

# BACK TO BCV

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Adventure Idea;

British Colonial Constable Investigative Service (CCIS) contracts through Rebco-SAR to provide skilled manpower to assist its Constable-Agents in battling smugglers and organized crime.

PC Team will be assigned to assist a senior CCIS Constable-Agent as Special Deputy Constables.

Missions will include

- interdiction on boats based on intelligence information
- surveillance on traffickers based on info from boat interdiction
- development of informant from surveillance
- controlled purchase of drugs and weapons
- clandestine installation of bugs and tracking device on trafficker vehicle
- Capture load of drugs and weapons based on traffic stop from bug info.
- attempted hit on informant during meeting with trafficker
- raids on production facilities
- identification of head trafficker, member of Union Corse - involvement of high ranking politician

**Authors Note:** This adventure is written with the use of my own 2300AD House Rules in mind, but should be easy to adapt to any other rules system used with the 2300AD/2320AD background. This adventure is set in the 2320AD background published by Colin Dunn in the 2320AD Playtest files, and I, like many of you I am sure, wait with baited breath on the release of the official 2320AD game. My house rules are available on the 2300 Collective Web Site.

## INTRODUCTION

In this adventure the PC team will be hired through Rebco-SAR to support the British Colonial Constable Investigative Service (CCIS) as Special Deputy Constables in the British Colony of New Africa on BCV. The team will work in support of CCIS investigations and operations targeting smugglers moving illicit cargo through the New Africa colony into the French Colony on BCV. Operations will include waterborne patrols, physical and electronic surveillance, raids, and possible undercover operations. The adventure will should end with the discovery of the identity of a high ranking British colonial official who is involved with the smugglers and his Union Corse co-conspirator. This discovery will be followed by the betrayal of the PC team by a corrupt colonial official, the assassination of the PC team's CCIS supervisor, and the attempted assassination of the PC team by Union Corse operatives.

## **ORGANIZATION**

This adventure will be divided up into the following parts.

- **Background:** The background information for the game master.
- **Scenes:** The action in the adventure will be divided up into scenes. The order of these scenes will initially be very linear with information learned by the characters through their actions leading to the next scene. As the adventure proceeds the action will probably become more free-flowing with the NPCs described in the adventure reacting to the actions of the PCs and along with their own motives.
- **NPCs.** Non-player characters used in this adventure will be divided into two sections; Major and Minor. Major NPCs will include NPCs that the PC team is likely to have extensive contact with or that require detail for the GM to utilize. Minor NPCs are non-player characters that serve as background or as faceless extras in the story, such as New Africa Underworld, or Union Corse thugs.
- **Weapons and Equipment:** Special weapons and equipment used in this adventure will be listed here.
- **Library Data:** For Library data the GM should access published GDW 2300AD materials and 2320AD materials by Collin Dunn. No other library data is provided for this adventure.

## **BACKGROUND**

BCV suffered more civilian casualties in total numbers during two Kafer invasions, than any other colony on the French Arm during the Kafer conflicts. The French colony on the planet suffered the most damage. First the beanstalk, and the source of electrical power for most of the colony was lost, followed by the first Kafer invasion. The second Kafer invasion was defeated by a coalition of human ground forces, but most of the battles were fought on the French colony and tactical nuclear weapons were used on Kafer troop concentrations.

Much of the war damage to the German and British colonies has been repaired and the Kafers on those continents have been largely eliminated. Progress on the French colony has been much slower. The beanstalk has finally been re-attached but the economy of the colony is still in shambles and large numbers of Kafers are still raiding out of the forests and mountains of the colony. The French government has placed a virtual army of occupation, using metropolitan troops, on the colony to suppress a growing independence movement. These troops control the cities but are frequently attacked by heavily armed pro-independence rebels in the outlying areas. It has become clear to all with an interest that the mission of these French metropolitan military forces is to maintain political control first, and eliminate the remaining kafer threat second.

The French Colonial Military Governor enacted a policy restricting imports into the French colony, only allowing in materials deemed by the military colonial administration as critical for the re-building of the colonies infrastructure. This policy has eliminated the legal importation of comfort items and pleasure items like liquor or tobacco and most luxury goods. These restrictions have led to a very strong and growing black market. Organized crime groups, working with German, British, and French colonials are smuggling weapons, ammunition, liquor, tobacco, narcotics and restricted comfort items such as cosmetics and nylons into the French colony. Much of this illegal trade passes through the British colony of New Africa. For a number of years the British government largely looked the other way, ignoring this growing illegal trade, with an understaffed Colonial Constable force fighting their colonial administration as much as the criminals and smugglers.

Twelve months prior to the start of the adventure a new Colonial Governor was emplaced due to a British Intelligence investigation which showed corrupt connections between the former Governor and members of the Union Corse organized crime organization. Since the new Governor, Lord Charles Hyde, took over he has supported the understaffed British Colonial Constable Investigative Service (CCIS) in investigations of the organized crime and smuggling groups that have been operating on and through the British colony of New Africa. Three months before the beginning of the adventure a number of CCIS Constable-Agents were killed in a raid on a smugglers base. In addition, six more Constable-Agents were assassinated and a number of others were implicated in involvement with the smugglers in an internal investigation. Then there was an attempted assassination of Lord Hyde in a car bomb attack. The Governor escaped with light injuries. A CCIS Constable-Agent was implicated in involvement with the assassination attempt, but she was found murdered before she could be arrested and interrogated. An investigation revealed that she was probably on the payroll of Union Corse members, one of which was killed during an arrest attempt.

After the assassination attempt on the Governor, the entire CCIS organization went through a purge. Those Constable-Agents that remain have been tested

with every deception detection device available in 2320AD, and they have the full confidence of the Governor. By the decree of the Governor these Constable-Agents have been given many new law enforcement powers, particularly in the area of electronic surveillance and search and seizure approval.

Prior to the deaths of the Constable-Agents, and the purge, the CCIS was undermanned. After these events this manpower shortage became critical. Prior to being appointed as the Governor of New Africa, Lord Hyde held a senior post in a major British Corporation. While operating in the corporate sector Lord Hyde employed contractors provided by Rebco-SAR, on a number of occasions in sensitive situations, with positive results. For this reason Lord Hyde has decided to hire teams of seasoned operatives from Rebco-SAR. The members of these teams will be designated as Special Deputy Constables and will be assigned to a CCIS Constable-Agent supervisor.

The Colonial Governor is bringing in outside teams because he is unsure of the level of penetration of the Colonial Government and the uniformed Colonial Constable Service by organized crime. The Governor's suspicions are well founded as a number of members of the political and social elite of New Africa have been growing rich through payoffs from organized crime, and through using their businesses and connections to smuggle contraband into the French colony.

The PC team will be one of the first Rebco-SAR teams to arrive on the planet. They will be assigned to CCIS Constable-Agent Arthur Wigan. Wigan will be detailed in the Major NPC section below.

## **SCENES**

### **SYNOPSIS OF SCENES**

- **SCENE ONE:** Getting the Job. The PC team will be hired through Rebco-SAR to travel to the British colony of New Africa to assist the British Colonial Constable Service in operations against smugglers as Special Deputies.
- **SCENE TWO:** So now you are a Deputy Constable. The PC team will travel to BCV, first to the international city of Adrian, where they will meet with Nigel Strain, their Rebco-SAR mission coordinator on BCV, and other important NPCs such as the New Africa Colonial Governor and their CCIS chain of command. The team will then move to their new base of operations in Bayview on the New Africa colony.
- **SCENE THREE:** Water interdiction duty. In this scene the PC team will be assigned to waterborne interdiction duty, conducting boarding actions on fishing boats and other watercraft. They will discover a smuggling ship and some intelligence information.

- **SCENE FOUR:** Surveillance, and the flipping of William McCabe. Based upon the information obtained in the previous scene the team will conduct surveillance on William McBride. Based upon what they see on surveillance they will be able to arrest McBride, who should become an informant.
- **SCENE FIVE:** The black-bag job and the wire. Based upon information from McCabe the PC team will plan and conduct electronic surveillance on a major narcotics and weapons distributor - Peter Lee and will identify his supplier of drugs and weapons - Niles Cromwell. The team will have the chance to use various techniques against the smuggling group and this part of the adventure will be very free-form.
- **SCENE SIX:** The stop. The information from the wire will lead to the stop of a large shipment of narcotics. This operation will probably involve a shoot-out. After the stop electronic means of surveillance will go dead as the targets switch communicators and vehicles and take great precautions.
- **SCENE SEVEN:** A meeting goes bad. The PC team will need to use their informant, William McBride, to get back in to the trafficking organization so that electronic surveillance can be resumed. The informant will set up a meeting with the narcotics/weapons trafficker. This meeting is actually a set up to kill the informant, who is suspected of being a law enforcement information source by a trafficker.
- **SCENE EIGHT:** Raids on drug and weapons storage locations. The murder/attempted murder of the informant will lead to arrests and raids. Evidence will be obtained implicating a high level member of the colonial administration with a Union Corse member.
- **SCENE NINE:** The fallout. The team will be at their quarters, talking to their CCIS supervisor when their call will be cut off by gunfire. A short while later a Union Corse hit team will arrive to attempt to kill and silence the PC team. The team will have to dodge assassins, and the authorities of the New Africa continent while they try to get to the Rebco office at Adrian so that they can get their information the British Governor.

### **SCENE ONE:** Getting the Job

**SCENE SYNOPSIS:** The PC team will be hired through Rebco-SAR to travel to the British colony of New Africa to assist the British Colonial Constable Service in operations against smugglers as Special Deputies.

**LOCATION:** Anywhere on the French Arm or in the core.

**ACTION:** The PC team will be contacted by Miles O'bay (see NPC section), a recruiting/operations officer of Rebco SAR (any other Rebco-SAR recruiter can be substituted). O'bay is recruiting teams of experienced security/troubleshooter professionals with a variety of skills for a mission in support of law enforcement operations on the British Colony of New Africa on BCV.

The mission offered is a minimum contract of four earth months on BCV (not including travel time) at a rate of Lv 2000 per month (to include travel and return time), renewable at the option of the contracting party (the British Colonial Government of BCV), with a successful completion bonus of Lv 5000 per team member. The teams hired will work in support of anti-smuggling efforts as directed by the CCIS (British Colonial Constables Investigative Service). Team members will be sworn in as Special Deputy Constables and will work at the direction of CCIS Constable-Agents. Housing and subsistence will be provided by the CCIS. Business class transportation will be provided to the colony along with a voucher for transport at the same class back to Libreville. Medical treatment coverage and long term disability coverage will be provided under the standard Rebco-SAR plan. All teams will also have a Rebco-SAR contact, Nigel Strain, in the city of Adrian on BCV.

If the PC team wishes to haggle for higher wages, doing so is a Task.

**TASK; TO HAGGLE FOR HIGHER WAGES; DIFFICULT. BARGAIN AND AVERAGE RENOWN OF TEAM MEMBERS.**

If the task is successful at the difficult level add Lv500/month. If success is at the formidable level add Lv1000/month. If success is at the impossible level add Lv1500/month.

If the team accepts the mission they will be booked passage aboard a British Flag carrier leaving from Gateway in three days. Team members will receive equipment for the mission from Rebco-SAR. Each team member will also receive a multi-media computer instructional program on British Colonial Police Procedure and Law that each team member is required to complete and pass prior to arrival at BCV. It is a 90 hour course. To complete the course in transit is a task;

**TASK; TO SUCCESSFULLY COMPLETE INSTRUCTIONAL PROGRAM IN ALLOTTED TIME. ROUTINE. DET AND EDU. 90 HOURS.** Success indicates that the character has gained a basic level of knowledge regarding International and British Colonial police procedure and Law (Law 0).

The passage to BCV will otherwise be uneventful (unless the GM wants to interject a few side adventures).

**SCENE TWO;** So now you are a Deputy Constable.

**SYNOPSIS;** The PC team will arrive at BCV, and to the city of Adrian on the southern continent. Here they will meet their local Rebco-SAR contact, the Colonial Governor and their CCIS chain of command.

**LOCATION;** BCV, British Colony of New Africa.

**ACTION;** The PC team will arrive at the BCV orbital terminal where they will be met by a Rebco representative who will introduce herself as Nancy Taylor. Nancy is a short, serious, and particularly plain female, well dressed, with dark hair in a bun. Nancy will assist the team (and their gear) in moving through customs. She will then escort them to a space plane that will transport them to Adrian city where they are to be met by Nigel Strain (see NPC section under major NPCs).

When the team arrives in Adrian City they will be met at the gate by Nigel Strain. He will greet them and once their gear is collected, he will lead them to a hover-van that he has parked outside. He will then drive the team and their gear through the sparsely populated streets of Adrian to the Adrian Hilton hotel. During the drive Nigel will explain to them that their employer will meet with them in conference room B of the hotel in 8 hours. When the team arrives at the hotel they may notice a high level of security. To do so is a task;

**TASK; TO DETECT A HIGHER THAN USUAL LEVEL OF SECURITY. ROUTINE. SPOT OR SURVEILLANCE. INSTANT.** If successful the character will notice two men in ill fitting – too large suits sitting in vehicle near the hotel entrance and three more pairs in the lobby trying to look inconspicuous.

There are three security teams at the hotel as the French Military Colonial Governor, the British Colonial Governor and the German Colonial Governor are having a secret summit in one of the conference rooms.

Nigel will get the team settled into their rooms. He will retain their mission equipment for the time being in his vehicle. He will remind them that they have a meeting with officials of the British Colonial Government in eight hours and that this meeting is in conference room B on the second floor of the hotel. Nigel says that he will meet them at the conference room and he will tell them to get some rest, order some room service (it's on Rebco) and that he will see them later.

When the team members arrive at conference room B eight hours later, they will find Nigel, a large dark haired man talking to Nigel, and two serious looking men in ill-fitting - too large suits. When the team members enter the room Nigel will introduce them to CCIS Constable-Agent Arthur Wigan. Nigel will explain that Constable-Agent Wigan will be their direct supervisor during their deployment here, and that they will be assisting him in his investigations. Wigan will shake the hand of each of the team members and will tell them that it is a pleasure to meet them and that he has been looking forward to the help.

Niles will then ask the team members to submit to a security screening by the other two men in suits in the room. He will explain that they are part of a protection detail for a New Africa Colonial Official that wishes to meet them. The security team will scan the team with hand held sensors and the team members

will be asked to hand over any weapons (if they have somehow managed to get their hands on some already). After the security team is satisfied the PC team members are not armed, four more security men will enter the room with Lord Hyde, the Colonial Governor of the New Africa Colony and his personal secretary, Margaret Moore. The Governor and Ms. Moore will also be accompanied by a 55 year old man, in a gray suit, with close cropped dark hair. This man is CCIS Deputy Director Skinner (See NPC section), who is Constable-Agent Wigan's supervisor for the planned Bayview operation.

The Governor, Ms. Moore and DD Skinner will be introduced to each team member by Nigel. Lord Hyde will greet the PC team warmly. He will then give them a little speech. He will explain that before returning to government service of late, he was working in the private sector. During that time he contracted with Rebco-SAR on a number of occasions involving delicate and dangerous situations with very positive results. He will explain that the New Africa colony is in a crisis, with smugglers and criminals infiltrating the government and the society, with too many people trying to get rich based upon the misery in the French Colony on the planet.

Due to the level of corruption that had been allowed to flourish in the New Africa Colony prior to his arrival, there are few people he can trust, and that is why he has hired teams of professionals through Rebco-SAR to support the efforts of his most trusted and experienced law enforcement Constable-Agents, such as Constable-Agent Wigan. The governor will explain that they will be working at Constable-Agent Wigan's direction and that he will be responsible for looking after them, along with his unit assistants, who will handle logistical matters.

Lord Hyde will also say that the job that he is asking them to do is not an easy one, or a safe one, but it is certainly a necessary one. He will then ask the PC team members to raise their right hands and to repeat after him. He will then administer an oath of office and will proclaim that they are now Special Deputy Constables of the Colonial Criminal Investigative Service. He will thank the team members again, give them badges and credentials, will shake their hands and then leave with all of the security team members. DD Skinner will stay behind and will meet with the PC team members, and Constable-Agent Wigan. Nigel will tell Wigan to give him a call when he wanted to collect the team's equipment and will then leave.

DD Skinner will have some paperwork (all electronic of course) for the PC team members to sign regarding their understanding of their legal powers and limitations as Special Deputy Constables of the CCIS. He will then ask them if they have any questions of him, and once that is taken care of he will take her leave, telling the PC team members that he is very glad to have met them and that he is relieved that they are now on board to give Constable-Agent Wigan the help that he needs in a difficult job.

Constable-Agent Wigan will then be alone with the PC team members for the first time. He will then pass on to the PC team member's information from the background section above, to include the level of penetration of the Colonial Government by smugglers and the Union Corse, the attempted assassination of Lord Hyde, and the purge of Constable-Agents from the CCIS. He will explain that the CCIS was severely understaffed before the purge and the manpower level now is critical. He will explain that for these reasons current operations are very de-centralized and they will be working with him and his unit assistants. The team will be working out of an undercover office in Bayview where he has also secured apartments for them. He also explains that he will be reporting directly to Assistant Director Miles Skinner and to no one else. Constable-Agent Wigan tells the PC team to call him Art. He will tell the PC team that he has reviewed their records that were provided to him by Rebco-SAR, that he is impressed, and that he is looking forward to working with them, and actually having the manpower to get things done. He goes on to say that he expects the PC team members to work as a team with him, and while he will have final say on operational matters, he is looking for their in-put.

He then tells them that in the morning they will be taking a commercial flight to Bayview, where he will get them settled into their apartments and the office before they commence operations. Their gear will be transported aboard a separate government aircraft to avoid suspicion. Wigan says that he will have the gear transported to their undercover office. Wigan will urge the PC team to be very careful who they talk to on the colony as the Union (Union Corse) has ears everywhere. He will then open up the meeting to questions and after that will retire to the hotel bar, inviting the PC team to join him. As Wigan is a veteran of the Royal Space Force Marines, he will be willing to trade military stories in the bar but will not talk about his current position.

In the morning Nigel will pick up the team for transport to the airport for the flight to Bayview. He will tell them that Constable-Agent Wigan has already left for Bayview and that he will meet them when they land there. He makes sure the PC team members have his contact info in their communicators in case there is any sort of problem.

The flight aboard a supersonic scramjet commercial air transport will be uneventful but as their aircraft circles Bayview preparing to land they will see a number of large sea going transports moored in the harbor. After they land and clear customs they will be met by Wigan. He will have a van waiting outside and he will transport them to an area dominated by small offices and warehouses not far from the docks. He will drive into a warehouse/office complex, which will be the team's base of operations. There is a large sign on the front of the building that says "New Africa Survey". There is a helicopter and an AV-4 vector thrust aircar on the roof of the building. Inside the garage is a mix of different cars, range trucks and two vans. The team's equipment boxes are also located in the garage. Constable-Agent Wigan will issue each of the team members a "New

Africa Survey” identification card and a set of false identification documenting them as nationalized citizens of the British Empire and recent immigrants to New Africa – BCV. Their cover identities also show that they are employed by Rebco-SAR as security consultants with Level 3 weapons permits in the New Africa colony of BCV. This identification will be in addition to their Special Deputy Constable identification and credentials issued earlier in their true names. Constable-Agent Wigan tells the PC team members that if they have unexpected contact with colonial officials, to use the false identification first if possible.

At the building they will also be introduced to Judy Allen and Troy Allen. This couple works for Constable-Agent Wigan and are the parents of Wigan's murdered girlfriend. Judy and Troy take care of routine business, maintenance, admin and other tasks that keep the office going. They live in an apartment in the second floor of the building. They can also provide care and security for any prisoners held in the complex.

After the team members sort out their gear Wigan will give each of them directions to the apartments, beaming the info and entry and security codes to their portacomps, and will let the team members sort out who is driving what. He will also give them the security and access codes for the office/warehouse and the vehicles to include the two aircraft. There is a vehicle for each one of the team members, plus two vans. 1/3 of the vehicles are non-descript ground cars, 1/3 are range trucks and 1/3 are hovercars (the hovercars have limited jump-jet capability). Wigan will also give the team members a tour of the building which includes the vehicle bay, his office, the admin office, the bay where they have their desks which is also used as a briefing room. A large break room that includes a full kitchen. There is also a small work out room and locker room, and a secure prisoner holding facility with eight cells. Each cell has two bunks. There is also an interview room and a prisoner processing room. The prisoner area can be accessed from the vehicle bay and the office area. The cell area is fairly rough, with the walls primarily unfinished spray-crete with the metal bar doors being set firmly, but not necessarily exactly level. Wigan explains that the holding area was constructed by himself and Troy Allen so that they did not have to bring in outside workers who would then have to know what was going on. He adds that the only people outside of the PC team that know the location of the off-site, is himself, the Allens' couple is Assistant Director Skinner.

Wigan will tell the team members to go and get settled into their apartments and that he will meet them back at the office in the morning about 9 a.m. local time. The team members will find that their apartments are spread out in an area of tall apartment towers. They are all in separate buildings and the apartments are small but clean. All of the apartments are within about 1 kilometer of each other, but none are in the same building.

### **SCENE THREE: Water Interdiction Duty**

**SYNOPSIS:** In this scene the PC team will be assigned to waterborne interdiction duty, conducting boarding actions on fishing boats and other watercraft. They will discover a smuggling ship and some intelligence information.

**LOCATION:** Bayview area, New Africa Colony, BCV

#### **ACTION:**

When the team arrives at the warehouse the next morning Constable-Agent Wigan will already be there. He will tell the team members to get their gear sorted out and to prepare for a little range time in the afternoon. In the meantime he says he has some business to take care of and he will retire to his office. Each of the team members has a desk with a docking station for their portacomp in a large open bay of a room. On one wall of the bay is a large electronic information/briefing board which is currently showing a 3 meter x 2 meter map of the New Africa Colony.

In the afternoon the team and their weapons will load up into one of the vans. Wigan will drive the van for about one hour, outside of the city into the forest where there is a firing range. Wigan will open the gate with a security code and the team will find that the complex is deserted. The weather is hot and steamy. First the team will spend some time on a standard firing range sighting in their weapons. Then Wigan will put them through individual and team drills in a live fire shoot house equipped with interactive holographic projection targets. After the drive back Wigan will tell the team members to meet him the next morning at 9 am again for some more work at the range.

The next morning will start again in the live fire shoot house. In the afternoon Constable-Agent Wigan will then put the team through some virtual reality law enforcement combat scenarios, to include a number that involve sea vessels boarding actions. It should be clear to the team members that Wigan is trying to get a first hand appraisal of their skill levels. If wanted the administrator may have each of the team members make a number of weapons and tactics skill rolls during the refresher training.

During the drive back to Bayview, Wigan will comment on the performance of the team members in the day's activities. He will also tell them to be back at the office at 10 am the next morning.

When the team members arrive at the office the next morning Wigan will not be there. He will arrive at about 11:00 a.m. and will inform the team that they have a mission. In the briefing room he will show them video of a fishing vessel being loaded with crates that are being taken out of the back of a panel truck. He will tell the team that this vessel has been previously identified by the French government contact of his as a suspected smuggling vessel. Constable-Agent

Wigan will tell the team members that he did some surveillance on the vessel this morning and that it appeared that the vessel was preparing for sea. He will also note that the vessel was loading more cargo than what seemed necessary for supplies on a fishing voyage. He adds that he did a bit of data mining on the vessel, the NAFG 13, and found out that it is owned by a holding company named New Africa Fishing Group, LTD of Carmody. The captain of the vessel is listed as Terry Montgomery. Constable-Agent Wigan says that he did not find anything unusual so far concerning Montgomery or the New Africa Fishing Group, but adds that he did not search very deep as he did not want to send any warnings if the records were flagged by people who cannot be trusted.

Wigan explains that the only thing native to this planet found to have nutritional value to humans is a fish that is common to the oceans of the BCV, These fish travel in huge schools and are harvested and then processed to taste like anything but their natural taste, which is at best, an acquired taste. It has been common for fishing vessels to be used in smuggling as there have been increased inspections ordered by Lord Hyde on dedicated cargo vessels.

Wigan tells the team members that his plan is to board the NAFG 13 at sea to inspect and search it. He tells the team members that they will use a hydrofoil, which he has access to, which is at the civilian dock. It has hidden Colonial Constable Markings which they will attach after they are at sea. He expects that the crew of the fishing vessel is about 5 or 6. He tells the team to quickly grab what gear they will need and to get into the van as he wants to shadow the fishing vessel when it leaves port, and that should not be long.

The team will arrive at the dock and will load up into the hydrofoil which looks like a retired military small patrol craft that has New Africa Survey markings. The vessel is about 9 meters long with a raised cabin and the control area above that, giving the vessel three decks, with one in the hull of the vessel.

Constable-Agent Wigan will put to sea as soon as possible and will turn over the helm to any of the PC team members that have water vessel skill. When the team arrives in the area of the dock where the NAFG 13 was loading, they will find that it is already gone. Wigan will then head out to sea in search of the NAFG 13. To locate that NAFG 13 is a task.

**TASK:** To locate the NAFG 13 using the sensors on the CCIS hydrofoil. Routine. Surface Sensors. 10 minutes. Repeatable.

Once the vessel is located it can be reached in short order by the much faster hydrofoil law enforcement vessel – closing to 2000 meters in 20 minutes. Once the CCIS vessel is out of visual range of the city, Wigan will put magnetic CCIS markings over the New Africa Survey markings and will deploy concealed blue lights.

As the PC team's vessel approaches the NAFG 13 at a distance of about 2000 meters Constable-Agent Wigan will turn on the blue lights. At that time it will be noted that the NAFG 13 will increase its speed. At about 1000 meters Constable-Agent Wigan will use a speaker system to instruct the NAFG 13 to heave too and prepare to be boarded for a routing inspection. Soon after this announcement, when the distance between the vessels is about 500 meters, five men will come up onto the deck of the vessel. Any characters using telescopic optics will be able to determine that one of the men is armed with an AS-99 rifle and the other has a RPS-89 squad support weapon. The other three will begin dumping duffle bags into the water.

Unless the PC team has taken some sort of measures to prevent it, 30 seconds later (five combat turns) the two armed men on the NAFG 13 will take a position of cover (chest, arms and heads exposed) and will begin engaging the PC team's vessel with heavy area fire. The range between the vessels at this point will be about 250 meters. If the NAFG 13 begins taking fire from the PC team members prior to this, the two armed men on the NAFG-13 will move to cover the next turn and engage with area fire. When the NAFG 13 takes fire the other three men on deck will go prone and will try to get crawl below decks. Both of the gunmen are low level members of the Union Corse aboard the vessel as security on the load of drugs and weapons being smuggled to the French colony (see Union Corse Thugs in the Minor NPC section below). These thugs are likely to fight until killed or incapacitated because there is no escape, and because they are wanted for murder and sedition by the French colonial government on BCV.

It should be noted that there will be negative modifiers for aimed fire attacks when shooting at a man size target from the moving deck of one vessel to the moving deck of another.

If both of the Union Corse thugs are neutralized, the engines of the NAFG 13 will stop and the three crewmen will resume throwing duffle bags and crates overboard, on the side of the vessel away from the PC team. The captain will come up on deck and will use a bull horn to say that he at first believed the PC team to be pirates, as he had not encountered a CCIS patrol vessel like theirs in the past, and that he hopes no one was hurt on their vessel. He will then say that he is prepared to be boarded. While Captain Montgomery is making his announcement, his crewman will continue dumping crates and bags into the water on the far side of the vessel unless the PC team somehow deters them from doing so (such as firing a few rounds over their heads). The duffle bags contain narcotics (each one contains thousands of derms of either *Dance*, *Apollo*, or *Herc*). The crates contain small arms and ammunition.

When the PC team boards the vessel Captain Montgomery and the three crewmen that they have already seen, will stay on deck with their hands in the air. If anyone asks the captain if there is anyone else on board, he will say that there

is one man downstairs and Montgomery will nervously say that the man is a new hand that he never sailed with before today.

The man below decks is actually a third low level Union Corse thug who is in the process of setting explosive charges to scuttle the vessel in the main cargo hold. He will just be finishing setting the charges as the PC team boards the vessel. The charges will be set to detonate 2 minutes after the PC team is aboard the vessel. The charges are set to blow a hole in the bottom of the vessel, causing it to sink in 3 minutes after the charges detonate. After setting the charges the Union Corse thug will attempt to make his way up to the top deck. He has on a survival backpack/life preserver which contains a small inflatable raft with sun cover, a radio, an emergency strobe and some food and water. He also has an AS-99 with three extra magazines that he will use to avoid capture. Like his comrades, he is an experienced, physically oriented, underworld NPC that is wanted for murder and sedition on the French continent.

To discover the scuttling charges before they detonate is a task:

**TASK:** To discover the scuttling charge hidden in the cargo bay before they detonate. Routine. Spot. 10 seconds.

To disable the scuttling charge hidden in the cargo bay is also a task:

**TASK:** To disable the scuttling charge. Routine. Demolitions. 30 seconds. Hazardous. (Unskilled is 1 level difficulty higher)

If the vessel is not scuttled and a search of the vessel is conducted crates containing the following weapons will be found in the hold along with 2000 rounds of ammunition for each weapon:

- 200 FAB-62 rifles
- 100 Stratcher PM-17 pistols
- 20 Rorttman MP-97K submachine guns
- 5 MG 7 light machineguns

If the PC team's actions prevented the crewmen from dumping the duffle bags over the side they will also find sixteen duffle bags containing padding and thousands of red, blue and green derms. Constable-Agent Wigan will identify the derms as probable dosage units of narcotics, probably *dance (red)*, *Apollo (blue)* and the combat drug *Herc (green)*. *Dance* is a cheap to produce synthetic drug of abuse that is an upper and a mild hallucinogen. *Dance* labs have been discovered in the past in the jungles of the New Africa colony. Wigan believes that the *Apollo* and *Herc* were most likely smuggled in from off world.

Weather or not the vessel is scuttled the PC team is likely to have prisoners. It is likely that the team will wish to interrogate these prisoners, but it should be noted that Wigan will not condone or allow any form of torture.

Under no circumstances short of torture will Captain Montgomery give up any information. Nor will any Union Corse members, should they be captured and not killed. All other crew members will initially claim to have had no knowledge of the contents of any of the crates or duffle bags. If the crewman are separated and interrogated use the following tasks to obtain information. It should be noted that each of the seamen will try to hold to their story that they did not know the nature of the cargo carried on the vessel, or their destination, and that they were only following Captain Montgomery's orders when they were dumping crates and bags over the side.

**TASK:** To obtain information from prisoners through interrogation. Variable. Interrogation (Interview, psychology or Intimidate can be used instead at a -2 modifier). 10 minutes. Repeatable.

The task is variable.

- If narcotics were seized on the vessel the difficulty level is Routine.
- If weapons, but no narcotics were seized, the difficulty level is Difficult.
- If weapons or narcotics were not seized, the difficulty level is Formidable.

Each successful interview/interrogation roll will reveal the following information;

- Captain Montgomery makes frequent smuggling runs, usually about once every other month for the past 18 months.
- On previous smuggling trips the NAFG 13 sails to a cove on the coast of the French continent where they are met by a number of small vessels into which the cargo is off loaded. There is always one small boat containing armed men with these boats.
- During these smuggling voyages, the captain also frequently carries passengers. The three armed men that were on the vessel were passengers that were going to get off of the vessel at the French continent. At least one armed man always comes back to New Africa from the French continent.
- The contraband is delivered to the docks by a man named Bill and a few men that work for him. Bill is a local manager for the New Africa Fishing Group and he works out of the office near the docks where the crewman has been to deal with administrative employment matters. The crewman also saw Bill getting out of a very nice black sports hover in the parking lot of the office last week.
- Bill is a light complicated white male, thin with dark hair and a prominent nose. He usually wears a light colored sports coat.
- For each smuggling run each crewman received a Lv300 bonus on top of their normal pay. This payment was made to them by Captain

Montgomery in cash. The bonus has always been paid three or four days after returning to port in Bayview.

- After dropping off the cargo, the vessel would complete a normal fishing voyage, although it would be a week longer than the normal week long voyage, due to the transit time to the French continent and back.
- The NAFG 13 would make a routine radio call to the NAFG office in Bayview every morning and every evening.

Wigan will ask the PC team members input on how they think the team should proceed from here. If they have seized the NAFG 13 intact they will have to decide what to do with it and its crew. Wigan will put out some ideas if the PC team is at a loss. These are just suggestions and it would be better if the PC team came up with the plan.

- If the NAFG-13 was scuttled, Wigan may suggest that the team put the surviving crew in the holding facility at the office, try to make it look like there has not been a problem with the vessel and try to identify Bob, before the vessel is missed. Under the new directives of the governor, the crewmen can be held incommunicado for up to 30 days with a notification to DD Skinner.
- If the NAFG-13 was not scuttled and narcotics were not seized Wigan will suggest issuing each of the crew members and the captain a summons to appear in court in one month on weapon smuggling charges and let them go on their way, making the contact look like a normal anti-smuggling contact.
- If the NAFG-13 was not scuttled, it could be hidden in a small cove that Wigan knows of on the coast of the New Africa where Wigan goes to do some sport fishing from time to time, and the crew could be put into the detention facility at the office while the team tries to identify and do surveillance on Bill before the vessel is missed. This would require the cooperating crew member making the routine radio contacts each day.
- The crew of the NAFG-13 could be formally arrested and the vessel seized and submitted for forfeiture, trying to disguise the stop as the result of a routine anti-smuggling patrol.

#### **SCENE FOUR:** Surveillance, and the flipping of William McCabe

**SYNOPSIS:** Based upon the information obtained in the previous scene the team will conduct surveillance on William McBride. Based upon what they see on surveillance they will be able to arrest McBride, who should become an informant.

**LOCATION:** Bayview City, New Africa Colony, BCV

**ACTION:**

Based upon the information obtained in the previous scene, the team should begin work on identifying Bill. From interrogations of the crew of the NAFG-13 the team might have access to the following information;

- The contraband was delivered to the NAFG-13 by a local NAFG manager known as Bill.
- Bill works out of the administrative offices of NAFG located near the docks.
- Bill drives a new black hover-sport.
- A physical description of Bill.

If surveillance is conducted on the parking lot of the NAFG port office and the team has the description of Bill's car, and/or Bill's physical description it will not be difficult to spot Bill.

Once Bill's vehicle is identified, Constable-Agent Wigan can run his vehicle registration, disguised as a normal traffic inquiry. This check will reveal the following information;

- William McBride.
- 33 years of age.
- Born in New Shire, in the southern part of the British New Africa colony on BCV.
- Current listed address in an upper-middleclass suburb of Bayview.
- No criminal history.

If one or more of the PC team members are skilled in information gathering, they might attempt to gather more information from computer data bases without leaving a trace. To do so is a series of tasks;

**TASK:** To gather additional information regarding William McBride through computer data mining. Difficult. Information Gathering. Repeatable.

**TASK:** To avoid detection while data mining. Difficult. Computer. Hazardous. Uncertain.

Each attempt at gathering information requires separate rolls. Each successful roll will reveal one of the following pieces of information;

- William McBride has been married to Sherri (Fontaine) who was born in Premier on the French colony on BCV for 7 years.
- William and Sherri McBride have two children, age 5 and 6.
- The McBride's had an average amount of consumer debt until about 18 months ago. Since that time the McBride's have paid off all debts except their mortgage, to which they have been making steady extra payments towards principle. They have also recently leased two new vehicles, the black BMW 2319i hover car (produced on the German Colony of BCV), and a British Motor Transport M665 sedan ground car (produced in New Middlesex, New Africa, BCV).

- McBride's communicator records show an increase in call activity starting 18 months ago. Many of the numbers called are assigned to pre-paid communicators for which records are not available. McBride frequently calls eight telephone numbers other than the ones assigned to his wife, office and NAFG H.Q. (One of these numbers is Peter Lee's number, one is his girlfriend's communicator and the others are used by ship captains involved with smuggling).
- McBride holds a lease to an apartment in the same section of Bayview as the PC team's apartments.

It is assumed that the team will want to conduct surveillance on McBride. As McBride is new to operating in the criminal world most surveillance tasks needed when following him around should be routine. If he knows that the NAFG-13 was taken down by law enforcement, and it does not seem like a routine inspection issue, the surveillance tasks will be difficult.

McBride's schedule is as follows;

Day One (BCV HAS 20.4 HR DAYS):

- 0900 - McBride leaves residence and drives to work.
- 1130 - McBride walks from work two blocks to the Salt Breeze Pub with a co-worker for lunch. During lunch he steps outside by himself to make a communicator call to his girlfriend. He tells her that he is going to slip out early and will meet her at the apartment.
- 1230 - McBride and his co-worker return to office.
- 1515 - McBride leaves his office and drives to apartment building in same section of town that the PC team lives in. He parks, enters through the biometric lock front door of the complex (thumb print-Difficult) and goes to apartment 417 (this is the same apartment that he leases, as mentioned earlier, also has difficult electronic lock) where he meets his girlfriend Maria LeBuff.
- 1730 - McBride leaves the apartment complex and drives home.
- 1830 – McBride storms out of his residence, enters his car and leaves. He drives to the Salt Breeze pub and has the top down talking on his communicator the whole way.
- 1845 – McBride arrives at the Salt Breeze. He will begin drinking heavily.
- 1945 - After about one hour a man will join McBride. This man is Peter Lee. Lee will drink with McBride for about another hour and will then lead a drunk McBride to Lee's vehicle – a black BMW convertible sports car (wheeled). McBride's hover-sport will be left in the parking lot of the bar.
- 2200 - Lee will drop McBride off at McBride's residence and he will then go to his apartment in downtown Bayview.

Day Two:

- 0830 – McBride's secretary, Martha Thomas, will pick up McBride from his residence.

- 0845 – McBride will arrive at work.
- 0930 – McBride leaves his office and gets into his car and drives a short distance to Mel’s Diner. He goes inside and sits down with a man that was there apparently waiting for him. The man he meets is Kyle Freeman (see minor NPC section), a 55 year old black male who is the captain of the NAFG-9. The men have breakfast and talk about soccer. At the end of the meeting McBride thanks Kyle for doing a great job, and hands him a thick envelope which contains Lv10,000 in British currency. This is payment for a shipment of contraband that Freeman and his crew delivered two weeks before. The NAFG-9 arrived back in port on Day One. After the meeting Freeman takes the metro to a bank. After that he walks a few blocks to his apartment where he remains until evening. He then goes to the Platinum 2 club in the Bayview Port District where he meets his crewman to pay them their shares of the bonus.
- 1000 – McBride drives back to his office.
- 1430 – McBride will drive to a park in the business district where he will meet with Peter Lee, the same man as he met at the bar the night before. The meeting will be extremely brief and Lee will hand McBride a thick envelope and will say “the usual place” and will then walk away. The envelope contains Lv 20,000.00.
- 1445 – McBride will arrive back at his office.
- 1630 – McBride will leave his office and drive home.

#### Day Three:

- 0500 – McBride will leave his residence and will drive to his office.
- 0530 – A taxi pulls up in front of the office building, and McBride comes out of the office and gets into the taxi. The taxi takes him to Mel’s Diner in the port district, about a five minute drive from the NAFG port office. McBride goes inside of the restaurant and sits at a table by himself. He has a cup of coffee and makes a communicator call to one of his common numbers that is assigned to a communicator used by Winn Tran, captain of the NAFG-21. He tells someone “I will be there in ten minutes so be ready”.
- 0545 – McBride exits Mel’s Diner and walks to a parking lot across the street and to a panel truck that is parked there. He gets into the truck and drives to the port.
- 0555 – McBride arrives at the port and drives to a pier where a fishing ship is moored. The name of the vessel is the NAFG-21. McBride will meet with a man who comes off of the ship – the captain, Winn Tran and shakes hands. Win Tran is a short stocky man with Asian features. Then five crewmen come off of the vessel and start unloading crates and duffel bags from the truck. As the ship is being loaded with the cargo from the truck two men walk up to the ship and greet the captain. They are wearing decent street clothes and do not appear to be seamen. Each of them has a duffel bag over his shoulder. The crewman take the crates from the truck to the hold of the NAFG-21. McBride stands on the deck of

- the ship and watches the unloading and waves to the two men as they come aboard. The two men that arrived on foot go below.
- 0615 – The truck is empty and McBride meets with the captain on the deck of the ship. McBride wishes the captain luck and shakes his hand. Tran says that he will make sure he makes his check-ins and that he should see McBride in two weeks.
  - 0630 - McBride gets back into the truck as the NAFG-21 casts off lines and pulls away from the pier. McBride drives the empty panel truck to the parking lot across the street from Mel's Diner. He then goes into the diner and has breakfast by himself and reads a news fax.
  - 0710 – A taxi picks up McBride at Mel's Diner and drops him off at his office.
  - 1200 – McBride will drive from his office to the apartment that he has leased and will meet with his girlfriend.
  - 1330 – McBride will leave the apartment and will return to work.
  - 1600 – McBride will leave his office and drive to a soccer field in the area of his residence where he will meet his wife and family for his oldest son's soccer game.
  - 1730 – McBride and his family will go to their residence.
  - 1930 – Arthur Harris, a man that works for Lee, picks up the truck from the parking lot across the street from the Mel's Diner and it is driven into a warehouse complex in the port district. This warehouse is owned by Bayview Transport, Ltc. Bayview Transport, Ltc. is owned by Reginald Adams, who is Bayview's representative in the Colonial Parliament. After Harris drops off the truck he will leave in a red sports car and will drive to the "Platinum One Club", a strip club in downtown Bayview.

At this point the team has decisions to make. Do they want to stop the NAFG-21? Do they want to arrange to have a normal customs patrol stop the NAFG-21? Do they do nothing and observe? If the NAFG-21 is stopped it will be found to be loaded with weapons, "dance" and luxury items such as nylons and perfume. At that point, if adequate surveillance was done by the team on McBride, there will be enough to evidence to arrest him.

If the team decides to continue watching McBride the same sorts of activities will continue to transpire.

If McBride is taken into custody or approached he will cave quickly and spill everything that he knows (see NPC section). The safe in his office contains Lv100,000. See the NPC section below for details on McBride, his reactions, and what he knows.

If pressured McBride will do anything he can to keep his world from falling apart.

McBride knows the following information about the smuggling ring;

- His superior is Peter Lee. McBride knows that Lee lives in the downtown area in an apartment.
- Lee approached him about using his management position in order to smuggle goods to the French colony, and people in both directions.
- Lee helped him to recruit ship captains by wining and dining them together, and by Lee using his fast talking skills, backed by beautiful prostitutes, to bring the captains into the plan.
- On average, McBride has arranged one shipment per week for Lee for the last 18 months.
- Lee has told him that the goods being smuggled are comfort items such as cosmetics and cigarettes that the military government of the French colony banned, as well as weapons for the French freedom fighters so that they can throw off the oppression of the tyrannical French military government and to protect themselves from the Kafers that still roam the colony. McBride said that when he asked Lee if drugs were being smuggled as well, Lee promised that there were no drugs involved.
- Four months ago one of the ship captains wanted more money so McBride contacted Lee and set up a meeting, which took place at the Salt Spray Pub. During the meeting the captain became very agitated when Lee refused to pay him more money and threatened to turn Lee into the constable's office. Lee told the Captain to calm down and said that he would have to call his boss to get an ok to increase his payment. Lee then walked away from the table talking on his communicator. When Lee came back he was all smiles and he told the captain that he would be able to increase the payments by 50 percent. This made the captain happy and Lee ordered more food and drink for the table and everything seemed ok. When Lee, McBride and he captain left the bar a dark van pulled up. A bunch of big guys wearing masks and with guns forced the captain into the van and McBride never saw the captain again. McBride had to promote the missing Captain's First Mate, who has been making smuggling runs at the initial payment rate without complaint.
- McBride provides Lee with the schedules of outgoing ships with cooperative captains. Lee then calls him and tells him where to meet, or where to pick up a truck to take to a ship. After Lee receives confirmation that a delivery has been made to the French colony Lee meets with McBride and pays him. The pay is Lv. 10,000 to the ship captain, which he then splits with his crew, plus another Lv 3,000 for McBride and his office staff.
- McBride contacts Lee by personal communicator and has never been to Lee's apartment or business.
- McBride knows that Lee runs an entertainment company that owns a number of nightclubs and pubs in Bayview to include The "City Lights", the floating "Bayview Lights", the "Salt Breeze Pub" and a few strip clubs around the city.

## **SCENE FIVE;** The black bag job and the wire

**SYNOPSIS:** Based upon information from McCabe the PC team will plan and conduct electronic surveillance on a major narcotics and weapons distributor - Peter Lee and will identify his supplier of drugs and weapons - Niles Cromwell. The team will have the chance to use various techniques against the smuggling group and this part of the adventure will be very free-form.

**LOCATION:** New Africa Colony, BCV

### **ACTION:**

If the PC team has successfully flipped or interrogated McBride they will know of Peter Lee's involvement in the smuggling organization.

What the PC team does from this point is highly variable. For the GM to run this part of the adventure it will be necessary for the GM to understand how the smuggling organization works.

- Non-Illicit luxury goods (liquor, panty hose, tobacco, ext.) are purchased in bulk by a company named New Africa Retail Supply Group that is located in New Middlesex. This company is owned by Niles Cromwell. This company has a legitimate office and warehouse in New Middlesex and also supplies numerous chain stores on the New Africa Colony with these types of goods. Once or twice a week containers of these items are loaded onto the air film train for transport to Bayview and at the train yards they are transferred onto trucks and on to the Bayview Transport, Ltc. Warehouse complex (Bayview Transport is owned by Reginald Adams) in the Bayview industrial park.
- Weapons are smuggled into the British colony from the German colony where an arms dealer (Hans Grumman) imports the weapons under the protection of German Intelligence. The weapons are primarily FAB-62 rifles and ammunition but other small arms are imported as well, to be sold to the criminal element of BCV but primarily to the rebels on the French colony (at a discount supported by German Intelligence). FAB-62s are brought in as many of the colonists and the militia of the French Colony were armed with surplus FAB-62 between the first and second Kafer invasions and there is a great demand for these weapons and for ammunition for them. The weapons smuggling activity is supported by German Intelligence as a way to secretly support the independence movement on the French colony, as the German government believes that an independent former-French colony on BCV serves Germany's interests better than the current situation. The weapons are moved into the New Africa colony disguised as shipments of heavy farming equipment from the German colony to the port at Dockton. They are then stored in a warehouse owned by New Africa Storage, which is a warehouse company owned by The New Africa Transportation Investment Group. This is a

- publicly owned company but 51% of the shares are owned by Niles Cromwell. The weapons, still disguised as farm equipment, are moved about once per week from the warehouse at Dockton to the Bayview Transport warehouse in Bayview in containers on the air film line and then by truck from the train yard via Bayview Transport trucks (Bayview Transport is owned by Reginald Adams) and into the Bayview Transport warehouse complex.
- Illicit drugs are obtained by the organization in two ways. Niles Cromwell's organization controls a number of illicit Dance labs located in remote jungle locations on the New Africa continent (there are four large labs, two in the vicinity of Bayview, and two in the vicinity of Carmody). Raw materials for these labs (common industrial chemicals) are transported by private vehicle and light civilian aircraft to the labs and finished product is transported by private vehicles and by light civilian aircraft (usually light zeppelins) from the jungle labs to the Bayview Transport Warehouse Complex in Bayview about once per week (Bayview Transport is owned by Reginald Adams). The combat drug *Herc* and the illicit drug *Apollo* are produced off world by producers connected to the Union Corse (primarily on the Joi colony). These drugs are dropped onto farms and into the jungle by small freighters landing at the main ground star terminal of the New Africa colony at Middlesex. The drugs are then recovered by members of Niles Cromwell's organization. These drops are arranged by Phillip LeSuer's Union Corse contacts. The drugs are then transported by Cromwell's organization, usually by light zeppelins, to the Bayveiw area and into the Bayview Transport Warehouse complex (Bayview Transport is owned by Reginald Adams). The light passenger zeppelins used to move much of the drug contraband are operated by New Africa Jungle Tours. This company provides legitimate tourist jungle tours as well, and is owned by Niles Cromwell. Runs to the drug labs are usually made at night with the zeppelins, while legitimate tourist business is conducted during the day. This company has zeppelin bases in New Middlesex, Carmody and Bayview. Each of these bases runs 4-5 zeppelins.
  - At the Bayveiw transportation warehouse complex there are four large warehouses and one small one. The small one, which is legally leased by Lee's company, Bayview Service and Leisure L.T.D., is manned by men who work for Peter Lee. These men break the different goods down into shipments that Lee has transported to the vessels that transport the goods to the French Colony, to include those controlled by McBride.
  - On the French colony all payments are made to Union Corse members, and the currency is then smuggled back into the New Africa Continent aboard the same vessels delivering illicit goods to the French Colony. This currency is delivered to one of LeSure's men, and LeSure distributes a portion of the money down the chain and to Edward Ringo (Reginald Adams' bag man). The meetings for these payments are frequently conducted at the "Bayview Lights" nightclub in one of the private rooms.

- The following code words are generally used by members of the smuggling conspiracy;
  - Pantyhose:** A shipment of otherwise not illicit luxury goods, such as liquor, tobacco, cosmetics and panty-hose.
  - Farm Equipment:** Weapons and ammunition
  - Comfort items:** Illicit drugs to include *Dance, Herc and Apollo*.
  - Imported Comfort Items:** Specifically refers to drugs delivered from off world.

After the team identifies Peter Lee as the next link of the chain in the smuggling organization it is expected that the team will conduct research on Lee and will wish to conduct surveillance on Lee.

If physical surveillance conducted on Lee, tasks will be **difficult** as Lee is surveillance conscious and because he moves around so much between his office at the "City Lights" and his other holdings and has numerous meetings with persons not involved in his smuggling business. If Physical surveillance is attempted the GM should have the team members making frequent task rolls for very little in the way of information. Lee's meetings with various smuggling contacts will be very difficult to discern from his routine meetings with various managers and suppliers for his legitimate business enterprises. It should occur to the PC team that electronic surveillance may be more effective,

Once the decision is made to conduct electronic surveillance on Lee the next step it determine what kind, and where.

If Lee's communicator is tapped (formidable surface communications or computer) not a great deal of information will be obtained as Lee conducts most of his smuggling activities face to face with co-conspirators at his businesses or in restaurants. The team would however be able to determine the locations of meetings, but like physical surveillance it will be very difficult to separate the legitimate meetings from the smuggling business meetings.

If it does not occur to the PC team that electronic surveillance may be more effective, Lee does have four different boat captains that smuggle for him that are not connected to McBride or NAFG. Effective surveillance will show Lee going to the following locations each day:

- City Lights Nightclub: He will usually go to this location late morning and he will spend at least an hour a day here in his office. He spends one or two nights per week in this club. While at the club he will be visited in his office by managers from his other holdings in the city to include the various strip clubs, pubs and restaurants. Some of these managers will leave this location and will travel to the warehouse complex to pick up drugs for distribution at the various businesses.
- Bayview Lights Nightclub: He will usually arrive here at 1630 hours to make sure that everything is good to go with the ships general manager.

He spends one or two nights per week in this club. About once per week he will have a meeting with other members of the conspiracy in the rear-most large private room on the second deck. This meeting will generally be attended by Cromwell, Ringo, LeSure and Grumman, and will usually follow dinner in the dingy area of the boat where no illicit business is discussed. Security will be tight as most of these men travel with their own security teams that will be stationed all over the second deck.

Effective Surveillance may also pick up some of the following movements, in addition to routine meetings with McBride, if McBride is still active in smuggling at the direction of the PC team;

- Once every three days or so Lee will meet with an independent shipping boat captain. This will be a breakfast meeting and will take place at a non-descript diner in the port area. At this meeting Lee will either be making a payment to the ship captain for a run already made, or will be making arrangements to have the captain pick up a load. In any case Lee will give the Captain an envelope (usually left on the table folded up in a news fax) If the meeting is to set up the transfer of a load the Captain will go to a parking lot the next morning and pick up a panel van that was loaded earlier that morning from the warehouse and dropped off, like McBride had done as described earlier.
- Once every week or so Lee will meet with a man who is an independent drug distributor who moves quite a bit of *Dance* and *Apollo* in Bayview. The man, Rex Tipton (mentally oriented, veteran underworld NPC armed with a Stratcher PM-19) controls a network of 6 sub-distributors (physically oriented, experienced, underworld NPCs armed with TM-57 pistols) in the city that he supplies. These men distribute to lower level dealers at bars and from their apartments. The meetings between Lee and Tipton will take place at the "Platinum One Club" in downtown Bayview, four blocks from the "City Lights" nightclub, in a back room. This meeting will be set up ahead of time by communicator. Tipton will call and will tell Lee that he needs to see him, and Lee will tell him to go to "the club" in about an hour. At the meeting Lee will collect money from Tipton (usually about Lv10,000) and Lee will tell Tipton when and where to meet one of Lee's underlings to get his next package of drugs. Lee will then call in one of the bouncers from the club, after Tipton leaves and will send the bouncer to go to the warehouse, get the drugs for Tipton, and the bouncer (Bayview Thug NPC – see NPC section below) will meet Tipton in a parking lot in the city to deliver the drugs.
- Once a week or so Lee will collect up cash along with three of his thugs from his office and will deliver it to his banker, Clyde Mahoney, at the New Africa International Bank of Commerce. Clyde Mahoney is a corrupt banker, with a gambling problem, who assists Lee in laundering his money through his various businesses. Each of Lee's businesses also has deposit accounts at this bank that are managed for Lee by Mahoney. Before Lee goes to see Mahoney, he will make a communicator call to tell

him that he will coming over to meet him. Mahoney will always make time. Lee has an outstanding loan of approximately Lv 5,000,000 for the construction and initial start up money for the Bayview Lights. Lee also has a safe deposit box that contains Lv 750,000 and a deposit account for each of his other businesses with a total in assets of Lv 275,000.

The team should eventually establish, from watching Lee that they will need to bug his office at the "City Lights" or the meeting room at the "Bayview Lights".

The GM will have to come up with tasks on the fly to run this part of the adventure. The "City Lights" nightclub is located in the ground floor of an office building in downtown Bayview. The nightclub closes at 0300 hours and cleaning and cooking crews start arriving again at 0600 hours. The nightclub is protected with mechanical locks (routine) and an electronic alarm system (routine). Lee's back office in the nightclub is protected by an electronic lock (difficult). There is a hidden safe in Lee's office that has an electronic lock (difficult) and the safe contains Lv 150,000 in cash and various important business documents. Lee's records regarding his smuggling activities are largely coded, and encrypted (formidable) and are held in his personal computer that he always has on his person.

The "Bayview Lights" floating nightclub operates in Bayview Bay, setting off from it's home pier at 1700 hours every day. The nightclub, based upon the one in the old GDW 2300AD module "Rotten to the Core", makes scheduled stops around the bay each night, returning to its home pier at 0300 hours. The nightclub is deserted by 0400 and cleaning and work crews begin arriving again at 0600 hours. The pier where the floating nightclub is based is protected by an armed guard service that also protects a number of high dollar yachts also docked here. There is also a two man security team on the boat at all times that man the security office (use stats for Bayview Underworld Thug from the minor NPC section). The floating nightclub itself is protected by an electronic lock and alarm system (difficult/difficult).

Once the PC team has successfully established electronic surveillance on Lee they should be able to monitor activity between Lee and others accomplishing tasks for him. Depending on their actions they may also be able to monitor meetings between Lee and Cromwell, and if they have bugged the meeting room at the "Bayview Lights" a meeting between Lee, Cromwell, and other major players identified in the NPC section.

This part of the adventure is very open, with the PC team having many avenues that the GM will have to handle. Some possible examples follow;

- Possible undercover introduction to Lee of PC team members by McBride.
- Surveillance of warehouse.

- How is the team going to handle shipments arranged through McBride by Lee if McBride was taken off quietly and flipped?

If the team is successful in placing a bug in the meeting room at the “Bayview Lights” here is some of the information that they may intercept;

- Meeting between Lee and Cromwell – Cromwell asks Lee if he has been successful in finding any new transportation for getting goods moved across the water. Lee reports that he has brought on a new independent fishing boat captain and that he is working on another. Cromwell adds that the only thing holding them back from increasing profits is lift capability.
- Meeting between Lee, Cromwell, LeSure, Grumman and Ringo – Meeting starts with LeSure telling everyone that their envelopes are a little lighter this time due to losses (he will specifically refer to any enforcement action that the team has taken if he would be aware of them). LeSure then asks Ringo if his boss has been able to find out anything more about what the good Governor has been up to. Ringo reports that he has learned that the Governor has begun bringing in teams of operatives, hired through Rebco-SAR, to support the few operational CCIS Constable-Agents. Ringo says that the whole project has been held very close and that he is not sure exactly where it is in execution, but his boss believes that it will take some time for any of these new teams to have much effect. LeSure asks Grumman where they stand with the delivery of the 7.5 that he had promised. LeSure says that his distributors are screaming for it. Grumman says that there is a lot in the pipeline and that he had found out that the hiccup had come from a SAMN takedown of one of his independent freighters after it left the Joi colony. LeSure tells Cromwell that in the next week he expects there to be some large drops of Imported Comfort Items and for him to be ready. Cromwell reports that Lee has been successful at arranging an increase in lift capacity. The conversation then turns to the excellent food that has been served earlier that night by Lee’s staff. The girls are brought in and there is no more business talk.
- Meeting between Lee, Cromwell, LeSure and Ringo. This meeting will only take place if the team carries out some sort of enforcement action, such as taking off a loaded boat or arranging to have one taken off. The meeting will begin with Lee reporting all details of the loss that are available to him. Cromwell will comment that he wonders if they have a substantial leak somewhere in Lee’s transportation network and directs Lee to take a hard look at everyone working for him. Cromwell also wonders if their competitors based in the capital are behind this, trying to get back into the game heavy, backed by their Americo buddies. LeSure chimes in and agrees that Lee should take a hard look at his operation but also tells Ringo to have his boss do some serious digging into these new Rebco teams helping out the CCIS. Ringo says he will talk to “the man” about it, and LeSure snaps back that he hopes he does not have to

remind his boss what his role is, and where his loyalties should be. Cromwell says that if the losses are due to these new teams they will have to be neutralized and says that if they can be identified he will have his men take care of it. LeSure says that this is pre-mature, but that if it is Rebco teams working with CCIS that are causing the problems, he may have to bring in some of his own people to handle them. LeSure comments that Rebco-SAR has been doing pretty well lately at providing high quality talent to their customers and that he doubts that they short change the Governor. The meeting then turns to issues of food and drink and a short time later the girls come in and business is over.

- Meeting between Lee, Cromwell, LeSure and Ringo. This meeting could take place after another successful enforcement action as mentioned above, or could be a follow up to the previous meeting. All of the men will enter the meeting room, coming from the restaurant. LeSure will start the meeting by saying that something is seriously wrong and that he wants the problem fixed immediately. Lee will report that he is looking very hard at his people but has not come up with any leaks yet. Cromwell says that the problem does not appear to be with his part of the arrangement, but he is looking hard. Ringo reports that his man did some digging and found out that there is a Rebco-SAR team up and running with a CCIS Constable-Agent based in Bayview. Ringo says that his man has not been able to identify the CCIS Constable-Agent yet, or where they are based in the city. Apparently it is not out of the CCIS resident office, but some covert off-site location. Cromwell says that he will get the word out on the street and will try to find out where the CCIS safe house is. LeSure says that they group needs to pull together on this problem and get it solved as quickly as possible as it is costing every one of them a lot of money. The meeting then breaks up.

#### **SCENE SIX:** The Stop:

**SYNOPSIS:** The information from the wire will lead to the stop of a large shipment of narcotics and weapons. This operation will probably involve a shoot-out. After the stop the wires and bugs will go dead as the targets switch communicators and vehicles and have offices swept.

**LOCATION:** New Africa Colony, BCV

#### **ACTION:**

At the beginning of this scene the PC team will be conducting surveillance and/or enforcement operations against Lee and any other members of the smuggling group that they have identified. Through electronic surveillance or other means the PC team will learn of a large shipment of drugs inbound to Bayview.

Here are some examples of how the information regarding the shipment could be obtained;

- Wire intercept from meeting room at the “Bayview Lights” – Meeting between Lee and Cromwell. Cromwell tells Lee that he needs to handle a pickup for him, as most of his guys are taking care of something else in the capital over the next week. Cromwell says that there have been a few big jungle drops this week and the labs have been producing a bumper crop. Problem has been that the weather has prevented the Zeppelins from getting out there to make a pickup. Cromwell tells Lee to have a truck at the grocery store in New Manchester the next night at midnight to make a pickup for transport back to the warehouse. Cromwell says that a number of range trucks will meet the cargo truck. Cromwell says that Lee should send some extra hands to help move the stuff quickly. Cromwell says that the chief in New Manchester is a friend of his, but he does not want to rub anything in the guys face, and does not want some rooky, not in the know, to stumble up and cause a problem. Lee says that he will take care of it. Cromwell says "good" and says that "taking care of it is good for a 5% bonus".
- Wire intercept from Lee's office at the “City Lights” – Lee speaking to one of his subordinates – Harold Williams (faceless underworld NPC). Lee tells the underling that the night he will have to take a truck to the village of New Manchester to pick up a large load of **comfort items**. The bosses' labs have produced a bumper crop plus there have been a few off world drops and the zeppelins have not been up all week due to heavy weather. In the middle of New Manchester there is a grocery store. Be there at midnight. Don't worry about the local cops as they are in the bosses' pocket. There will be four range trucks there to meet you. Go behind the store and have the stuff loaded into the truck and bring it back to the warehouse. Take a car load of your chums with you for security and to help load. Lee ends with “Don't screw this up, it is a favor for the big man”.
- Wire intercept from Lee's communicator – Lee speaking to one of his subordinates (faceless underworld NPC). Lee tells the underling (Harold Williams, faceless Bayview Underworld NPC) to take a car load of guys with him to look after him, and to drive a truck to the grocery store in the middle of New Manchester. You will meet some vans there. Get the cargo from the vans loaded into the truck and bring the truck to the warehouse. Don't worry about any interference from the local boys in blue, they are friends of the boss. Lee ends with “Don't screw this up, it is a favor for the big man”.

The meeting will take place as planned in the parking lot behind the grocery store in the center of New Manchester at mid night. The meeting will take place in a heavy rain.

New Manchester is a small town of about 1200 people. It is located at a cross roads in the rain forest at a major river and bridge, some 160 kilometers southeast of Bayview. The grocery store/general store is the only building of note in the town besides a few pubs, two churches and vehicle repair shops. The store in the center of town serves the population of New Manchester, a farming community, and a number of smaller outlying villages. There is a six man police force in town that consists of the county sheriff and his five deputies, but the only man on duty is the Sheriff, who took the night duty after getting a call from one of Cromwell's men. The Sheriff is an experienced, physically oriented, law enforcement NPC. The Sheriff will stay in his office, and should he hear gunfire he will call all five of his deputies to the Sheriff's Office (three blocks away from the grocery store to the west) before responding. This should take about 10 minutes, long enough, the Sheriff would hope, for any trouble to sort itself out before his arrival.

Four large wheeled range trucks will arrive with two men each. Each of these men is a Bayview Underworld Thug NPC that works for Cromwell's part of the organization (see minor NPC section). Shortly thereafter a large panel truck will arrive driven by Harold Williams with another gangster in the passenger seat. The truck will be followed by ground car that has an additional four gangsters in it. Use the statistics for Bayview Underworld Thug for all of these men. Once everyone arrives there will be a total of 14 gangsters on the scene. The truck will park and the ground car will park behind it and to the side. Williams will get out of the cab of the truck and will walk over to where the four range trucks are parked. While this is happening a man will get out of one of the range trucks and the two men will meet in gap between the two groups of vehicles, will shake hands and talk for a moment. Then the man who came from the range trucks will wave to the range trucks and they will all drive over to the panel truck as Williams and the other man walk to the truck. One of the men from the ground car, armed with an M-2 rifle, semi-concealed under his rain coat will post as security as will one of the men from the range trucks as all of the others begin unloading heavy duffle bags from the range trucks and tossing them to one of the men in the back of the panel truck. There are ten of the duffle bags in each of the range trucks for a total of 40. Left unfettered the cargo will be transferred to the truck in less than two minutes and the men will all return to their vehicles.

If not molested at the grocery store parking lot, the range trucks will proceed south out of town back to the two labs in the rain forest, each another 150 kilometers away, and the panel truck will head north on the road back towards Bayview. The car with the four man security/loading team will follow the truck. If not stopped the panel truck will continue into Bayview and into Lee's warehouse at the Bayview Transportation warehouse complex.

After the stop: If the PC team stops the load of drugs, the following things will take place;

- Once the shipment is overdue Lee will call one his underlings and will have them drive the rout from Bayview to New Manchester.
- Once Lee determines that there is a problem with the shipment he will assume that the load was taken off by the rumored CCIS/Rebco team. He will then place a communicator call to Cromwell and will say one word: "Heat". Lee will then turn off his communicator, break it into small pieces, and will flush it down the commode.
- Once Cromwell receives this call he will place a communicator call to LeSure and will repeat the code word. He will then dispose of his communicator.
- LeSure will then have one of his underlings place communicator calls to Ringo and Grumman with the same codeword and all of the men will dump their personal communicators.
- They conspirators have already planned, that in the event that the group had a serious problem, that any of the major players could use the code word "Heat". In this event they would all cease contact for ten days and go into damage control mode – ceasing smuggling activities, and checking their sub-organizations for leaks. The conspirators have pre-arranged to meet on a private yacht owned by one of Lee's friends, in Bayview Harbor, at 1800 hours, ten calendar days after the code word is given.
- During this ten-day period Lee will take a close look at his organization, looking for a leak, but in the mean time he will continue his legitimate business activities. He will also hire a private investigator (veteran field Constable-Agent, and prior CCIS Constable-Agent) with an office in Bayview, to sweep his offices, vehicle and apartment for bugs. He will also pay a visit to McBride's prostitute girlfriend, Marie LeBuff. This meeting will take place in Lee's car after one of Lee's associates pays her a visit and tells her to be on the street in front of her apartment building one morning. Lee has begun to suspect that McBride may be a leak and will pump Marie for information regarding changes in McBride's behavior and Marie will have plenty to report. Lee will then assign the private investigator – Felton O'Rourke, to follow McBride and report anything unusual.
- During this period McBride will not be able to get in touch with Lee and if McBride shows up at Lee's office the security staff will inform McBride that Lee is currently out of town on business, but left a message that Lee would be in touch with McBride in a few days.

**SCENE SEVEN:** A meeting goes bad.

**SYNOPSIS:** The PC team will need to use their informant to get back in to the trafficking organization so that electronic surveillance can be resumed. The informant will be contacted by Lee to set up a meeting. This meeting is actually a set up to kill the informant, who is suspected of being a law enforcement source.

**LOCATION:** Bayview City, New Africa Colony, BCV

## ACTION:

Weather or not Lee is sure that McBride is a leak to CCIS, he will decide that he does not want to take any chances. He will call McBride at work and will tell McBride to meet him on Pier 27 at the dock that night at 1900 hours. After setting up this meeting he will go to one of his strip clubs where he will meet with three of his thugs. He will stay at the strip club until 1830 hours and then will drive to the dock area and will be sitting in a parking lot with a view of the harbor and of Pier 27. This will take place five days after the capture of the narcotics load in scene six.

Lee will never show up at the pier, but once McBride is on the scene a dark colored pleasure speed boat will approach the pier. Onboard the speed boat are three of Lee's thugs (faceless Bayview Underworld NPCs). One of the men will be driving the boat and as the boat approaches the pier, and the other two will open up at close range with area fire from M-2 rifles.

If captured the gunmen will ask for an attorney but if they are successfully interrogated (gm digression, depending on what the PCs do), they will reveal that they were told to make the hit by Peter Lee who met them earlier at one of Lee's strip clubs. If Lee is arrested he will say nothing.

If Lee has already been taken out of the scenario before this point, McBride will be contacted by one of Cromwell's underlings, Ty Moore (same stats as other Bayview underworld NPCs). Moore will come to McBride's office for a private conversation. Moore will tell McBride that Lee's boss wants McBride to resume business and that he (Moore) will be his new contact. Moore will provide McBride with a pre-paid communicator number and will tell McBride that his "Boss" wants to meet with him at Pier 27, as above.

If McBride does not make the meeting a group of four Bayview Thugs will attempt to kill him at his residence or girlfriends' apartment, or the parking lot of his office, or by placing a bomb in his car.

**SCENE EIGHT:** Raids on drug and weapons storage locations.

**SYNOPSIS:** The murder/attempted murder of the informant will lead to the arrest of the narcotics/weapons traffickers - Peter Lee and/or Niles Cornwall. Based upon information provided by Cromwell, and previous surveillance, raids will be conducted on a number of locations. Evidence will be obtained implicating a high level member of the colonial administration with a Union Corse member.

**LOCATION:** Various locations, New Africa Colony, BCV

## ACTION:

The killing or attempted killing of McBride (if the PC team was able to stop the hit attempt) will convince Constable-Agent Wigan that it is necessary to conduct raids and make arrests as soon as possible. Constable-Agent Wigan will contact his direct supervisor, DD Skinner, and will make arrangements for assistance from other Constable-Agent/Rebco teams that has only been operating for a week in New Woking, and Greenford. Depending on how successful the team has been, targets for arrests and raids could be;

- The Bayview Transport warehouse complex
- The "Bayview Lights" nightclub
- The "City Lights" nightclub
- The New Africa International Bank of Commerce – accounts and safe deposit box.
- Lee's Apartment
- Various businesses owned by Lee
- Cromwell's office at the Garbage business
- Cromwell's house
- Jungle drug labs
- Peter Lee
- Niles Cromwell – usually located at his office at his sanitation company in Bayview or at his residence. Protected by his body guard Ritchie Sales.
- Peter LeSure – Located in Premier unless he has come into town for the meeting after 10 days. Protected by his security detail.
- Johnny Ringo – usually within shouting distance of Reginald Adams in New Middlesex and therefore protected by Adams' security detail, unless he is in Bayview for the ten day meeting.
- Hans Grumman – located in the capital of the German colony, unless he is in town for the ten day meeting.
- Various identified underlings

In order to get additional resources from CCIS, Constable-Agent Wigan will have no choice but to brief his superior, DD Skinner, about the fruits of the investigation so far, and his plans. Skinner will inform Constable-Agent Wigan that he wants operational plans, to include a list of those to be arrested, prior to the commencement of operations. If Ringo is on the list presented to Skinner, this name will get his attention as Skinner knows that Ringo is a close associate of his patron, Reginald Adams. Skinner will inform Constable-Agent Wigan that Skinner is a target of special political significance, and that he will have to be indicted with a formal arrest warrant after the other suspects are picked up. DD Skinner has no idea that one of the targets of the raids is a property owned by one of Adams' corporations. Just before the raids commence Skinner will give his patron, Adams, a heads up about what is going on, with the intent of allowing Adams to spin the success of the operation to his political advantage, and because he has convinced himself that it is his duty to do so with Adams being the head of the Internal Security Subcommittee. Adams of course will panic, and

will instruct Ringo to leave the planet ASAP with a large bag of cash and to not say anything to anyone.

Raid locations specifics:

- Bayview Transport Warehouse Complex: This complex consists of four large warehouses and one small one on the eastern outskirts of Bayview in an industrial area. The complex has three gates and all are manned around the clock by a pair of armed security guards. These guards, while they suspect that there is funny business at the small warehouse, keep their nose out of business that is not their own. They will not resist what appears to be a legitimate law enforcement presence. The small warehouse controlled by Lee will be guarded by four Bayview Underworld Thugs armed with M-2 rifles (see NPC section). The large warehouses contain no contraband, but the small warehouse contains weapons, luxury items and narcotics intended for smuggling to the French colony.
- "City Lights" Nightclub: Any of Lee's thugs that should happen to be here will not resist what appears to be legitimate law enforcement authority. Evidence to be seized here has been described in scene five.
- "Bayview Lights" Nightclub: Any of Lee's thugs on board will not resist legitimate law enforcement authority. There is nothing of evidence to be seized here other than business records.
- Lee's Apartment: The only thing of interest here is a well hidden floor safe (difficult) with an electronic lock (difficult) that contains Lv 50,000 and a set of false identity documents with Lee's picture on them.
- Various clubs owned by Lee: Nothing of interest to be seized other than small amounts of drugs from various dancers and managers involved in low level drug distribution.
- New Africa Bank of Commerce: Business records and safe deposit box as described in scene 5.
- Cromwell's Office at the Garbage business: If Cromwell is not there no resistance will be met, but the location is protected by uniformed security officers from a Bayview guard agency. If Cromwell is there his bodyguard will resist in an attempt to give his boss an opportunity to escape. The office contains encrypted (formidable) computerized business records that would be good evidence and a safe containing Lv 230,000.
- Cromwell's house: Cromwell's house has it's own security detail of two Bayview underworld thugs who will resist if Cromwell is there in an attempt to give there boss a chance to escape, but they are not suicidal. Evidence includes a hidden room accessed from the basement (difficult) that contains encrypted records (formidable) and a safe containing Lv500,000. Cromwell also has three sets of false identification and records identifying three numbered accounts in Freihafen with a total of Lv3,500,000 in them.
- Jungle Drug Labs: These locations are each manned by four Bayview Underworld Thugs (see NPC section) who are also heavy *Dance* users. The men live in camouflaged pre-fab habitats and the labs are located under cammo-nets and tarps in the forest. These heavy drug users are

also paranoid and violent and will resist. Any gunfight at one of these labs is likely to be an explosive event, due to the volatile industrial chemicals used in the production of *Dance*.

See NPC section for their reactions upon arrest.

**SCENE NINE:** The fallout.

**SYNOPSIS:** The team will be at their quarters, talking to their CCIS supervisor when their call will be cut off by gunfire. A few minutes later a Union Corse hit team will arrive to attempt to kill and silence the PC team. The team will have to dodge assassins while they try to get to the Rebco office at Adrian so that they can get their information the Governor.

**LOCATION:** Bayview City, New Africa Colony, BCV

**ACTION:**

After the raids are over and the important prisoners are secured at the holding facility at the teams' safe house, Constable-Agent Wigan will send the PC team members home to get cleaned up and to get some rest, while he goes home to do the same. He tells the group that he will call them in about eight hours with a time for them to meet to discuss their next move.

About eight hours later Constable-Agent Wigan will call all of the PC team members on a conference call. He will tell them that he wants to meet at the safe house in an hour in order to discuss further plans. The telephone call will be cut off by gunfire, in an attack by Union Corse assassins that kills Wigan.

After the PC teams' enforcement actions, LeSure or his associates if he has been arrested, will contact Adams and will demand to know everything there is to know about the CCIS team operating in Bayview, threatening dire consequences for lack of cooperation. This demand will lead Adams to call Skinner to obtain the required information.

Teams of Union Corse assassins will then travel to Bayview and will simultaneously attack the PC team's safe house to take out any prisoners/potential witnesses and to destroy evidence (or to free LeSure if he is in custody) and to eliminate Constable-Agent Wigan. The hit teams will not be able to locate the PC team members initially as their apartments locations are not accessible by Skinner. When the Union Corse team hits the safe-house they will be able to obtain the addresses of the PC team's apartments and the hit teams will then deploy to take out the PC team.

The Union Corse assassination teams consist of a total of 12 Union Corse assassins (See NPC section) who will initially be deployed into two teams of 6. They will re-deploy and re-form as necessary in order to eliminate the PC team.

With the elimination of Constable-Agent Wigan the team members will be cut off from CCIS support, and will be on the run from Union Corse assassins. Skinner will also be in a panic, and will quickly figure out that Adams is behind the attacks, and his own culpability in what has happened. Skinner will declare the team members rouge and will issue arrest warrants for them. He will provide their images to the news media and announce that they are wanted regarding the murder of a CCIS Constable-Agent. If arrested by colonial authorities, the location where they PC team members are being held will be leaked by Skinner to Adams and therefore the Union Corse hit teams.

The PC team will be out of accessible friends on the New Africa continent and should determine that their best course of action is to flee to the International City of Adrian to contact their Rebco-SAR mission controller, who has direct access to the governor of the British Continent. The most likely avenue for escape is the undercover hydrofoil in the harbor, which could lead to a chase scene as the New Africa Police, or Union Corse assassins give chase.

This part of the adventure is by necessity, free form, with the GM reacting to the actions of the PC team.

If the PC team is successful in traveling to the international city of Adrian and contacting Nigel Strain, he will quickly get them to a safe house for a de-briefing. He will then take the information that he has obtained from the PC team and will transmit it directly to Lord Hyde. If this happens Skinner will be detained and an investigation that will lag on for months will ensue, unless the PC team has good evidence with them that was not eliminated during the Union Corse raid on their safe house in Bayview. Such evidence would lead to the eventual arrest of Adams, and Ringo, but LeSure and Grumman will disappear.

In the unlikely event that Cromwell and Lee have survived to this point, Lee will go to prison where he will be quickly murdered. Cromwell will be the star witness for the prosecution against Adams and Ringo under very heavy security. He will then disappear into the British Empire's version of the witness protection program, never to be heard from again????

## NPCs

### MAJOR NPCs

#### **CCIS Constable-Agent Arthur Wigan**

Elite Space Military / Law Enforcement NPC

CUF 7, HPA 8, stats 3/3 skills 3/2

COMBAT ASSETS 6

H: RC: LC: A: RS: LS:

RH:            LH:            RL:            LL:            RF:            LF:

Armor: Inertial vest and high threat combat helmet.

Weapons: Browning Bulldog handgun and an Enfield 142A1 gauss rifle

Appearance: Art Wigan is a Caucasian male, 6-2 tall and 270 lbs. He has close cropped blonde hair and a handlebar mustache (think Gary Bussey when he was younger and thinner, but with a British accent).

Background: Art Wigan grew up on the British colony on Tirane and joined the Royal Space Forces at the age of 21, after finishing collage. He became a Royal Space Marine Commando. After suffering a number of serious wounds during the first Kafer war during a boarding action on a stricken Kafer vessel, he mustered out of the Royal Space Marines and was subsequently recruited by the CCIS. After training he was posted on Tirane. After service on Tirane he was posted to the troubled New Africa colony four years prior to the adventure. He has been largely shut out by other Constable-Agents of the CCIS posted to New Africa because he is not from the colony, but for this same reason he is trusted by the new Governor and that, and his excellent service record, is why he was put in charge of the first Rebco-SAR team to arrive on planet. Six months ago he was the target of a car bombing by Union Corse assassins in Dockton, but they were only successful at killing his girlfriend, and his dog.

Motives: Constable-Agent Wigan is driven by his sense of duty and his hatred of organized crime that has been flamed by the murder of his girlfriend and dog. Constable-Agent Wigan does not act out through emotion, but is cold, cool and professional. Under extreme circumstances it is possible for his suppressed anger to break through to the surface, and for him to go past legal limitations in order to bring Union Corse members to justice.

Role in Adventure: Constable-Agent Wigan is the PC team's supervisor during the mission, but he is a team player and respects the input of the PC team members due to their high levels of experience. He is also a tool for the GM to get information to the players and to lead them down the path when necessary to further the flow of the adventure.

**William McBride**, green, mentally oriented, administrator/underworld npc  
CUF 1,        HPA 4,        stats 2/2    skills 0/-  
COMBAT ASSETS 2

H:            RC:            LC:            A:            RS:            LS:  
RH:          LH:            RL:            LL:          RF:            LF:

Armor: none

Weapons: McBride recently purchased a Stratcher PM 27 pistol, which he keeps in his car, and which he only carries when on smuggling business.

Appearance: White male, average height, thin, with a pale complexion, dark eyes, black hair, black bushy eyebrows and a prominent nose and very thin lips (picture Rowen Atiknson, but less goofy than the Mr. Bean character).

Background: McBride grew up in the New Africa city of Carmody. His father is a high ranking executive in the NAFG Corporation and McBride's management position in Bayview is an example of simple nepotism. McBride's office is really run by his assistant manager (who McBride hired) and to McBride's personal secretary (who McBride also hired). Both of these people are loyal to McBride because he is very kind to them and because in the last 18 months he has been paying them large bonuses (which have come from smuggling money). Both of his subordinates believe that McBride is using the business for smuggling due to the extra long voyages of the fishing vessels, but because McBride has not put them at a position of risk in the operation, and because he has been paying very nice bonuses, they look the other way, cover for McBride with corporate, and try to keep him out of trouble.

McBride has been married for 7 years to a refugee from the French colony and they have two children. McBride's wife Marie is an unhappy, cold, and domineering woman, scarred by her hellish wartime childhood on the French colony. The only joy in her life is her children, who she spoils. McBride's drinking hangout and refuge has been the Salt Breeze Pub (owned by Bayview Service and Leisure L.T.D.) near his office since he moved to Bayview four years ago. It is at this bar that he met Peter Lee, an organized crime figure, who is a criminal associate of a member of the Union Corse (see Lee's section below). Lee befriended McBride after he discovered that McBride's professional position could be useful in his smuggling activities. Lee decided to compromise McBride using a carrot and stick method - threat of exposure with hefty payoffs. He arranged for a very attractive, high priced call-girl from Premier, to seduce McBride. The girl, Marie LeBuff was introduced to McBride as Lee's cousin. Once McBride was hooked by the LeBuff, Lee approached McBride with a large envelope full of cash and a proposal. When McBride balked, Lee threatened to make McBride's new girlfriend - Marie, who he revealed was not actually his cousin, return to the French colony. McBride caved and Lee did not even have to threaten to expose the affair to McBride's wife (he has extensive video evidence). Since that time McBride has worked for Lee. McBride has a telephone number for Lee, and Lee is McBride's only contact with the smuggling group. Lee contacts McBride when he has a load of cargo or people ready to move. When Lee calls he tells McBride where to meet him. At the meetings Lee will tell McBride where he will pick up a shipment and if people will be transported as well. All of the conversation will be in a loose code, and the actual instructions for delivery location will be on a note that Lee will slip to him. Other times he meets with Lee in order to receive payments. With these payments McBride pays off the captain of the vessel that made the delivery while keeping part of the payment for himself and to pay off his office staff with off of the books bonuses. On the average McBride moves one to two loads a week for Lee, and has been doing so for the last 18 months. Lee

has also asked McBride in the past to try and develop new smugglers, ones that have their own customers in the French Colony and who will pay up front. Lee has promised finders fees and broker fees to McBride for developing new customers. McBride knows that Lee can deliver weapons and luxury items, but lives in denial about the possibility that he is also be used to smuggle narcotics. So far McBride has not been able to deliver any new customers.

Motives: McBride is completely out of his depth, and is a coward if faced with physical violence. He is torn between his love for his children and his new girlfriend. He knows he is being used by Lee but really likes the money and the toys and tells himself that everyone who can do it, does it. He tells himself that the only thing he is doing is supplying weapons to freedom fighters, and luxury goods to people who want them and is doing nothing wrong - Lee never told him about the drugs, and when McBride asked if any of the cargo was drugs, Lee told him no. If McBride feels that his freedom is at risk he will do anything.

Role in Adventure: McBride will be a conduit of information for the PC team.

**Peter Lee**, veteran, mentally oriented, underworld/smuggler npc

CUF 5, HPA 5, stats 2/3 skills 2/1

COMBAT ASSETS 4

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: Stratcher PM-27

Appearance: Peter Lee is average height and weight with brown hair, cut short. He wears nice casual clothing and drives a black bmw wheeled sports car. He is 47 standard years of age.

Background: Lee was born in Bayview and his father was a nightclub owner. When Lee was old enough he began working at the nightclub and learned that his father was connected to low level organized crime figures who launder money through the nightclub, to include Niles Cromwell. Eventually Lee took over operation of the nightclub (The City Lights) located in the business district of Bayview and he became much more involved with o.c. Lee has also been running a high price call girl/guy service for many years, and has been the primary supplier of this type of service to Bayview's elites. Lee has good people skills and when the smuggling boom started up, shipping illicit goods to the French colony Lee quickly got involved. Initially he was just a middle man and a fixer, but became more directly involved. Lee's boss in the Bayview underworld is Niles Cromwell. Cromwell provides the drugs and weapons that Lee ships. Cromwell also pays Lee to have people transported to and from the French colony without any official records. Lee knows of the Union Corse takeover of the Bayview underworld five years earlier and knows that Cromwell takes orders from a man he knows only as Phillip. Lee

frequently hosts meetings between Cromwell and others involved in the smuggling operation at one of his nightclubs, "The Bayview Lights" which is a floating nightclub based upon one he once visited in Libreville on earth. Lee lives in a large penthouse apartment in the business district a few blocks from his primary office at the "City Lights" nightclub. Lee does not conduct illegal business at his apartment but frequently entertains there. When Lee is at the nightclub he is usually in his plush back office. With the profits of his illicit and smuggling activities Lee has purchased a controlling interest in a number of bars/pubs (3 – the "Salt Breeze", the "Harbor Sword and Shield" and the "Seaman's Rest"), restaurants (2 – "Bayview Fish and Chips" and the Bayview Steaks), nightclubs (2 – "Bayview Lights" and "City Lights") and strip clubs (2 – "Platinum One Club" and "Platinum Two Club) in Bayview under the corporation Bayview Service and Leisure L.T.D. When not arranging smuggling shipments, Lee spends much of his time traveling between these different establishments. It was the staff of the Salt Breeze Pub that alerted Lee to McCabe's vulnerability and usefulness in the first place, as the Salt Breeze Pub is owned by Lee. Lee employs a large number of thugs as bouncers in his clubs that he can use as muscle when necessary. Most are experienced, physically oriented, underworld NPCs (see minor NPC section for Bayview underworld goon). Lee also moves quite a bit of *Dance* through his bars and clubs, and through a drug distributor (Rex Tipton) but rarely touches the drugs himself.

Motives: McBride's number one concern is making money, and enjoying the pleasures and power that money can provide. He took a great financial risk when he built the "Bayview Lights" floating nightclub and Casino and needs his illegitimate income to keep his little empire afloat.

Role in Adventure: Lee is one of the targets of the PC team's investigation and is the one they will be able to target after McBride. Lee is a central character as he has contact with most other members of the conspiracy.

Actions upon Arrest: If arrested and convinced that the CCIS has a prosecutable case against him Lee will still remain silent out of fear of what Cromwell or LeSure would have done to him if he talked. Short of torture he will not give up any information.

**Niles Cromwell**, Elite, mentally oriented, underworld NPC.

CUF 8, HPA 7, stats 3/4 skills 3/2

COMBAT ASSETS; 6

H:	RC:	LC:	A:	RS:	LS:
RH:	LH:	RL:	LL:	RF:	LF:

Armor: concealed inertial vest

Weapons: Stratcher PM-27 pistol

Appearance: Large and tall man with a long face, dark hair and heavily hooded eyes. Wears finely made dark colored suits. He carries his weapon in an ankle holster.

Background: Cromwell grew up in a "connected" family in Carmody (New Africa). After being sent to business school by his father Cromwell took over the Bayview Office of the families' garbage disposal business (Bayview Sanitation L.T.D.). His crime activities in Bayview brought him into contact with the gangsters operating there. He was backed up by the organization in Carmody, and after a brief gang war, the Carmody group took over the underworld business in Bayview. Cromwell felt slighted when another Carmody gangster was placed over him in Bayview some years later. When the Union Corse began moving into New Africa to take advantage of the smuggling opportunities created by the French Governors trade restrictions, Cromwell used the situation to his advantage by helping the Union to eliminate the members of the Carmody gang above him, in Bayview and Carmody. The Union is now firmly in control of much of the underworld on the New Africa colony, and Cromwell runs the operations in Bayview for them. Cromwell's base of operations is the office of his garbage business. The Union's primary competition in the New Africa Colony is a group based in Middlesex that is involved in smuggling out of Greenford and New Wonking. This rival group is connected to Americo and the Black-Hands of Freihafen. The New Middlesex group is far more independent of these groups than Cromwell's is from the Union. Cromwell has a large network of underlings involved in smuggling and in classic vice schemes. He lives in a very nice house in an upscale suburb neighborhood, but eats most of his meals in the downtown area in restaurants in which he has a financial interest. He is always accompanied by his Driver/bodyguard, Ritchie Sales, who is a mountain of a man and a veteran of the Colonial Militia who saw action against the Kafers. Cromwell has a number of Bayview politicians in his pocket and many contacts in the Bayview office of the Colonial Constable. Cromwell is involved in smuggling through a number of underlings, to include Lee. He is also involved in drug trafficking and controls a number of *Dance* labs located in the jungles of the New Africa continent. He also obtains additional quantities of *Dance* and *Apollo* and *Herc* through Phillip. His superior is Phillip LeSure, who is a member of Union Corse from Premier. It is through Phillip that he obtains weapons from Grumman and some of the drugs that are smuggled to the French continent, and through whom arrangements are made for the receipt of smuggled goods on the French Colony.

Motives: Cromwell is driven by greed for money and power.

Role in Adventure: Cromwell is one of the enemies of the PC team in this adventure.

Actions upon Arrest: If Cromwell is arrested and is convinced that the CCIS has a prosecutable case against him, he will cooperate. He will try to secure a guarantee of immunity and witness protection before he cooperates however. Cromwell plans to use his false identities and numbered accounts to get a face change and disappear. Cromwell will cooperate because he will believe that he will be eliminated by the Union

Corse if he does not get some sort of witness protection. If Cromwell cooperates he will come across all of the way, describing the role in the organization of each member to include Ringo, Adams, LeSure and Grumman. If Cromwell cooperates Constable-Agent Wigan will quickly conclude that the information that he has regarding Adams, LeSure and Grumman is very explosive and he will wish to secure him at the off site until he can consult with his superior, DD Skinner, in order to determine what step to take next.

**Reginald Adams, Representative of the New Africa Colonial Parliament.**

Elite, Mentally Oriented, Administrator NPC (Green for combat purposes)

COMBAT ASSETS: 2

CUF 2, HPA 4, stats 2/4 skills 3/2 (Bureaucracy 6, Liaison 8, Bluff 6, Intimidate 6)

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: none

Appearance: 60 year old elegant looking gentleman, tall and thin with white hair. Wears the finest suits imported from Seville Row in London. Adams is always accompanied by at least his personal assistant, and usually two to three drivers and clerks (bodyguards). He usually travels in a luxury AV4 (vector thrust aircraft) around the capital, on his personal civilian light transport between New Middlesex and Bayview, and in a hover limo or luxury AV4 (vector thrust aircraft) around Bayview.

Background: One of Adams' ancestors was the first governor of New Africa. He was groomed from birth for politics and attended Cambridge on Earth. He became involved in politics at a young age and is a shrewd (and amoral) politician. Adams inherited a financial empire that includes a number of businesses involved in facilitating trade on BCV. Due to the troubles on the world and the decrease in trade due to the Kafer Wars, Adams' vast cash reserves were depleted as he tried to keep his businesses afloat during the downturn in trade. Eight years prior to the adventure Adams was nearly bankrupt. At this point Adams was introduced to Phillip LeSure of Premier (who also owns a shipping business). LeSure is also a member of the Union Corse. LeSure bailed Adams out to the point that he avoided going bankrupt and once LeSure had his hooks into Adams, Adams became LeSure's inside man in the New Africa Parliament. Adams has been very useful in this capacity as he is the head of the New Africa Parliament's Internal Security Sub-Committee with free access to information valuable to the Union Corse. Adams' business were also used to facilitate Union Corse smuggling activities, through transportation of goods, storage of goods in warehouses, purchases of weapons, and money laundering. Adams owns the following businesses; a trucking/transportation company (Bayview Transport), a warehouse company (Bayview Storage), a sea transport

company that has three large freighters (Bayview Sea Transport), and the New Africa Bank of Commerce. Most of the contact between Adams and other members of the smuggling conspiracy is handled personally by Adams' personal assistant (read bag-man) Edward (Eddie) Ringo.

Motives: Adams #1 motive is to retain his position of political power, and his #2 motive is to maintain his financial empire. Adams has no real morals and his bag-man Edward Ringo has a number of underworld contacts who have assisted Adams' cause in the past by compromising political enemies, and even through the murder of people who knew too much.

Role in Adventure: Adams and LeSure are the eventual targets of the PC team's investigation as their organization controls over 50% of the overall smuggling activities on BCV, and 80% of the weapons and narcotics smuggling.

**Phillip LeSure, high ranking member of Union Corse.** Elite, mentally oriented Underworld/Administrator NPC.

CUF 6, HPA 5, stats 3/4 skills 3/2 (Liaison 6, Bureaucracy 6, Bluff 6, Intimidate 6)

H:	RC:	LC:	A:	RS:	LS:
RH:	LH:	RL:	LL:	RF:	LF:

Armor: concealed inertial vest

Weapons: Stratcher PM-27

Appearance: 50 year old man, average height and average weight.

Dresses in fine business attire.

Background: Born on Corsica, immigrated to Premier (French Continent, BCV) with his family with he was 12 years old. Phillip's father was a member of the Union Corse, who with Union Financing, bought an zeppelin shipping company and an import-export business that eventually included warehousing at the base of the beanstalk. When Phillip's father retired he took over the family business, to include the Union Corse business. Much of Phillips' business holdings were destroyed in the two Kafer invasions of the planet, but he retains three of his cargo zeppelins. These airships are used only to transport legitimate cargos approved by the French Military Government, and passengers, as his connections to the Union Corse are suspected by the French Military officials currently running the French Continent, and he has not been successful at buying many of them as yet. Because of this suspicion his cargo airships are well searched when they reach port on the French Continent. Phillip has made the war a financial opportunity and he is in control of a large part of the weapons and narcotics smuggling that takes place on BCV. Through his Union Corse contacts he has weapons and drugs smuggled in from off world, with much of the contraband coming from Joi. Much of the contraband is brought into the German Continent with shipments of mining equipment and other goods in support of the mining industry there. Customs inspections in the German continent are quite lax as the German

government is aware of the smuggling activity, and keeps track of it, but would like to see the French continent of BCV become independent. Some contraband, particularly narcotics shipments, are dropped into the jungles of New Africa by ships bringing in legitimate cargos to the spaceport field at Carmody. The French Military's surveillance of the airspace over the French continent make these types of airdrops over the French Colony very high risk. LeSure has his business office in Premier and has a large house on the outskirts of the town. He also maintains a large luxury apartment in New Middlesex and in the capital of the German Continent. When he visits Bayview he stays in a large suite at the downtown Hilton and usually visits the and "Bayview Lights" floating nightclub where he is treated like visiting royalty. LeSure usually travels across the planet by SST commercial transport (first class of course). When in a city other than Premier he travels by non-descript rental hover sedan (but only those with emergency jump-jet capability), with his driver/bodyguard. Another car will follow with the rest of his (assistants) security team (Union Corse Thug, faceless NPCs). LeSure rarely travels with less than a four man security team (use Union Corse thugs below).  
Motives: LeSure's #1 priority is to maintain his #1 position in the Union Corse organization on BCV by being the organizations top earner on the world. LeSure does not like to engage in physical violence and has that done for him, but he is not afraid of it, as he made his bones in the organization as a young man.

Role in Adventure: LeSure is the ultimate target of the PC team's investigation.

Actions upon Arrest: If arrested LeSure will say nothing. He will wait until his friends in the government of the French colony demand that he be released into their custody through diplomatic channels.

**Edward Ringo**, Reginald Adam's personal assistant (bag-man), Elite underworld NPC. (Character based on the bag-man in the movie *The Way of the Gun*).

CUF 9, HPA 7, stats 4/4 skills 3/4

Combat Assets 7

H:	RC:	LC:	A:	RS:	LS:
RH:	LH:	RL:	LL:	RF:	LF:

Armor: concealed inertial vest

Weapons: Stratcher PM-19 pistol. Usually also has a L41A1 available nearby.

Appearance: 56 year old male, blonde and gray thinning hair. Usually wears dark pants and shoes with a white shirt and a crème or khaki *super-silk* blazer.

Background: Grew up on the wrong side of town in Bayview and then joined the British Royal Orbital Marines. Came back to Bayview and applied for a security job with Adams' protection detail. Ringo was promoted to be Adams' personal assistant by Adams a year later. Ringo

takes care of most of Adams' dirty work, and has killed with his own hand in the past to protect Adams' interest. Ringo usually meets other members of the smuggling conspiracy at the "Bayview Lights" nightclub to pick up payments for Adams.

Motives: Ringo is loyal to Adams and believes his future is linked to Adams' future.

Role in Adventure: The PC team is likely to see Ringo on surveillance or intercept him through electronic surveillance.

Actions upon arrest: If arrested Ringo will say nothing, as he knows that Adams will do everything in his considerable power to affect his release, which would shortly come as an order from Deputy Director Skinner.

**Hans Grumman**, Interstellar Arms Dealer, Elite Underworld/Ground Military NPC.

CUF 4,        HPA 6,        stats 3/4    skills 3/2  
H:            RC:            LC:            A:            RS:            LS:  
RH:          LH:          RL:          LL:          RF:          LF:

A armor: concealed inertial vest

Weapons: Stratcher PM-27 pistol

Appearance: White male, 58 years of age, combed back black hair. Usually wears olive pants and a tan military style shirt.

Background: Grumman's family has been involved in the arms business for generations. Grumman is a veteran of the German War of Reunification, who served time for looting. In prison Grumman made a number of criminal contacts and when he was released he became involved in the family business and is now one of the top men in the illicit and legitimate arms trade in human space. He has criminal connections to most of the major criminal organizations, and many governments in human space. He is often referred to as the "God of War" by SAMN, and SAMN Constable-Agents have been trying to make a winnable case against him for years. These efforts have been thwarted by Grumman's national intelligence service connections and ability to make the right bribes in the right places. Grumman rarely travels without his bodyguards, who are both prior members of the German Orbital Marines Special Commandos. Both are elite Orbital Marine NPCs armed with Stratcher MP-67 PDWs.

Motives: Grumman wants to increase his money and power base. His biggest cash cow at the moment is weapons smuggling into the French Colony on BCV, which is supported and subsidized by German Intelligence.

Role in Adventure: Grumman will participate in meetings at the "Bayview Lights" with other individuals involved in smuggling. Grumman will fly into Bayview via chartered aircraft for these meetings, and then back to his base that he has set up in a penthouse apartment in the capital of the German colony after staying the night in a hotel in Bayview, usually the downtown Hilton, with female companionship arranged through Peter Lee.

Actions upon Arrest: If arrested Grumman will say nothing and will wait to be repatriated to the German colony.

**Miles O'Bay** – REBCO Operations Officer: Elite Troubleshooter NPC.

CUF 6, HPA 6, stats 3/2 skills 3/2

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: Full body inertial combat armor available.

Weapons: FAM-90

Appearance: 37 year old tall, thin, muscular male with African and Asian features whom speaks English with a French accent. He wears expensive suits when in a business environment. When in the bush he wears Rebcocamouflage.

Background: O'Bay is a native of the L-5 station. His mother was from Azania and his father from Canton. At the age of 18 he joined the American Colonial Marines. After mustering out of the Marines 8 years later he returned to L-5 where he gained full time employment with Rebcoc SAR as a military specialist troubleshooter, and later worked in the corporate intelligence division. During his time with Rebcoc SAR, O'Bay has excelled and has recently been promoted to Operations Officer in the Rebcoc SAR Special Projects division.

Motives: Spades 7: O'Bay takes pride in his work and wants to advance in his organization. Clubs 2: He is not afraid to get his hands dirty to get the job done.

Role in Adventure: O'Bay will be the characters initial contact with the adventure and a possible future contact for other adventures.

**Lord Hyde**, Elite Administrator NPC

CUF 4, HPA 6, stats 2/4 skills 3/2

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: concealed inertial vest

Weapons: none

Appearance: Short and thick, bulldog of a man, 62 years old, with graying hair. Wears dark, finely made suits.

Background: Born in London England to a upper class family, Lord Hyde attended the finest boarding schools and then served as a Royal Space Navy officer for 6 years, before entering the family business and becoming involved with politics. He has moved between government service and the private sector a number of times during his adult life.

Motives: Lord Hyde is a patriot who was asked to improve the situation on BCV by the King of England, and he intends to do just that.

Role in Adventure: In the end, Lord Hyde is the player characters employer. He will meet the PC team at the beginning of the adventure, and possibly again at the end, if they are successful.

**Miles Skinner, Deputy Director, Colonial Constable Investigative Service.** Veteran Law Enforcement/Administrative NPC.

CUF 4, HPA 5, stats 3/4 skills 2/1 (bureaucracy 6, liaison 6)

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: concealed inertial vest

Weapons: Browning Bulldog

Appearance: 55 years of age, average height and weight with black close cropped hair. He wears gray suits.

Background: Skinner is a native of Carmody and has been a member of the Colonial Constables Service since he finished collage, with a degree in public administration. Skinner spent a short time as a uniformed officer and then transferred to the CCIS where he worked for a short time as an operative before moving to administrative command duties with the help of his political patron - Reginald Adams. Skinners' wife is Reginald Adams' cousin. Skinner managed to survive the purge of the CCIS because he believes that any information that he has passed to Adams over the years was in the line of duty, as Reginald Adams has been on the parliament's law enforcement and internal security subcommittee of the New Africa Parliament for many years.

Motives: Skinner enjoys his position of authority in the CCIS and understands at some level that he has been promoted above his abilities and talents due to the patronage of Adams.

Role in Adventure: When Skinner determines that his patron is threatened by information obtained by the PC team, he will release this information to Reginald Adams through Edward Ringo, along with identifying information.

**Kyle Freeman, fishing boat captain. Captain of the NAFG-9.** Veteran, physically oriented, colonist NPC.

CUF 3, HPA 5, stats 3/2 skills 2/1

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: none usually. Has a FAB-62 aboard ship.

Appearance: 40 years of age, medium height and build, brown hair.

Wears his hat all the time.

Background: Grew up a fisherman an BCV.

Motives: Proud of being a boat captain, but plans to retire soon, with the extra money he has been making smuggling.

**Arthur Harris - Bayview Underworld Thug,** experienced, physically oriented, underworld NPC.

CUF 4, HPA 6, stats 3/2 skills 1/0

COMBAT ASSETS: 4

Team Initiative Modifiers: +0 per team member

Morale: Medium (4) this man will fight hard as long as he believes he has the upper hand, or if cornered. Otherwise he will try to escape combat.

They will surrender if they feel that they are likely to be killed if they do not.

H:            RC:            LC:            A:            RS:            LS:  
RH:           LH:            RL:            LL:            RF:            LF:

Armor: none

Weapons: Stratcher PM-19 pistols and DunArmCo CAGs and M2 rifles available.

Appearance: 24 year old, tall thin man with long blonde hair in a pony tail. He wears dark clothes, pants and a un-tucked cotton shirt. He drives a black British Motor Sport hovercraft.

Background: Harris grew up on the wrong side of Bayview and has been working for Lee since he was 18. He was introduced to Lee by one of his friends who was working for Lee as a bouncer at the "City Lights". If arrested Harris will be a tough guy and will not talk.

**Harold Williams - Bayview Underworld Thug**, experienced, physically oriented, underworld NPC.

CUF 4,        HPA 6,        stats 3/2 skills 1/0

COMBAT ASSETS: 4

Team Initiative Modifiers: +0 per team member

Morale: Medium (4) this man will fight hard as long as he believes he has the upper hand, or if cornered. Otherwise he will try to escape combat.

They will surrender if they feel that they are likely to be killed if they do not.

H:            RC:            LC:            A:            RS:            LS:  
RH:           LH:            RL:            LL:            RF:            LF:

Armor: none

Weapons: Stratcher PM-19 pistols and DunArmCo CAGs and M2 rifles available.

Appearance: 28 year old, short thick man with long black hair in a pony tail. He wears dark clothes, pants and a un-tucked button front shirt. He drives a black British Motor Sport ground car with a number of whisky dents in it.

Background: Williams grew up on the wrong side of Bayview and has been working for Lee since he was 20. He was introduced to Lee by one of his friends who was working for Lee as a bouncer at the "City Lights". If arrested Harris will be a tough guy and will not talk.

**Rex Tipton - Bayview Underworld Thug**, experienced, physically oriented, underworld NPC.

CUF 4,        HPA 6,        stats 3/2 skills 1/0

COMBAT ASSETS: 4

Team Initiative Modifiers: +0 per team member

Morale: Medium (4) this man will fight hard as long as he believes he has the upper hand, or if cornered. Otherwise he will try to escape combat.

They will surrender if they feel that they are likely to be killed if they do not.

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: Stratcher PM-19 pistol

Appearance: 26 year old, tall, medium build thin man with long blonde hair in a pony tail and a handlebar mustache. He wears bright colored shirts and jeans. He drives a red convertible British Motor Sport hovercraft.

Background: Tipton is the son of a wealthy corporate exec in Bayview. He became involved with drugs in collage and was disowned by his father when he discovered that his son was pushing drugs. Tipton now controls a network of street level drug distributors in Bayview and his source of supply is Peter Lee. Tipton has been to jail before, serving two years. He does not want to go back again and if threatened with good evidence that he will serve longer than a year, he will cooperate with law enforcement.

**Ty Moore - Bayview Underworld Thug**, experienced, physically oriented, underworld NPC.

CUF 4, HPA 6, stats 3/2 skills 1/0

COMBAT ASSETS: 4

Team Initiative Modifiers: +0 per team member

Morale: Medium (4) this man will fight hard as long as he believes he has the upper hand, or if cornered. Otherwise he will try to escape combat.

They will surrender if they feel that they are likely to be killed if they do not.

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: Stratcher PM-19 pistols and DunArmCo CAGs and M2 rifles available.

Appearance: 32 year old, medium height and weight man with short dark hair and a goatee. He wears dark clothes, pants and a un-tucked cotton shirt. He drives a black British Motor Sport hovercraft.

Background: Moore's father worked for Cromwell and when his father went to prison for murder, Ty took his place. Ty takes care of unpleasant business for Cromwell, but is not the sharpest tool in the shed and Cromwell usually uses him for tasks that require a blunt instrument.

**Clyde Montgomery: corrupt bank president of the New Africa Bank of Commerce.** Veteran, mentally oriented, administrator NPC (green for combat purposes)

CUF 1, HPA 3, stats 2/3 skills 2/1

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: none

Appearance: 62 year old white male, with receding hair, short and heavy, with sunk-in eyes. Wears expensive suits and smokes expensive imported cigars.

Background: Montgomery has worked in the banking business on the New Africa colony since he graduated from collage with a degree in banking and finance. He was promoted to bank president of the New Africa Bank of Commerce after Cromwell obtained a controlling interest in the bank. Cromwell had already been in contact with Montgomery as Montgomery had been helping Cromwell to launder money as Montgomery has a gambling problem that flares up from time to time, and is frequently performing money laundering services to satisfy his gambling debts.

Motives: Montgomery wants to maintain his high living lifestyle.

Role in Adventure: Montgomery would be a good witness for building a money laundering case against Lee and Cromwell. If arrested Montgomery can be persuaded to cooperate if he feels that by doing so he will be able to maintain his freedom.

**Ritchie Sales**, Elite, physically oriented, Underworld NPCs.

CUF 8, HPA 6, stats 5/3 skills 3/2

Combat Assets: +8

Team Initiative Modifiers: +3 per team member

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: concealed inertial vest

Weapons: Stratcher PM-17 pistol (silencer available), and Stratcher MP-67K-S PDW (suppressed version, usually carried in a modified shoulder bag or brief case). He also has a AS-99s available.

Appearance: This huge scarred man saw action against the Kafers during the second Kafer invasion. He was burned over much of his body and part of his face during the war but has refused cosmetic surgery to repair his appearance.

Background: Sales' father worked for Cromwell and was killed when Cromwell went to war with the Carmody underworld in his takeover backed by the Union Corse. Upon his fathers' death Ritchie was promoted to be the bosses new body guard.

**Felton O'Rourke**, former CCIS agent / private investigator. Veteran law enforcement/underworld, mentally oriented NPC.

CUF 5, HPA 6, stats 3/4 skills 2/1

Combat Assets: +5

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: None

Weapons: Browning Bulldog pistol

Appearance: White male, dark complexion, short dark hair, 40 years of age. Dresses in light colored tropical suits. Drive a non-descript family sedan.

Background: Felton is a native of Bayview and joined the Colonial Constable's Service after serving a term in the Colonial Militia. After serving time in uniform Felton joined the CCIS. After three bad divorces and a drinking problem, Felton was forced to resign from the CCIS after he was accused of beating a handcuffed prisoner nearly to death. Felton believes he was betrayed by the service and the colonial government and has not qualms against working against it. Felton O'Rourke enjoys his relationship with Peter Lee. Lee lets him drink at the Platinum Two Club for free and often throws in a prostitute now and then. O'Rourke carries out tasks for Lee on occasion but also has his own small office downtown and takes various small cases involving security investigations or domestic surveillance. O'Rourke is certain that Lee is involved in organized crime and knows that one of Lee's close associates is Cromwell, the known boss of the underworld in Bayview. The tasks that O'Rourke performs for Lee have not involved anything too illegal so far, just surveillance, and planting a bug or two now and then.

Motives: O'Rourke wants to maintain his lifestyle of drinking, womanizing, and sticking it to the man.

Role in Adventure: The PC team may encounter O'Rourke snooping around McBride late in the adventure or carrying out other tasks for Lee.

**Marie LeBuff**, LeBuff is a physically oriented, green, colonist NPC.

CUF 3, HPA 5, stats 3/2 skills 1/-

H: RC: LC: A: RS: LS:

RH: LH: RL: LL: RF: LF:

Armor: None

Weapons: None

Appearance: White female, 20 years old, tall and thin with long blonde hair and an augmented chest. Very pretty face, but hollow eyes.

Background: LeBuff's parents were killed in a government raid against rebels in the apartment where they lived with her in a refugee camp outside of Premier on the French continent of BCV when she was 17 years old. Marie was then out on the street and was soon a prostitute working for a pimp. This pimp owed a debt to a Union Corse member and Marie was traded to the man to satisfy the debt and she was moved to Carmody where she went to work for one of Cromwell's men. After moving from the French colony to the New Africa Colony she developed a daily Dance habit One year ago Marie's contract was given to Peter Lee by Cromwell and she worked in Lee's strip clubs as a dancer and prostitute until Lee used her to seduce McBride. Since that time, 18 months ago, she has had the best time of her life. All she does is shop, use dance, and make herself available for McBride at the direction of Peter Lee, who

checks on her once in a while himself when he knows that McBride is otherwise busy. Marie likes McBride in a pitiful way, and does not think that he is much of a man, always complaining about his wife and his kids. She does very much like Peter Lee, who has been much kinder to her than any other man in her life so far.

Motives: Marie likes how things are going for her right now. She wants to maintain her access to *Dance* on a daily basis, and not have to go back to being a general prostitute.

Role in Adventure: Marie is a possible source of information for the PC team. All that she can report is the information in her background section above. Marie will report a difference in McBride's behavior after he has contact with the PC team which she will later report to Lee, leading to the hit attempt on Lee.

### **MINOR NPCs – NPCs that are not as detailed or who are faceless “extras”**

**Bayview Underworld Thug**, experienced, physically oriented, underworld NPC.

CUF 4, HPA 6, stats 3/2 skills 1/0

COMBAT ASSETS: 4

Team Initiative Modifiers: +0 per team member

Morale: Medium (4) these men will fight hard as long as they believe they have the upper hand, or if cornered. Otherwise they will try to escape combat. They will surrender if they feel that they are likely to be killed if they do not.

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: none

Weapons: Stratcher PM-19 pistols and DunArmCo CAGs and M2 rifles available.

Appearance: These thugs usually wear un-tucked loose button front shirts over dark pants, in order to conceal their pistols.

**Union Corse Thugs**, Veteran, Physically oriented, underworld NPCs.

CUF 6, HPA 6, stats 3/2 skills 2/1

Combat Assets: +5

Team Initiative: +1 per team member

Morale: High (7). These men will try to flee any combat in which they do not feel they have the upper hand, but are unlikely to surrender and will fight if cornered.

H: RC: LC: A: RS: LS:  
RH: LH: RL: LL: RF: LF:

Armor: concealed non-rigid vests

Weapons: Stratcher PM-17 pistols with SG-77 rifles available

Appearance: These men usually wear dark colored suits with an abundance of gold jewelry.

**Union Corse Hit Team Members**, Elite, physically oriented, Underworld NPCs.

CUF 8 , HPA 6, stats 4/3 skills 3/2

Combat Assets: +7

Team Initiative Modifiers: +3 per team member

Morale: Very High (9) these men fight as a team and have high morale.

They are not suicidal and will work as a team to escape a combat situation if it is going badly for them.

H: RC: LC: A: RS: LS:

RH: LH: RL: LL: RF: LF:

Armor: concealed inertial vests

Weapons: Guiscard PM-03 pistols (silencers available), and Stratcher MP-67K-S PDWs (suppressed version, usually carried in a modified shoulder bag or brief case). They also have AS-99s available.

Appearance: These non-descript but fit men wear average civilian clothes that blend into their surroundings.

Background: These men are French Foreign Legion veterans recruited by the Union Corse. They are well motivated and will work as a team.

CUF , HPA , stats skills

H: RC: LC: A: RS: LS:

RH: LH: RL: LL: RF: LF:

Armor:

Weapons:

Appearance:

Background:

Motives:

Role in Adventure:

## WEAPONS AND EQUIPMENT

### WEAPONS USED IN ADVENTURE

**Stratcher MP-67 PDW (Personal Defense Weapon):** Using a high-powered 6mm round that is more like a cut-down rifle round than a conventional pistol round, the MP-67 is designed to provide compact controllable firepower for rear-echelon troops and vehicle crews. It has also found in use with police SWAT teams and military Special Forces.

*Type:* 6mm submachine gun *Country:* Austrovenia *Length:* 60 cm (Size=Small) *Action:* Single shot or bursts *Ammunition:* 6 x 27mm fixed cartridge ball *Muzzle Velocity:* 910 mps *Magazine:* 50-

round box *ROF*: 1/4 *Range*: 45m *Damage*: 1d10 (x2) *Weight (Empty)*: 2.4 kg *Magazine Weight*: 1.5 kg *Price*: Lv1100 (Lv24 for box of 100 rounds)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
Stratcher MP-67 PDW	2.4kg	1	3	5	50	120m	80m	1	1d6+1	1-4	

**Stratcher PM-17 ( Pistole Modele 17)**: The PM-17, often referred to as simply the Stratcher 17, is a unique pistol in that it combines a simple design ( 32 components including the magazine) with advanced composite materials. The result is a light weapon that is easy to maintain and able to pass through simple security checks undetected. The Stratcher 17 is nothing beautiful to look at, but it is extremely functional.

*Type*: 9mm semi-automatic handgun *Country*: Austria *Weight(Empty)*: 0.5 kg *Length*: 19 cm ( Bulk = 0) *Action*: Single shot *Ammunition*: 9x24mm fixed cartridge ball *Muzzle Velocity*: 500 mps *Magazine*: 17 rounds *Magazine Weight*: 0.2 kg *ROF*: 3 *Aimed Fire Range*: 50 m *Area Fire Burst*: 3 rounds ( AFV = 0.25) *Area Fire Range*: 30 m *DP Value*: 0.4 *Price*: Lv180 ( Lv2 for box of 100 rounds) *DAMAGE* 1-6 (1-3)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
Stratcher PM-17	0.5	0	3	3	17	50m	30m	.25	1D6	1-3	

**Rorttman MP-97K ( MaschinenPistole-2297 Kurz)**: The MP-97K is a compact version of the MP-97. The MP-97K has found popularity among police agencies and terrorists alike because of its handiness. It differs from the MP-97 in being shorter overall, lacking a butt-stock and having the magazine inserted into the handgrip.

*Type*: 9mm submachinegun *Country*: Germany *Weight(Empty)*: 2 kg *Length*: 32 cm ( Bulk = 1) *Action*: Single shot or bursts *Ammunition*: 9x24mm fixed cartridge ball *Muzzle Velocity*: 450 mps *Magazine*: 15 rounds *Magazine Weight*: 0.2 kg *ROF*: 3 *Aimed Fire Range*: 50 m *Area Fire Burst*: 10 rounds ( AFV = 1) *Area Fire Range*: 30 m *DP Value*: 0.4 *Price*: Lv200 ( Lv2 for box of 100 rounds)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
Rorttman MP-97K	2kg	1	3	10	15	50m	30m	1	1d6	1-3	

**RPS-89 ( Ruchnoi Pulemet Segetov 2289)**: Issued shortly after the appearance of the AS-89, the RPS-89 is the standard Russian infantry squad support weapon. It incorporates the same features as the AS-89 but has a bipod, a longer, heavier barrel, and uses larger ammo drums.

*Type*: 4.54mm Gauss LMG with integral 30 mm grenade launcher *Country*: RSFSR *Weight(Empty)*: 5 kg *Length*: 83 cm ( Bulk = 3) *Action*: Single shot or bursts *Ammunition*: 4.54x21mm flechette *Muzzle Velocity*: 1800 mps *Magazine*: 200 rounds *Magazine Weight*: 1.1 kg *ROF*: 5 *Aimed Fire Range*: 1000 m *Area Fire Burst*: 20 rounds ( AFV = 2) *Area Fire Range*: 750 m *DP Value*: 0.5 *Price*: Lv600 ( Lv7 for 200-round disposable drum)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
RPS-89	5	3	5	20	200	1000m	750m	2	1d8	1-4	

**MG-7 (Maschinengewehr Model 7)**: *Type* 5.5mm conventional machine gun *Country*: Germany *Weight (Empty)*. 4 kg *Length*. 107 cm *Action* Single shot or bursts *Ammunition*. 5 5x 40mm fixed cartridge ball *Muzzle Velocity*: 1200 mps *Magazine*. 75-round drum or 200-round cassette *Magazine Weight*. 0 6 kg (drum), 1 kg (cassette) *ROF* 5 *Aimed Fire Range*: 700 m (900 on mount) *Area Fire Burst* 20 rounds (AFV = 2) *Area F/re Range*. 500 m (700 on mount) *DP Value* 0.6 *Price*. Lv870 (Lv2 for box of 100 rounds, Lv5 for empty drum or cassette)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg	
MG-7	4kg	3	5	20	75/200	700/900m	500/700m	2	1d6+1	1-4	

**Browning L256B Bulldog**, The current issue pistol to British and Commonwealth military and armed police units. It is a sturdy, reliable pistol well known for its fine workmanship and excellent reliability. It is used more as a symbol of authority than a serious battlefield weapon.

Type: 9mm Handgun. Country: UK. Weight: 1kg. Length: 21cm. Action: SA. Ammo: 9x18 fixed cartridge ball, Muzzle Velocity: 380mps, Magazine Capacity: 16, Magazine Weight: 0.2kg, ROF: 5, Aimed Fire Range: 40m, AFB: 0.5 (5 rounds), Area Fire Range: 20m, DPV: 0.5, Cost: Lv150 (Lv 6 per 100 rounds) DAMAGE 1-6 (1-3)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Browning L256B Bulldog	1kg	0	5	5	16	40m	20m	.5	1-6	1-3

**L142:** Enfield, Gauss, 4.5mm, Infantry Rifle L142. The L142 Enfield finally replaced the venerable General Service Rifle Mk.6 in British service in the early 2290's. Some critics believed it represented a move away from the high standards of marksmanship and the prevailing 'one shot, one kill' philosophy of the British Army. However the L142 has proved successful in service being handy and accurate. There were some initial problems with reliability and soldiers worried about the step down in caliber from the GSR.6, but these have been largely resolved. The L142 is a bullpup weapon combining a 4.5mm gauss rifle with a 30mm grenade launcher. This combination of rifle with suppressive capability and rifle grenade for hard kills is standard in most militaries. However the British Infantry Weapons Corps' training package emphasizes the dual role of the weapons systems, also utilizing the grenades to drive enemy out for killing shots from the rifle. The L142 4.5mm rifle is a highly accurate weapon and includes gyro-stabilization as standard, however soldiers are trained to fire accurately out to 400m without the gyro engaged. Only at longer ranges will it be used. The weapon fires the standard ESA 4.5mm flechette and can use FAM90 magazines, although if it does performance is decreased due to different charge levels. Weapon Status Enfield, Rifle, Gauss, 4.5mm, Infantry Rifle L142 Type: 4.5 mm Gauss Rifle with 30mm GL Country: Britain Weight: 4.2 kg (unloaded) Length: 64cm (Bulk = 2) Action: Single Shots or Bursts Ammunition: 4.5x20mm flechette Muzzle Velocity: 1750mps Muzzle Velocity FAM-90 Magazine: 1600 mps (AF: 550 mps) Magazine: 60-round box magazine with integral power cell Magazine Weight: 0.3 kg ROF: 4 Aimed Fire Range: 960m Aimed Fire Range FAM-90 Magazine: 900 m Area Fire Burst: 10 (AFV = 1) Area Fire Range: 480m Area Fire Range FAM-90 Magazine: 400 m DP Value: 0.7 DP Valve FAM-90 Magazine: 0.6 (AF 0.3) Price: Lv 480 (Lv2 per disposable magazine)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Enfield L142	4.2kg	2	4	10	60	960m	480m	1	1d8	1-4

**Stracher PM-17 ( Pistole Modele 17):** The PM-17, often referred to as simply the Stracher 17, is a unique pistol in that it combines a simple design ( 32 components including the magazine) with advanced composite materials. The result is a light weapon that is easy to maintain and able to pass through simple security checks undetected. The Stracher 17 is nothing beautiful to look at, but it is extremely functional. Various Stratcher models followed the PM-17, to include the PM-19, PM-21 (in the venerable .45 caliber) and the PM-22, 23 and 27 in .40 caliber.

Type: 9mm semi-automatic handgun Country: Austria Weight(Empty): 0.5 kg Length: 19 cm ( Bulk = 0) Action: Single shot Ammunition: 9x24mm fixed cartridge ball Muzzle Velocity: 500 mps Magazine: 17 rounds Magazine Weight: 0.2 kg ROF: 3 Aimed Fire Range: 50 m Area Fire Burst: 3 rounds ( AFV = 0.25) Area Fire Range: 30 m DP Value: 0.4 Price: Lv180 ( Lv2 for box of 100 rounds) DAMAGE 1-6 (1-3)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Stracher PM-17	0.5	0	3	3	17	50m	30m	.25	1D6	1-3
Stracher PM-27	0.3	0	3	3	10	30m	20m	.25	1D4+2	1-3
Stracher PM-19	0.4	0	3	3	15	40m	30m	.25	1D6	1-3
Stracher PM-22	0.5	0	3	3	15	50m	30m	.25	1D4+2	1-3
Stracher PM-23	0.4	0	3	3	13	40m	30m	.25	1d4+2	1-3

**Stracher PM-19 ( Pistole Modele 19):** The Stracher 19 is a cut down version of the model 17 especially favored by internal security agents.

*Type:* 9mm semi-automatic body pistol *Country:* Austria *Weight(Empty):* 0.4 kg *Length:* 16 cm ( Bulk = 0) *Action:* Single shot *Ammunition:* 9x24mm fixed cartridge ball *Muzzle Velocity:* 350 mps *Magazine:* 15 rounds *Magazine Weight:* 0.1 kg *ROF:* 3 *Aimed Fire Range:* 30 m *Area Fire Burst:* 3 rounds ( AFV = 0.25) *Area Fire Range:* 20 m *DP Value:* 0.4 *Price:* Lv170 ( Lv2 for box of 100 rounds) **DAMAGE 1-6 (1-3)**

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Stracher PM-19	0.4kg	0	3	3	15	30m	20m	0.25	1D6	1-3

**AS-99 (Automat Segetov 2299):** The standard Russian and Ukrainian service weapon, the AS-99 incorporates a reliable optical sight and an integral 30mm G-2 grenade launcher. As a progressive upgrade of the older AS-89, the AS-99 incorporates new materials and advances in gauss weapon technology. The AS-99 is aggressively exported, and finds its way into the armies of many poorer nations, along with mercenaries, criminals and terrorists. This gun cannot make use of computer-controlled fused grenades without replacing the grenade launcher and sight.

*Type:* 4.54mm gauss rifle with integral 30 mm grenade launcher *Country:* Russia *Length:* 73 cm (Size = Medium) *Action:* Single shot or burst *Ammunition:* 4.54x21 mm flechette *Muzzle Velocity:* 1530 mps *Magazine:* 60-round box magazine with integral power cell *RoF:* 1/4/10 *Range:* 200m *Damage:* 2d12 (x2) For grenade launcher stats, see Combat Rifle Integral Grenade Launcher. *Weight (Empty):* 4 kg *Magazine Weight:* 0.3 kg *Price:* Lv420 (Lv2 for 60-round disposable magazine with power cell)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
AS-99	4kg	2	3	10	60	700m	300m	1	1d8	1-4

**FAB-62 ( Fusil Automatique Binon-2262):** The predecessor to the FAM-90, this was at best, a fair weapon as it had many of the same problems that other Binary Propellant Rifles of the day suffered from, still it was reliable for a weapon of its type and many an example can be found throughout Human Space in the hands of Militias, Colonists and Security forces.

*Type:* 7.5mm Binary Propellant Rifle, *Country:* France, *Wt:* 4Kg, *Length:* 80cm ( Bulk = 3), *Action:* Single Shots or Bursts, *Ammo:* 7.5mmx40mm Ball, *Muzzle Velocity:* 700mps, *Magazine:* 30 Round Box with separately loaded internal gas bottles with enough charges for 200 aimed shots or 20 bursts, *Mag Wt:* 0.3Kg, *Recharge Bottle Wgt:* 0.3Kg, *ROF:* 3, *Aimed Fire Rng:* 750m, *Area Fire Burst:* 10 ( AFV = 1), *Area Fire Rng:* 580m, *DP Val:* 0.7, *Price:* Lv 200 ( Lv 2 for 100 rnds, Lv 4 for 10 recharge Bottles and Lv 5 for Magazines)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
FAB-62	4kg	3	3	10	30	750m	580m	1	1d6+1	1-4

**DunArmCo Close Assault Gun:** *Type:* 18mm automatic shotgun *Country:* Australia *Weight (Empty):* 4 kg *Length:* 68 cm (Bulk= 3) *Action:* Single shot or bursts *Ammunition:* 18 x 60mm fixed cartridge buckshot (1 0 6mm slugs) *Muzzle Velocity:* 410 mps *Magazine:* 10-round box *Magazine Weight:* 0.5 kg *ROF:* 2 *Aimed Fire Range:* 100 m *Area Fire Burst:* 5 rounds (AFV = 1) *Area Fire Range:* 80 m *DP Value:* 0.3 ( x 10) *Price:* Lv330 (Lv2 for box of 100 rounds)

Weapon	Mass	Bulk	ROF	RPB	MAG	Aimed	Area	AFV	DPV	VDmg
Dunarmco CAG	4kg	3	2	5	10	30/100m	30/80m	1	Special	special

## ISSUED EQUIPMENT

This is a suggested equipment load out for my BACK TO BCV adventure. It has been completed to save the GM and players time.

### INDIVIDUAL:

THIS IS THE STANDARD REBCO HOT WEATHER PARAMILITARY OPERATORS' KIT, MODIFIED FOR OPERATIONS IN SUPPORT OF THE CCIS, NEW AFRICA COLONY, BCV

- **ENFIELD L142 4.2KG, LV 480**
- **BROWNING BULLDOG** PISTOLS WITH ATTACHABLE LIGHT AND SILENCER, ALSO WITH WEAPON IS A CONCEALMENT HOLSTER AND MAGAZINES POUCHES, AS WELL AS A LIGHT POUCH AND A POUCH FOR THE SILENCER, AND A TACTICAL MULTIPLE ATTACHMENT HOLSTER (THE MULTIPLE ATTACHMENT HOLSTER CAN BE USED AS A THIGH RIG OR ATTACHED TO BODY ARMOR. **1KG, LV 380**
- 12 MAGAZINES OF AMMUNITION FOR L142 AND MAGAZINE POUCHES. **.3 KG EACH = 3.6 KG, LV 40**
- 10 20MM GRENADES FOR L142 (3FRAG AND 4 HEAP, AND 2 CONCEALMENT/SMOKE) AND GRENADE POUCHES. **.2 KG EACH = 2 KG, LV 60**
- 2 **DUNARMCO** FRAGMENTATION HAND GRENADES WITH POUCHES **.3 KG EACH = .6KG, LV 6**
- 2 **DUNARMCO** CONCEALMENT HAND GRENADES WITH POUCHES **.3 KG EACH = .6KG, LV12**
- 2 **DUNARMCO** FLASH-BANG DISTRACTION HAND GRENADES WITH POUCHES **.3 KG EACH = .6KG, LV 3**
- 10 MAGAZINES OF AMMUNITION FOR BROWNING BULLDOG AND MAG POUCHES. **.2 KG EACH = 2KG, LV 25**
- **DUNARMCO** HI-THREAT FULL BODY MULTI-ROLE INERTIAL COMBAT ARMOR WITH EQUIPMENT ATTACHMENT POINTS. **REBCO** NEUTRAL SPEC CAMMO PATTERN. ARMOR IS EQUIPPED WITH AN ADVANCED COOLING SYSTEM. THE VEST CAN BE WORN SEPARATELY FROM THE SUIT FOR LONG TERM OR LOWER THREAT OPERATIONS IN A HOT ENVIRONMENT. **10 KG. VEST ALONE: 3KG LV 450**
- 6 COOL PACKS FOR BODY ARMOR (A COOL PACK WEIGHS .5KG AND WILL KEEP THE WEARER OF THE ARMOR COMFORTABLE FOR 2 HOURS). COOL PACKS ALSO MAKE THE WEARER OF THE ARMOR HARDER TO DETECT WITH THERMAL IMAGERS. **1 KG EACH = 6 KG. LV 50 EACH**
- **DUNARMCO** HIGH THREAT COMBAT HELMET, **REBCO** NEUTRAL SPEC CAMMO PATTERN WITH BUILT IN SHORT RANGE **YAMASHINO** TAC COMMO, AND HUD. HUD UNIT CAN SINC TO ANY ALMOST ANY PERSONAL COMPUTER AND COMMO DEVICES. THE BUILT IN COMMO IS A SHORT RANGE ENCRYPTED RADIO COMMUNICATOR WITH A MAX RANGE OF 5 KM. ELECTRONIC SIGNATURE OF +2 WHEN TRANSMITTING FROM THE RADIO. **1.2 KG LV 1500**
- **DUNARMCO** CONCEALABLE INERTIAL VEST, LIGHT GREY. **1 KG, LV 300**
- **GERBER** FOLDING COMBAT KNIFE **.2 KG, LV 15**
- **GERBER** MILTI-TOOL **.1 KG, LV 10**
- **HUMANADYNE** PERSONAL COMBAT FIRST AID KIT **.2 KG, LV 100**
- **EXPLORER-TEC** CIVILIAN BACKPACK, GREEN AND BROWN, WITH DETACHABLE 3 LITER HYDRATION SYSTEM AND DAY PACK. **1 KG EMPTY, 4 KG WITH FULL HYDRATION PACK. LV 50**
- 3 DAYS OF **AMERICO** EMERGENCY RATIONS **.5 KG EACH = 1.5 KG, LV 30**
- **YAMISHINO** COMPACT SAT PHONE, ENCRYPTED (ENCRYPTION IS IMPOSSIBLE, +5 ELECTRONIC SIGNATURE WHEN TRANSMITTING, +1 WHEN ON) **1 KG, LV 3000**
- **YAMISHINO** MINI-PORTACOMP: **.2 KG, LV 2500**  
 FEATURES-
  1. HUD SINC COMPATIBLE
  2. BUILT IN NET PHONE WITH ENCRYPTION (FORMIDABLE). +3 ELECTRONIC SIGNATURE WHEN NET PHONE IS TURNED ON. IT SHOULD BE NOTED THAT MANY RURAL AREAS OF BOLIVIA DO NOT HAVE NET PHONE COVERAGE. THE SIM COMPOUND DOES AND ALL CITIES AND TOWNS OVER 10,000 HAVE COVERAGE. COVERAGE IS SUBJECT TO OUTAGES (5% OF THE TIME).

3. BUILT IN GPS AND MAPS (DETAILED MAPS FOR ALL OF BOLIVIA ALREADY DOWNLOADED)
  4. BUILT IN NET PHONE, BUILT IN CAMERA (UP TO 24 HOURS OF RECORDING TIME, UP TO 15X ZOOM, CAN RECORD OFF OF HUD AND TRANSMIT IMAGES VIA NET PHONE CONNECTION)
  5. CODED LOCATOR – CAN BE USED BY TEAM MEMBERS TO IDENTIFY EACH OTHERS LOCATION ON HUD READOUT. RANGE 5 KM, ELECTRONIC SIGNATURE WHEN ON IS +2.
  6. BUILT IN IMAGE PROJECTION AND KEYBOARD CAPABILITY.
  7. LANGUAGE TRANSLATION PROGRAM.
  8. VOICE / SOUND RECORDER (30 MIN RECORDING TIME)
  9. STANDARD UTILITY PROGRAMS.
  10. UNIT CAN SYNC TO SAT PHONE.
- *YAMISHINO FARSEER* BINOCULARS WITH THERMAL IMAGING CAPABILITY, AND RECORDING CAPABILITY (UP TO 24 HOURS OF RECORDING TIME. BINOCULARS CAN SYNC TO PORTACOMP FOR TRANSMISSION OF IMAGES. **1 KG, LV 800**
  - 2 OUTFITS OF CLIMATE SPECIFIC CASUAL CLOTHING. **4 KG, LV 20**
  - 4 *REGIMENT QUARTERMASTER* COMBAT HOT WEATHER JUMPSUITS IN *REBCO* NEUTRAL FLEC CAMMO. **2 KG, LV 25**
  - 1 PAIR OF *REGIMENT QUARTERMASTER* HOT WEATHER COMBAT BOOTS. **.2 KG, LV 5.**
  - *YAMISHINO MULTI VIEWER*: THESE GOGGLES ARE DESIGNED TO WORK WITH THE HUD SYSTEM IN THE HIGH THREAT COMBAT HELMET BUT CAN ALSO BE USED SEPARATELY. THIS DEVICE HAS THE BENEFITS OF THE THERMAL GOGGLES AND THE IMAGE INTENSIFIER GOGGLES. **.2 KG, LV 1500**

TOTAL MASS PER OPERATOR: 35.9

TOTAL COST PER OPERATOR: LV 11,181

GROUP:

THIS IS THE STANDARD *REBCO* SURVEILLANCE / INTEL TEAM FIELD KIT

- *INTELLASYSTEMS* MAN PORTABLE COMPACT INFO DRONE. SIMILAR TO THE REMOTE PILOTED DRONE ON PAGE 22 OF THE EQUIPMENT GUIDE BUT IS FIXED WING AND COMES IN A COMPACT PLASTIC BOX AND CAN BE ASSEMBLED IN A MATTER OF MINUTES. THE BOX ALSO CONTAINS THE CONTROLS FOR THE UNIT. THIS UNIT DOES NOT INCLUDE THE LIFE FORM DETECTOR OR SOUND CAPABILITY BUT HAS A IMAGER THAT MAGNIFIES TO 20X. THE UNIT IS ALSO EQUIPPED WITH A LASER TARGET DESIGNATOR. ENDURANCE IS 5 HOURS. SENSOR RANGE = 2000M (+1), SIGNATURE (0), SPEED 30 TO 200 KPH, COMBAT MOVE 400 M. THIS UNIT CAN ALSO BE CONTROLLED FROM ANY OF THE TEAMS PORTACOMPS. **5 KG, LV 5000.**
- *BULGAR CORPORATE SECURITY PRODUCTS* ELECTRONIC SURVEILLANCE KIT – A VARIETY OF BUGS AND RECEIVERS, AND ONE ADVANCED LASER EAR (1/4 MASS OF THE UNIT IN THE EQUIPMENT GUIDE) IN A PROTECTIVE CASE **20 KG, LV 30,000**
- *TRILLION* LIGHT DEMO KIT – PLASTIC EXPLOSIVES AND A VARIETY OF DETONATORS **5 KG, LV 250**
- *HUMANADYNE* ADVANCED TRAUMA KIT **2KG, LV 250**
- *INTELLASYSTEMS* BATTLE RADAR **10 KG, LV 450**
- *BULGAR CORPORATE SECURITY PRODUCTS* COMPACT INTRUSION KIT. THIS COMPACT KIT INCLUDES AN ELECTRONIC SECURITY SYSTEMS KIT AND TOOLS FOR DEFEATING MECHANICAL LOCKS AS WELL. **2 KG, LV 3000**

TEAM EQUIPMENT TOTAL MASS: 49 KG  
TEAM EQUIPMENT TOTAL COST: LV 38,950

TOTAL COST ASSUMING 5 PERSON TEAM: LV 94,855