's buildings are a mix of traditional huts and houses, modern construction, and shanties put together from whatever cast-off materials the village's poorest citizens can find. A thin layer of dust coats anything that stays still and isn't cleaned for more than a day.

Ambiance: Just a few degrees away from the equator, Kurunziza swelters even on its coolest days. The heat is accompanied by blindingly bright sunlight and the scent of human sweat mingles with the oily tang of gasoline and diesel smoke from poorly maintained engines.

Terrain: Kurunziza and its surroundings count as desert terrain when applying feat and class abilities. Chases within the village have Close Maneuvering Room, while those outside have Open Maneuvering Room.

Cultures Focus: Southern Africa.

ACTION

The scene opens with the characters arriving in Kurunziza to meet Rwagasore and escort him to a rendezvous with representatives of another popular movement in the region. The team has a map of the village and GPS coordinates for the meeting site: a shop on the northern edge of the village.

Kurunziza's streets are made of hard-packed dirt, and cluttered with a mix of pedestrians, shoddy vehicles, and animal-drawn carts and wagons. Traffic patterns and laws seem to change every fifty yards or so, with rights-of-way being determined on a case-by-case basis. Four-wheel-drive light pickups, with or without mufflers, roar past, dodging people, horses, and oxen – or not, as

their drivers prefer. Characters with expensive or flashy vehicles find themselves the subject of lots of attention. Merchants hawk their wares from open storefronts, where characters may be able to find obscure or useful items.

Kurunziza lies within a contested territory, and warfare is a constant factor in the lives of those who call this place home. In fact, observant characters notice that roughly one out of every five people on the streets carries a firearm of some kind, ranging from handguns to the ubiquitous AK-47 and its variants. The threat of violence seems an almost casual thing here.

The shop Rwagasore selected for the meet is one of the largest buildings in Kurunziza, a rambling wood and metal structure with a concrete loading dock along one side and a broad porch wrapping around the rest of the structure. Inside, large suspended fans rotate lazily, shifting the air just enough to stir dust motes through the beams of sunlight streaming through the shop's tall windows. Racks take up most of the shop's floor space, containing all manner of goods from around the globe. Any non-weapon Caliber I gear item listed in the Spycraft 2.0 Rulebook is available in the store's stocks, but prices begin at 150% of the listed price (rounded up).

Rwagasore calls the characters using a satellite phone a few minutes before he gets to the shop. He advises the characters that he's seen no sign of pursuers or other threats, and is looking forward to meeting them face-to-face. He's accompanied by a small squad of loyal guerrillas, one per player character, each armed with an AK-47 assault rifle. Rwagasore himself is unarmed.

The Front for National Liberation learned about Rwagasore's itinerary through a double character in his organization. They've placed several soldiers in

Kurunziza with orders to capture the community leader alive, though anyone accompanying or acting to protect him is fair game and likely to be killed outright.

Rwagasore and his entourage arrive in a pair of vehicles, a light pickup and a full-size SUV. Neither vehicle features mounted weapons, but both are armored via the security package I upgrade. The driver(s) park in the dusty street in front of the shop, and two men from each vehicle get out to escort Rwagasore into the building. He's pleasant and genial and greets each character personally, thanking the team for agreeing to escort him to the conference. Protests or statements to the effect

that the characters are 'just doing their jobs' are politely rebuffed; he's determined to make the characters understand his appreciation for potentially risking their lives to safeguard his own.

Rwagasore happily answers all questions about his work and addresses any concerns the characters may have about security arrangements. He's deeply committed to his mission, though, and every conversation with him eventually turns to his dream of a lasting peace and prosperity for the residents of East Africa.

Once courtesies are exchanged and the characters have a feel for their charge, it's time to load up and get moving to the conference. Rwagasore bids his men farewell and accompanies the characters to their vehicles. Unless the conversation in the shop dragged on, the FNL guerrillas choose this time to attack. There are two guerrillas for each player character. Half the guerrillas ride in a full-size pickup truck and the other half are in a minivan. These vehicles begin 1,000 ft. away from the shop and the drivers accelerate as quickly as possible to the target.

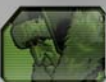
The guerrillas start firing as soon as they're within 2 range increments (250 ft.), which takes two rounds. The soldiers who originally accompanied Rwagasore are the guerrillas' primary targets, as are any characters who present weapons. The guerrillas only fire at Rwagasore as a last resort.

After the guerrillas' first pass, they bring their vehicles to a stop 250 ft. from the characters and lay down extensive fire. They park their vehicles to block the roadway, leaving the characters only two escape routes: the way the guerrillas came or through their impromptu roadblock.

The characters' most likely options are engaging the FNL guerrillas or attempting to escape with Rwagasore. However, even with the help of Rwagasore's escorts, the team's likely to be severely outgunned. Should they opt for an escape, Rwagasore's escorts cover them as they board their vehicles.

This scene may culminate in a chase, during which the FNL guerrillas rely on the 'Go, Go, Go!', Ram, and Clip Strategies. The first five rounds of the chase take place inside the village and switch to the surrounding terrain thereafter.





DIRECTION

Treat this scene like the pre-credits sequence of an action-adventure movie. If possible, keep the conversation light but potent, and keep the action moving once the FNL guerrillas begin their attack. If the characters get bogged down in the gunfight, one of Rwagasore's escorts suggests getting the community leader out of the area. Even if the fight goes to the last man, characters should not die or be seriously injured here.

The following are answers to some common questions the players might ask.

Why is Rwagasore so important to our employer? Rwagasore is a leading political figure in the region. The Agency has aims in the region that Rwagasore can help promote, knowingly or otherwise.

Where is the Republic of East Africa? Obviously, there is no real-world REA. The GC may place the country in any territory currently governed by Kenya and Tanzania.

What is the Front for National Liberation? The FNL is the blanket name for a loosely organized group of paramilitary and guerrilla groups operating throughout east-central Africa. Descended and pieced together

MELCHOIR RWAQASORE

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VI		I		VI		VI		VI	

Competence: VII Default Skill Bonus: + _____

Bureaucracy		Cultures		Networking		Sense Motive		Resolve	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VI		VII		VI		IV		VI	

FNL GUERRILLAS AND RWAQASORE'S ESCORTS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
IV		IV		V		VI		V	

Competence: VI Default Skill Bonus: + _____

Blend		Sneak							
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
V		V							



from a number of groups dating back to the colonial era, the FNL's various factions often work at cross-purposes with each other.

What other powers are involved in the REA? Most first-world intelligence agencies have operations in the Republic. Most characters should be able to make contact with friends-of-friends during their time in the REA, if they like.

What are our rules of engagement? The characters' employer would prefer to avoid unnecessary loss of life, but the characters are authorized to use any means necessary to protect Rwagasore, the Agency's interests, and themselves (in that order).

CAST

Melchoir Rwagasore (Special NPC – 90 XP)

Description: Rwagasore is a tall, slender, and extremely dark-skinned African man. He dresses for comfort, favoring loose, light-colored shirts and pants. He's polite but firm in his dealings, and takes advantage of any opportunity to practice his knowledge of languages. He often engages new acquaintances in conversations when he knows their native tongue (which is often).

Motivations: Simply put, Rwagasore wants a better tomorrow for the impoverished African masses, especially the citizens of the REA. He promotes education, economic development, and self-sufficiency.

Weapons: None

Vehicles: None

Wealth: IV

Gear: Satellite phone, laptop computer (PR 3), commercial GPS unit, tuxedo liner (DR 2/- and 3/-, DP -1)

Qualities: Class ability (Advocate: behind the scenes II, persistent), fearless II, non-combatant, superior attribute (Int 16, Wis 13, Cha 14), talented (Privileged)

bonus from Privileged) are Northern Africa, Southern Africa, Western Asia, and Western Europe.

FNL Guerrillas and Rwagasore's Escorts (Standard NPCs – 44 XP, 45 XP for drivers)

Description: These are faceless men of arms, banded together by purpose but having little in common otherwise. They are a motley bunch, but brutally effective when blunt force is required.

Motivations: The FNL guerrillas seek to capture Rwagasore; the escorts wish to keep him safe.

Weapons: RSA AK-47 assault rifle (damage 3d6, error 1-2, threat 20, ammo 30M5, recoil 11, range 125 ft., SZ/hand S/2h, qualities: DEP, RGD)

Vehicles (FNL drivers): Full-size pickup truck (SZ L, Occ 1+4, A/T 4/3, MPH 60/90, Defense/save 9/+9, qualities: ORD), minivan (SZ L, Occ 1+6, A/T 4/4, MPH 65/105, Defense/save 9/+7, qualities: None)

Vehicles (Rwagasore's associates): Heavy SUV (SZ L, Occ 1+6, A/T 2/3, MPH 65/90, Defense/save 9/+12, qualities: ORD, security package I), light pickup truck (SZ L, Occ 1+1, A/T 2/4, MPH 60/94, Defense/save 9/+12, qualities: security package I)

Wealth: I

Gear: Tactical radio (PR 2)

Qualities: Feat (Ambush Basics)

Notes: Should Rwagasore's original associates be drawn into the fighting, the GC should use these statistics for them as well.

NEXT STEPS

The scene ends when the characters escort Melchoir Rwagasore safely away from Kurunziza village. With this accomplished, he can attend the conference and the characters are flown to the nearest facility where their employers can prepare them for the next assignment.

INTEL PHASE

Cairo, Egypt

1000 hours

Offices of Angel Air Freight, Cairo International Airport
Caliber: III

Time to Prep: 72 hours

Gear Restrictions: No guided/indirect strikes

Gear Recommendations: None

Mission Bundle: None

Campaign Qualities: Tense

The Republic of East Africa is on the verge of launching its first homegrown rocket booster, called Tangan One, which can place a commercial, scientific, or military satellite in Earth orbit. The Republic insists it has only peaceful intentions for the program, but the nation's history of internal unrest and support of revolutionary and terrorist organizations throughout sub-Saharan Africa gives intelligence agencies around the world reason to question the assertion. The large numbers of multi-national troops currently deployed throughout the Middle East lie well within the range of a ballistic missile matching the projected payload capacity of the REA's booster.

In particular, the U.S. has expressed concern over the program, and issued a formal request that the Republic reconsider its timing. American analysts fear that the launch may be a demonstration to the REA's wealthier clients, which might adapt the missile as a delivery system for weapons of mass destruction.

The characters' assignment is to destroy the booster or damage the rocket and launch facility sufficiently to delay the test launch, preferably for at least several months. Unlike similar operations, this mission's results are extremely public – the booster program is worldwide news – but the team's involvement shouldn't



be; the characters are given strict instructions to remain unidentified and if possible unnoticed.

The Central African People's Army, an insurgency group opposed to the Kianga regime, assists the characters' entry into the target area. This group's area of influence recently extended to near the launch facility, but they've yet to take any action against it. In exchange for future support in the area, the CAPA has agreed to provide the team with manpower and transportation, primarily in the form of local guides and a limited number of combat troops.

The launch facility lies in the Republic's northeastern quadrant, comfortably within the national borders but close enough to the Indian Ocean that errant launch vehicles fall harmlessly into the sea. It covers roughly 20 square miles of open terrain and is protected by at least four platoons of REA infantry. Reconnaissance photographs show a pair of gunship helicopters that regularly land at the facility, moving most often between there and the nearest REA military installation, a medium-sized airbase about 90 miles southwest. This airbase is home to a squadron of twelve ground attack fighters (Russian-built Sukhoi Su-25s) and two medium transports (Antonov An-12s, also Russian).

The Agency delivers the characters into the CAPA's hands using a C-130 military transport plane borrowed from the Egyptian air force, and exfiltration is planned by helicopter at a point just beyond the REA border nearest the launch site. The team may make different entry or exit arrangements, of course, but they must be requested using the characters' gear picks.

The CAPA forces have arranged a password exchange for the characters to identify themselves. At the initial meeting, the characters are to say 'We don't want things to get out of control here.' The proper response is 'Don't worry about my boys – they can handle themselves.'

The team enters the REA ten days ahead of the test launch. The rocket is moved from its assembly building to the launch pad on the morning of Day 8, and systems checks take place that afternoon. More checks come on Day 9 and the rocket is fuelled that evening, with the launch set for 10 a.m. on Day 10. Overland travel from the airstrip to the launch facility is estimated at two days, assuming reasonable precautions are taken to avoid attention.

The team has 72 hours to select gear and make any arrangements necessary for the mission.

SCENE 1: INTERZONE

Northwest quadrant, Republic of East Africa
0730 hours

Clear skies, bright early morning sunlight, air temperature 78F

OBJECTIVES

Assist CAPA forces in raiding the REA supply depot

Ensure further CAPA cooperation for the remainder of the mission



CHALLENGES

REA military forces stationed at the supply depot

CAPA demands for further assistance

Exposure (REA forces are so far unaware that another faction is involved)

SYNOPSIS

Scene Type: Standard

Campaign Qualities: None

GC Briefing: The characters are delivered to the designated rendezvous point, where they meet a friendly insurgent force that escorts them to the launch facility (though they insist on the characters' assistance in raiding a supply depot first). The CAPA's leader, Ntare Manlan, knows the characters need his help, and uses this as leverage to gain their support. To successfully complete this scene, the characters must prove to Manlan that the relationship between their Agency and CAPA isn't strictly one-way, then survive his raid on the REA depot without being identified. If negotiations begin to falter, or drag on too long, an attack by REA troops or another local paramilitary group should get things back on track.

Gear: Intel phase gear plus Possessions and two satellite phones.

LOCATION

Primarily level grassland, with isolated copses of trees and small, scattered villages. The sun beats down on the landscape and mid-day temperatures rise into triple digits. Views of distant objects are distorted through the brutal waves of heat.

Ambiance: Within an hour after sunrise, the heat becomes oppressive. The ground here is fertile, however, if often

parched, and the scent of rich earth accents the air. At night, animal calls and the rustle of predators and prey through the tall grass are constant.

Terrain: Desert.

Cultures Focus: Southern Africa.

ACTION

Read the following aloud to start this scene.

"Your flight left Cairo at an hour best described as 'ungodly.' The trip was loud and the vibration from the engines felt like it was transmitted directly to your teeth. There was a collective sigh of relief when the crew began securing you and your gear for landing, and soon you found yourself on a barely-cleared strip of grassland, your vehicles and gear quickly deposited nearby.

Once the drone of the plane's engines fade away, the area becomes eerily silent. Animal sounds are notably absent. Only a brisk wind keeps you company.

It isn't long, though, before you note signs that you're not alone out here. Pairs of eyes glance out at you from well-concealed blinds and emplacements surrounding the airstrip. By your count you're outnumbered – dramatically so, though an exact count escapes you. It's a safe bet that you're missing some of them, and perhaps those are the ones you should be worried about, especially given the number of guns you can spot among the observers.

Three men emerge from cover and approach the team under the watchful eyes of their companions. They carry assault rifles, and while they're in civilian attire, all bear a patch displaying the same symbol on their shirts: a map of Africa in green outlined in yellow-gold. This is the emblem of the Central African People's Army.

One of the men raises his left hand, palm outward. He smiles broadly and says, 'Looks like you're a long way from home, friends.'

The man speaking is Ntare Manlan, leader of the CAPA. Once the characters provide the accompanying identification phrase, he lowers his hand and the rest of his troops move into the open. Manlan instructs them to help the characters gather their gear and one of the soldier's radios for trucks to meet the assembled group.

Manlan speaks with each character briefly, but most of his attention is reserved for the team's leader. If none of them obviously presents in this role, the insurgent leader assumes the character with the highest Charisma score is in charge. He inquires after the team's combat experience and asks to have a look at any high-tech gear or gadgets they've brought. He is noticeably disappointed if the team leader is anything but a current or former member of a military, and quietly dejected if his requests are refused.

A small convoy of 2.5-ton cargo trucks arrives a half-hour later. Manlan explains that the CAPA maintains a hidden camp nearby, where the team should be safe while they help plan the supply depot raid. If the characters act surprised at this statement (and rightfully so), Manlan shares the sentiment, wondering aloud why the characters' superiors didn't clue them in. He tells them that his group's assistance was contingent upon this exchange of services, and assumes the team will go along with the plan.

(Note: Whether the Agency really cut this deal or Manlan is merely leveraging CAPA's involvement is up to the individual GC. In a paranoid and lethal game, the Agency



may well have made the arrangement and 'forgotten' to tell the characters about it, where a more charitable, guarded, or protective Agency might not. Whether the deal did or didn't play out, however, the characters must now decide whether or not to accompany Manlan and his soldiers in their attack on the REA depot.)

Even if the characters balk at Manlan's proposal, he insists they travel with him to the hidden camp. It's only an hour by truck and they're welcome to take on additional provisions there, whether they choose to assist the CAPA forces or not.

The characters can contact their agency via their satellite phones, at which point Control recommends they cooperate with Manlan's troops, so long as the primary mission isn't jeopardized. If asked about the alleged deal arranged without their knowledge, Control says he'll look into it.

The CAPA camp is hidden in plain sight – it's a cluster of tents inside a sprawling refugee camp along the REA border. CAPA trucks blend into convoys providing relief supplies to the displaced masses, and Manlan recruits out of the camp's population.

The insurgents usher the characters into the CAPA command tent, a high-tech outpost in the middle of nowhere. Modern communication gear and computers fill the interior and a table-sized map of northern REA takes up most of the center of the room. Marked on the map are the camp, the airstrip where Manlan met the characters, the targeted launch facility, and three REA military sites.

New drafts of the CAPA's raid plans are thrust into Manlan's hands when he arrives, illustrating what the characters face. CAPA gets much of its equipment from

REA sources, from weapons to food and fuel, and it's clear that supplies are starting to run low. Manlan's plan is to travel via truck to within a few miles of the depot, approach on foot, capture the depot, and then call for the trucks. Manlan explains that he'd like the characters to attach themselves to his personal squad during the op.

While at the CAPA hideout, the team witnesses firsthand the plight of thousands of displaced persons in the African interior. The camp is home to an overworked field hospital funded by the United Nations, Red Cross, and other international agencies, and the GC can easily add encounters with the camp's residents if he likes. The action can range from breaking up fights to helping the sick and injured, and similar activities.

The depot raid is scheduled for that night. Forty troops, plus Manlan and the characters, if they agree, depart the camp shortly after sunset to make the three-hour drive to the target. The march brings them to within striking distance of the depot just before sunrise. Six soldiers stay behind with the trucks and wait for the raiders to call for pickup.

The depot is protected by a full platoon of 44 REA infantry, though only half of them are awake and on duty when the raid begins. After the fifth round of combat, the remaining REA forces enter the fray at the rate of 4 troops per round, emerging from the barracks building.

A 10-ft. high chain-link fence topped with razor wire surrounds the depot, which is an oval roughly 100 ft. by 250 ft. A single gate wide enough for a single truck is located along the south side, and a parking area is located just inside, currently occupied by two 2.5-ton cargo trucks, two light tactical trucks, and a scout car armed with a heavy machine gun. The depot structures

consist of 9 identical prefabricated, two-story buildings made of sheet metal (Damage save +6), each 20 ft. by 40 ft. All the buildings have 10 ft.-wide sliding doors save one, the barracks/office, which has double doors at both ends.

A 45-ft. tall watchtower is located at the center of the depot, manned at all times by 3 soldiers. This watchtower is equipped with a powerful searchlight capable of casting a daylight-intensity circle of light up to a half-mile away. From sunset to sunrise, security lights illuminate the depot, casting a sickly yellow-orange glow over the entire facility and out to 50 ft. past the fence. This provides dim lighting (see the Spycraft 2.0 Rulebook, page 351). The depot draws power from a large diesel generator with enough fuel to operate for 1 week.

Manlan's troops split into 5 squads. Two surround the depot just outside the circle of security lights, taking positions to provide cover fire for the rest of the raiders. Another squad uses grenades to blow open the depot's gates and move to disable or secure the parked vehicles. A CAPA soldier with an HEAT-armed RSA RPG-7 rocket launcher readies an attack on the scout car in case any REA soldiers approach the vehicle, and the rest of the insurgent squads spread out across the depot to engage the REA soldiers as they're encountered. All this should be handled without attack rolls, per the GC's discretion. It provides an exciting backdrop for the actions of the characters and the rest of Manlan's squad, which attempts to seize the office in the barracks building.

The REA soldiers surrender when half their number is subdued or killed. Once the depot is secure, the raiders call for the trucks, and the looting and loading begins. This process takes a couple hours, after which Manlan leads his forces back to the refugee camp. Roughly half

the stolen (non-weapon) supplies are distributed to the civilians at the camp, the rest squirreled away for future operations.

DIRECTION

What kinds of supplies are stored at the depot? Food, fuel, medical supplies, weapons, and ammunition.

Can we claim any of the raid's spoils? Manlan turns a blind eye to characters re-supplying themselves from the depot inventory, so long as they don't make a significant dent in the take. In practice, this means that the characters can choose any appropriate gear picks (per the GC's discretion and limited to the types of gear mentioned in the previous question), up to one-half their standard gear pick allotment (rounded down).

Why the overland march for the last leg of the trip to the depot? To reduce the chance that REA soldiers will trace the raiders back to the refugee camp.

What happens if Manlan gets killed? The CAPA forces continue their attack on the depot, but without Manlan's leadership and vision, the insurgents splinter into smaller groups within a few months.

NTARE MANLAN

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VII		VII		VI		VI		VII	

Competence: VII Default Skill Bonus: + _____

Tactics		Survival		Notice		Profession Soldier		Athletics	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VII		VI		VI		VIII		VII	

CAPA SOLDIERS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
IV		IV		V		VI		V	

Competence: VI Default Skill Bonus: + _____

Blend		Sneak							
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
V		V							

REA SOLDIERS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
IV		IV		V		VI		V	

Competence: VI Default Skill Bonus: + _____

Blend		Search		Sneak					
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
V		V		V					

What happens if the REA capture the characters? Oh, boy. If this happens, the characters are put on display as prisoners of war. Any character who can be identified as a soldier or character of a nation outside Africa suddenly becomes a commodity. A rescue mission is mounted, possibly with consisting of new characters developed by the same players, but to continue the current mission the Agency must hastily assemble another team. This new team's window is much, much smaller, and the opposition at the facility is likely much fiercer.

CAST

Ntare Manlan (Special NPC – 90 XP)

Description: Manlan is a remarkably fit 50-year old. His face is deeply lined with a couple of days' beard growth, and his closely trimmed scalp hair is iron gray. He's always dressed in military-style fatigues with no insignia except for the CAPA emblem. Manlan's studies of military theory and sciences have led him to develop a professional, if distant, manner when dealing with others.

Motivations: Manlan is committed to overthrowing the oppressive and corrupt governments throughout sub-

Saharan Africa. He assembled CAPA out of the fragments of broken and defeated guerrilla forces, instilling his followers with a strong sense of duty and justice. He refuses to enlist child soldiers into his army, forcibly or otherwise.

Weapons: H&K G3 SG/1 assault rifle (dmg 4d4+2 lethal, error 1–2, threat 19–20, ammo 20M7, recoil 18, range 175 ft., SZ/Hand S/2h, qualities: ACS (6x telescopic sight, bipod), SPA, UPG, RGD.

Vehicles: None

Wealth: II

Gear: Tactical jacket

Qualities: Class ability (Soldier: accurate), strong-minded, superior attribute (Int 14, Cha 14).

Notes: None

CAPA Soldiers (Standard NPC – 45 XP)

Description: Ntare Manlan's recruits dress in a mix of fatigues and civilian clothes.

Motivations: Most of Manlan's troops have suffered personal injustice at the hands of the REA government or other local oppressors. They're passionately dedicated to undermining these governments at all costs.

Weapons: H&K HK33A3 assault rifle (dmg 4d4+2 lethal, error 1–2, threat 20, ammo 30M5, recoil 10, range 125 ft., SZ/Hand S/2h, qualities: CLS, RGD.

Vehicles: None

Wealth: I

Gear: Tactical radio (PR 2)

Qualities: Feat (Ambush Basics), extended training (Hurled Weapons).

Notes: None

CAPA Grenadiers (Standard NPCs – 47 XP)

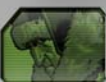
These are identical to standard CAPA soldiers, except for the following.

Weapon: 3 concussive grenades (dmg 8d4 explosive, error 1–4, ammo 3, range 15 ft. × 4, SZ/Hand F/1h, qualities: None.

CAPA Heavy Weapons Troops (Standard NPCs – 49 XP)

These are identical to standard CAPA soldiers, except for the following.

Weapon: RSA RPG-7 rocket launcher (dmg 2d8 explosive (AP 40), error 1–4, threat 20, ammo 1S5, range 50 ft., SZ/Hand S/2h, qualities: INA (–18), SLD (3).



REA Soldiers (Standard NPC – 52 XP)

Description: The Republic's standard soldier dresses in simple olive-drab fatigues.

Motivations: Though not corrupt to the man, most of these troops are either cruel or indifferent, a byproduct of their callous training and the day-to-day horrors they witness and inflict on the people of their nation.

Weapons: RSA AK-74 assault rifle (dmg 3d6+1 lethal, error 1–2, threat 20, ammo 30M5, recoil 21, range 150 ft., SZ/Hand S/2h, qualities: RGD.

Vehicles: Depot vehicles, as follows.

2.5-ton Cargo Truck: SZ L (2x4), Occ 1+2, A/T 1/3, MPH 35/65, Defense/Save 9/+16, qualities: None.

Light Tactical Truck: SZ L (2x3), Occ 1+3, A/T 0/4, MPH 60/80, Defense/Save 9/+11, qualities: CMF (plains), DEP, FMP (1), ORD.

Scout Car: SZ L (2x4), Occ 2+2, A/T 2/4, MPH 40/60, Defense/Save 9/+18, qualities: CMF (plains), FMP (1) ORD, PVI (–2), SEN (thermal 5), weapons: RSA KPV heavy machine gun (dmg 3d10+1 lethal (AP 12), error 1–3, threat 18–30, ammo 40B2, recoil 4, range 350 ft., qualities: IMP, RGD, SLA, TKD.

Wealth: I

Gear: Tactical radio (PR 2)

Qualities: Feat (Ambush Training).

Notes: None

NEXT STEPS

With the depot raid behind them, the characters have secured the confidence and assistance of Ntare Manlan and the CAPA. Now they can prepare for the reconnaissance and attack on the REA's rocket launch facility. If any characters were killed during the attack, a replacement character can be introduced – perhaps someone recruited out of the CAPA forces (or even the refugee camp), or someone the Agency pulls out of a nearby operation.

SCENE 2: FALSE DAWN

Near the REA's rocket launch facility

0300 hours

OBJECTIVES

Recon the launch facility and determine how best to accomplish the team's primary mission objectives

Avoid alerting the local REA forces to the team's presence

CHALLENGES

Roaming launch facility patrols

Automated sensors throughout the area

SYNOPSIS

Scene Type: Standard

Campaign Qualities: None

GC Briefing: Following the depot raid, the characters finally get a look at their assigned objective. Manlan's troops escort them to within a few miles of the launch facility, and from then on the CAPA troops fall under the characters' command.

To complete this part of the mission and move on to the finale, the characters must avoid detection while gathering information about the target. Unfortunately, the raid has the REA on high alert. Ground and aerial patrols are more numerous and more alert, and a hastily assembled array of automated sensors survey the launch site.

Gear: Possessions, Intel Phase gear picks, and items gained during Scene 1.

LOCATION

The area surrounding the launch facility has been evacuated in preparation for the upcoming launch, leaving behind disturbingly empty villages and abandoned dirt roads.

Ambiance: The silence and isolation are unnerving, though when the air is still and quiet, characters can hear the faint beep of an automated sensor. As before, the daytime heat is oppressive and stifling.

Terrain: Desert.

Cultures Focus: Southern Africa.

ACTION

In this scene, the characters make a stealthy trek to the launch site, guided by a squad of CAPA troops provided by Ntare Manlan. They must circumvent or completely avoid patrols and monitoring devices set up around the site, and document the launch facility so they can establish a plan to cripple or destroy the rocket.

The cleared zone extends for 15 miles around the launch site, wherein the REA has set up a network of automated thermal and motion-detecting sensors. Additionally, the launch site's detachment of troops has been reinforced and now includes a transport helicopter that's kept at the ready to investigate any sensor contacts.

Thanks to civilians friendly to the CAPA, the characters have an accurate account of the sensor network's outer perimeter, and can approach to within 12 miles of the target without risking discovery. From there, it's about 6 miles to the launch site, and the team's on its own. The sensor network consists of a series of PR 5 motion sensors, each mechanically a gadget built into a Small Housing (target area: 125 ft. cone, Damage save bonus +10, Awareness bonus +10 opposed by Awareness (Dex), detect DC 30, disable DC 25, base XP reward 40).

Fortunately for the characters, the network is imperfect, with lapses in coverage throughout. Finding a gap in the network and successfully navigating to the launch site requires the team to bypass or disable 3 sensors.

Alternately, characters with electronic listening gear may be able to identify the sensors' signal and disrupt it. Since the network's default setting is silence, jamming the frequency doesn't alert the facility. This is a team Complex Electronics Task with 2 Challenges – the first to identify the signal and frequency, and the second to modify a broadcast device to jam the sensors' signals.

The sensors are set to transmit to the launch site's security office whenever anything larger than a large dog enters the sensor's target area. Should this occur, a squad of 6 REA soldiers is dispatched to the sensor's location to investigate, arriving in 2d6 rounds. These soldiers attempt to capture any intruders but don't hesitate to use lethal force when facing hostile opposition.

As the team approaches the facility, they must avoid heavier patrols. Getting past these guards requires a team Complex Sneak Task with 4 Challenges, each opposed by the soldiers' Search skill bonus. The team is spotted with any error.

The launch facility is a sprawling complex, dominated by a 150-ft. launch tower that's connected to the site's large assembly building by a one-mile rail line. Offices and barracks surround this larger building and a 200-ft. square concrete helipad is located at the northern edge of the complex (two helicopters are parked there during this scene). A small fleet of trucks and SUVs is in evidence, as well as a collection of fuel tanks, clearly marked with placards warning of the tanks' contents. As expected, armed guards are everywhere

Buildings within the complex are constructed of 6 in. thick reinforced concrete intended to withstand the force of a rocket's explosion (Damage save +18). Doors are secured with PR 7 card reader locks (Damage save +7, open DC 24 opposed by Security/Disable or Falsify/Forgery, base XP reward 14).

Inside the facility, gathering the necessary intel involves up to ten team checks made with either Science (Engineering) or Tactics (Wis). Each of these checks has a DC of 10 + (2 x Threat Level) and an error range penalty of 1 per check made after the first (i.e. the error range of either check increase by 1 for the second check, 2 for the third check, and so on). Keep track of the successes, as they'll be important during Scene 3. Each critical success counts as 3 standard successes. However, for each error suffered with any of these checks, the characters lose the benefits of 1 success. With a critical failure, the team is discovered by a squad of 6 REA soldiers, who shoot first and ask questions later.

Unless the characters are discovered, the characters benefit from intel gleaned as described in Scene 3.

Alternatively, this scene can be run as an Infiltration Conflict, with the characters acting as predator and the guards as prey. The security forces possess organization





Ratings of III each, each Conflict round takes 1 hour, and the Lead starts at 8. Except for this time shift, the characters are assumed to be keeping a low profile. The Conflict may last no longer than 10 rounds, at which time the characters are assumed to pull out with whatever information they've gained. Should the security forces win the conflict before then, a squad of 6 REA soldiers discovers the characters, shooting first and asking questions later; otherwise, the characters benefit as described in Scene 3.

DIRECTION

Why can't the Agency arrange a cruise missile or bomber strike? Because sabotage is a lot easier to deny and cover up than direct military action.

What happens if the characters are captured? See the previous scene.

Is the launch really a threat to global security? Indirectly, yes.

Why does the CAPA get involved in this? For the promise of future aid.

CAST

Use the statistics in Scene 1. These soldiers are armed only with assault rifles.

NEXT STEPS

With as much intel as the team is likely to gain, plans must be drafted for intercepting and hopefully destroying the rocket, or returning and destroying the launch site.

SCENE 3: FIERY THE ANGELS

FELL

Republic of East Africa space launch facility

OBJECTIVES

Prevent the rocket's successful launch

Evacuate to the landing zone and get out of the REA

CHALLENGES

The facility's security forces

The facility's environment (including lots and lots of highly explosive liquids)

SYNOPSIS

Scene Type: Dramatic

Campaign Qualities: None

GC Briefing: Having completed their reconnaissance, the characters develop a plan to complete their mission. It's assumed that the characters develop the best plan given the intel at their disposal, and for simplicity's sake many of the details are left out of the mission narrative. The GC can get into specifics if he prefers, or briefly describe the flurry of planning like a cut-scene in a movie or video game, then get on with the final part of the story.

Gear: Possessions, Intel Phase gear picks, and items gained during Scenes 1 and 2.

LOCATION

See Scene 2 for a detailed description of the launch facility. During the most opportune window for the strike – the 18 hours previous to the launch – the facility is equal parts science lab, industrial plant, and fuel tank. Thousands of gallons of rocket fuel are stored in a collection of gleaming tanks at the southwestern edge of the complex, an explosive fire hazard just waiting to go off.

Ambiance: The facility nearly vibrates with activity in the hours leading up to the launch. Hundreds of administrators, technicians, and laborers buzz through the buildings and across the tarmac, all under the watchful eye of several dozen paranoid guards.

Terrain: Desert.

Cultures Focus: Southern Africa.

ACTION

No matter how the recon resolved during Scene 2, it's obvious that the highest chance of success lay in the final 18 hours before launch, when the rocket is being tested, fueled, and moved from the assembly building to the launch pad. Within this window, the following events unfold.

Day 9, 1600 hours: The assembly building opens and the rocket is moved by rail to the launch pad.

Day 9, 1800 hours: Technicians inspect the rocket.

Day 9, 1900 hours: The rocket is raised to vertical launch position and secured to the tower. Technicians conduct another inspection.

Day 9, 2200 hours: Fueling begins. A fleet of four tanker trucks shuttle between the fuel storage tanks and launch pad, carrying thousands of gallons of liquid oxygen and RP-1 kerosene to the rocket. Fueling operations continue through the night.

Day 10, 0500 hours: Post-fueling inspections.

Day 10, 0700 hours: All personnel leave the launch area for the assembly building or other secure location.

Day 10, 1000 hours: Launch.

Once the players choose their moment and method of approach, the GC sets the scene. No matter when the characters approach, their opposition is determined by the intel gained during Scene 2, as follows.



No Successful Checks/Dramatic Conflict Loss: The characters were not able to locate a clear path to the rocket and must now take their chances with a direct infiltration. They suffer a -8 penalty and their error ranges rise by 4 with all Blend, Sneak, and Bluff checks, and they must make a total of four team checks using these skills to approach the rocket (under circumstances of the GC's device – for example, patrols or camera surveillance for the first two skills or checkpoints for the third). With any skill failure, the characters immediately face 1 squad of REA security troops who wish to take them into custody, and an additional squad every other round thereafter (i.e. Rounds 2, 4, and so on).

1–2 Successful Checks/Final Lead of 8–9: The characters find a narrow, rarely unprotected route to the rocket. Their skill check penalties improve to -6 with error range increases of 3, they must make only three checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every third round thereafter (i.e. Rounds 3, 6, and so on).

3–4 Successful Checks/Final Lead of 6–7: The characters find an opportune if inconvenient route to the rocket. Their skill check penalties improve to -4 with error range increases of 2, they must make only two checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fourth round thereafter (i.e. Rounds 4, 8, and so on).

5–6 Successful Checks/Final Lead of 4–5: The characters find a route to the rocket with surprisingly few guards. Their skill check penalties improve to -2 with error range increases of 1, they must make only two checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fifth round thereafter (i.e. Rounds 5, 10, and so on).

7–8 Successful Checks/Final Lead of 2–3: The characters find a largely clear route to the rocket. Their skill check penalties improve to -1 with no error range increases, they must make only two checks to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fifth round thereafter (i.e. Rounds 5, 10, and so on).

9 Successful Checks/Final Lead of 1: The characters find a direct route to the rocket with almost no surveillance. They suffer no skill check penalties or error range increases, they must make only one check to approach the rocket, and with any skill failure the team faces 1 additional squad of REA security troops every fifth round thereafter (i.e. Rounds 5, 10, and so on).

10 Successful Checks/Dramatic Conflict Victory: The characters find a channel through the buildings that is completely unobserved. They need not make any skill checks to approach the rocket.

The rocket facility's protected by a total of 120 security troops and houses almost twice that many non-military personnel, so a direct assault would almost certainly be suicidal. The GC should keep track of any troops the characters dispatch or subdue while approaching the rocket, however, just in case things get out of hand.

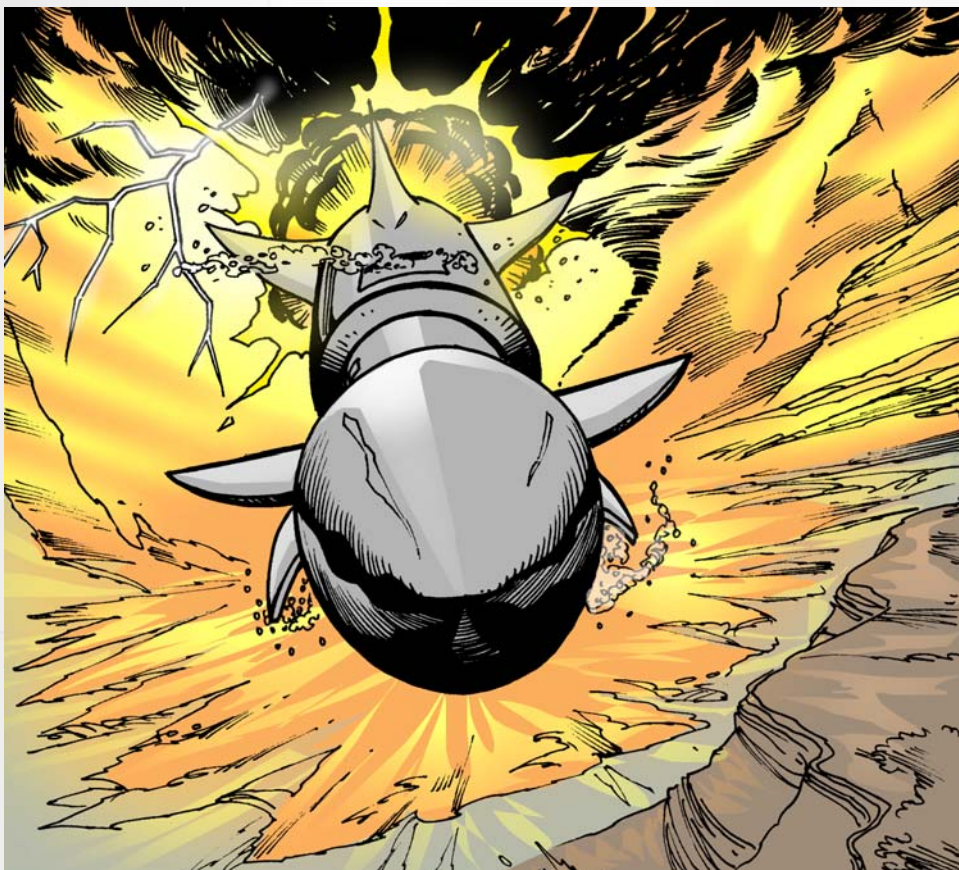
This, of course, assumes a stealthy approach. The team may opt for a distraction or another tact, in which case

REA SECURITY TROOPS

Initiative		Attack		Defense		Resilience		Vitality/Wound Points	
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VI		VIII		V		V		VI	

Competence: VI Default Skill Bonus: + _____

Tactics									
Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	Bonus	Numeral	v/wp
VII									



the GC will have to think on its feet to keep the action running smoothly. The most obvious distraction is detonating the fuel tankers, each of which has a Damage save of +15. Breaching just one of the tankers also causes it to go off, followed by the others. In total they inflict 5d10 fire damage (AP 16) with a blast increment of 30 ft., which is more than enough to keep all eyes in the base pointed away from the rocket. Unfortunately, it's also enough to postpone rather than cancel the launch; as emergency teams rush to put the fire out, calling

for help from nearby security troops, the technicians and ground crews begin the time-consuming process of moving the rocket back into the assembly building. The skill check and error range penalties applied by the characters' original recon intel still applies, though there's a 50% chance that with any skill failure the team encounters a non-military crew instead. These civilians are non-combatants and immediately surrender when faced with any violence, though they immediately alert the REA security forces if released.

The 80-ft. rocket contains a three-stage booster with a thin steel shell (Damage save +20), and again, causing enough damage to breach the rocket's shell also causes the fuel on board to ignite and explode. Fully fueled, the rocket blows for a whopping 18d20 fire damage (AP 20) with a blast increment of 50 ft.

Alternatively, the characters can try to sabotage the rocket, a task that requires a successful Complex Electronics or Mechanical Task with 6 Challenges (DC 20 + (2 x Threat Level)). With success, the characters can cause the rocket to explode immediately after liftoff, veer wildly off-course, simply fail to launch, or malfunction in any other way approved by the Game Control.

However the characters accomplish their mission, one last hurdle remains – escaping the facility and REA territory. Fortunately, if the characters destroy the rocket on the ground, the resulting damage is enough to throw the REA military in the northern half of the country into chaos. For days afterward, the military's efforts are focused on finding survivors in the wreckage of the launch facility rather than looking for the culprits. Arranging for the rocket to malfunction in the air keeps the REA military equally busy, though its focus is then directed at the facility crews who are clearly at fault.

Only if the team leaves evidence of sabotage behind does the REA military focus its attention on outsiders, and if this happens getting out of the country could provide enough meat for an entirely separate mission. In this case, the GC should strive to develop encounters that highlight the team's various non-combat abilities, letting them shine in a different light. This is, however, beyond the bounds of this mission, which assumes a successful rendezvous with the evacuation helicopters and escape from the country.



CAST

REA Security Troops (Special NPCs – 66 XP)

Description: These are the REA’s special forces troops, detailed to provide security for the launch site. They wear fatigues with a distinctive light-colored camouflage pattern and have extremely itchy trigger fingers.

Motivations: Protect the launch facility from hostile action.

Weapons: RSA AK-74 assault rifle (dmg 3d6+1 lethal, error 1–2, threat 20, ammo 30M5, recoil 21, range 150 ft., SZ/Hand S/2h, qualities: RGD), .40 S&W SiG-Sauer P226 service pistol (dmg 1d12 lethal, error 1–2, threat 20, ammo 12M4, recoil 15, range 25 ft, SZ/Hand D/1h, qualities: DEP, RGD, TKD).

Vehicles: None

Wealth: II

Gear: Average low-profile armor.

Qualities: Damage reduction 2, feat (CQB Basics, CQB Mastery, Marksmanship Basics), low-light vision, synchronized

Notes: None

NEXT STEPS

With mission success, the REA’s space program is crippled, perhaps permanently. Tensions ease regarding the nation’s booster program and the REA’s regional prestige wanes.

Melchoir Rwagasore and Ntare Manlan keep the Agency (and the characters’ names) in mind for future operations, especially if the team performed well in the presence of the leaders.

REWARDS

CHARACTER SUCCESS

BASE XP REWARD

Opening Scene

- A. Evacuate Rwagasore with injuries 75 XP
- B. Evacuate Rwagasore uninjured 150 XP
- A. FNL guerrillas 44 XP

Scene 1

- A. Complete the raid
and bring back less than half the NPCs alive 100 XP
- B. Complete the raid
and bring back more than half the NPCs alive 200 XP
- C. Complete the raid and bring back all the NPCs alive 300 XP
- A. REA soldiers 52 XP

Scene 2

- A. Successful recon (1–2 successful checks/final Lead of 8–9) 25 XP
- B. Successful recon (3–4 successful checks/final Lead of 6–7) 50 XP
- C. Successful recon (5–6 successful checks/final Lead of 4–5) 75 XP
- D. Successful recon (7–8 successful checks/final Lead of 2–3) 100 XP
- E. Successful recon (9 successful checks/final Lead of 1) 125 XP
- F. Successful recon
(10 successful checks/Dramatic Conflict victory) 150 XP
- A. REA soldiers 52 XP
- A. Motion sensors 40 XP
- A. Card reader locks 14 XP

Scene 3

- A. Preventing the rocket launch 500 XP
- A. REA security troops 66 XP