

COMBAT MISSIONS

Ambushes, Rescues, and More for the Spycraft System

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SPECIAL THANKS

Special thanks to my wife and in-house editor, Amber, who put up with hours of action films, stacked volumes about guns, and conversations about terrorists in public. A big thanks to my brother-in-law Eric for advice on law enforcement and the hardware they use.

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INTRODUCTION

INTRODUCTION

In this book, you will face terrorists, serial killers, bank robbers, corrupt cops, rival characters, and even a treacherous mountain. Welcome to *Combat Missions*, a different twist on the Spycraft game.

In *Combat Missions*, the action is fast, the circumstances are bleak, and the characters are the last line of defense. The operations in *Combat Missions* take place where the normal fabric of society has come apart. Laws stop working, people stop being civil, and the basic value of human life is forgotten. Instead, greed and corruption boil over into everyday life, threatening the normal folks who just want to be left alone to do their jobs.

The overarching plot of *Combat Missions* is a direct result of the frightening new world of the 21st century. Terrorism is a very real threat. Corporate greed and corruption is exposed. Everywhere, there is a need for heroes—and they are in short supply. That's where the characters come in.

A multinational conglomerate known as MegaCosmos is slowly eroding. MegaCosmos is the American business model at its best and worst. Its tentacles are in everything; from textiles to subway trains, airlines to nuclear weapons, security enforcement to web sites. As the trail of corporate skullduggery and financial cover-ups are revealed, the company collapses. It leaves behind a legacy of poverty and desperation, of angry people who fight back at the system and lash out at each other. In all these missions, MegaCosmos is directly or indirectly responsible for all of them. 15 missions—15 ways a damaged corporation leaves its bloody mark on the world as it dies.

The missions differ from typical Spycraft serials in that each mission is self-contained. The masterminds could be replaced with any of the villains from *Most Wanted*.

Many of these situations are culled from cinematic plots and news headlines. In this book, everyone is a villain: Americans, Colombians, Irish, Italians, Pakistanis, Russians, and more.



Although no apologies are made for the content of this book, it is not intended to offend.

Just like in the real world, anyone can be a villain—or a hero.

Most Wanted

Most Wanted is Paradigm Creations' book of villainous NPCs. Although created for the first edition of *Spycraft*, the villains and their motivations are applicable to any *Spycraft 2.0* game. Game Controls are encouraged to replicate the villains from *Most Wanted* using either the NPC generation system from *Spycraft 2.0* or as "full special" NPCs created the same way as player characters.

ABOUT MEGACOSMOS

MegaCosmos consists of a variety of businesses that span the globe. It provides the backdrop for all of the events in this book.

MegaCosmos (MC), formerly known as MegaCosmetics, began as a cosmetics company at the turn of the century. Its success exploded after World War II and MegaCosmetics branched out, rebranding itself as MegaCosmos. MC no longer has a cosmetics business, but it dabbles in everything else. Below are some of MC's businesses:

ABOUT MEGACOSMOS

Bleeding Edge

A magazine for rich young men interested in technology and fashion, Jeffrey Bode (the “other son”) runs this business as his pet project. His lifestyle is legendary and his vices are a topic of discussion around water coolers everywhere. The magazine consistently loses money for the company. Featured in “Bleeding Edge.”

Executive Results

Executive Results is the security business of MC, now defunct. It was created to protect MC’s interests in South America. When business dried up, MC broke off and sold this business. It is believed Executive Results employed 5% of all American mercenaries at its height and contributed an additional 10% to the overall mercenary workforce when it disbanded. Featured in “The Taking of Ashland 2-2-3,” “Getting Results,” and “Don’t Bank on it.”

First Solutions

First Solutions was the nuclear and military arm of MC that was at its height in the 80s. It collapsed along with the Soviet Union. A half-hearted attempt was made to act socially responsible when a few intrepid reporters revealed that First Solutions “misplaced” several nuclear weapons. Featured in “The Summit Meeting,” “The Watchers,” and “Zeus’ Quiver.”

Indianational

Indianational is the international business run by Nicholas Bode, one of two sons of the CEO. Hying the value of “global talent,” Indianational originally specialized in ferrying employees to and from India. But with the advent of terrorism in America, Indianational lost customers who preferred instead to network over the phone or via email. Featured in “The Summit Meeting,” and “Hot Air.”

InfiniCredit

InfiniCredit is the financing arm for MC. It is very successful, if not particularly well respected, because of the muscle it brings to the credit and lending industry. Unfortunately, it does

too well. A financial business of its size must be balanced against the material businesses to guarantee MC’s financial stability. When InfiniCredit threatened to become more than 50% of MC’s business, the company was cut down, laying off thousands of employees in the process. Since then, InfiniCredit has been hit hard by a recent crime wave of identity theft. Featured in “Wolves and Sheep,” “Don’t Bank on It,” and “The Fortress.”

Sparkle, Inc.

Sparkle, Inc. is a diamond mine operation that was disbanded after human rights violations were leveled at the company. The diamond mine operation spawned Executive Results when MC stopped hiring the local muscle. Sparkle, Inc. is downplayed in MC’s history but is largely responsible for the company’s transformation from a national phenomenon to a global empire with tentacles in every country. Featured in “Last One Out.”

Transformatives, Inc.

Transformatives, Inc. is a premiere chemical manufacturer. It produces a wide variety of chemical applications, from cleaning fluids to paints, mineral treatments to biological cleansers. Transformatives was shut down and its employees scattered amongst the various MC businesses. So many chemical engineers deluged the employment market that one of them eventually invented an addictive drug known as “blink.” Transformatives, Inc. also creates the biological weapon known as supersarin. Featured in “Last One Out,” “A Different Case,” “The Last Castle,” “Last Rights,” “The Fortress,” “Hot Air,” and “The Birdcage.”

PLOT HOOKS

There are a variety of ways *Combat Missions* can be used. Each mission can be inserted separately as a unique event or as a diversion to spice up a serial. However, there are enough threads weaved throughout *Combat Missions* that characters can pursue them in order to achieve a particular goal. Here are just a few:

PLOT HOOKS

Bounced Check

In this series, the characters expose InfiniCredit as an institution that carelessly handles its client's money. In "Wolves and Sheep," Kevin Medroff is a former programmer for InfiniCredit who has access to thousands of credit card numbers. "Don't Bank on it" involves a plot against InfiniCredit's poorly guarded banks. Finally, Keys from "The Fortress" is a former InfiniCredit computer programmer gone bad. With the evidence gathered from these three missions, InfiniCredit will ultimately be forced into bankruptcy.

Checkmate

A terrorist leader has been secretly captured, but no one knows what to do with him. Terrorist attacks increase against the U.S. as a result. In "Getting Results" the characters uncover that someone has secretly captured a terrorist leader. In "The Birdcage" a threat against the terrorist leader is made at a maximum-security prison, revealing his presence. It's up to the characters to determine who the terrorist leader is, if he has been legally detained, and what to do with him.

Don't Blink

A new drug is on the streets. The drug, known as "blink" is extremely addictive and easy to produce. In "Last One Out," the characters track the creation of the drug, invented by a kidnapped chemical engineer. In "The Last Castle," the level of corruption that comes from this new profitable drug is so high that even the police are in on it. If the characters successfully defeat the corrupt cops, one of the two hubs of distribution is destroyed. "The Fortress" is the other distribution hub. Completing all three missions prevents "blink" from becoming the new American addiction.

Going Crazy

The characters specialize in tracking down serial killers. In "The Watchers," the characters get their first taste of two killers who enjoy terrorizing their victims. Then, in "The Birdcage," they must deal with a several different psychopaths simultaneously. Finally, in "Bleeding Edge" the characters get up close and personal with a serial killer before taking him down.

Passing Gas

Transformatives, Inc created a new biological weapon, "supersarin." In "A Different Case," it surfaces for the first time. In "Last Rights" characters discover that a small town was working on creating supersarin and it contaminated some of the workers. In "Hot Air" everyone's fears come true as supersarin is used as a weapon. It's up to the characters to end the supersarin threat by proving its ineffectiveness as a weapon of mass destruction.

Stray Nukes

The characters must track down stray nuclear weapons and prevent them from falling into terrorist hands. In "The Summit Meeting," it is revealed that First Solutions was working on illegal nuclear weapons. In "The Watchers," the whereabouts of several stray nuclear weapons caches are slipped to First Solutions. Finally, in "Zeus' Quiver," everything comes to a head as the nukes are nearly released to the black market.

HOSTAGES, BYSTANDERS, AND LAWMEN

Throughout *Combat Missions*, there are a lot of battles that take place in areas populated by civilians. In some cases, the bad guys take hostages. In others, innocent bystanders just happen to be in the way. Whatever the situation, there's plenty of opportunities for normal folks to get hurt.

Statistics

Lawmen (Allies)

Police Officer (Standard NPC – 62 XP): Init IV; Atk VII; Def IV; Resilience IV; Damage Save V; Competence V; Skills: Intimidate VI, Notice VI; Wealth IV; Weapons: 1 x Caliber III, 2 x Caliber I; Gear: 2 x Caliber I, 1 x Caliber II; Vehicle: 1 x Caliber II; Qualities: *feat* (CQB Basics, Gunslinger's Eye, Marksmanship Basics).

Suggested Gear: Duty vest, Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none) with two standard ammo loads, Colt M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h,

HOSTAGES, BYSTANDERS

qualities OVH) with two standard ammo loads, light club (baton) (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), tactical radio, handcuffs, police cruiser.

Any police officer involved in one of the combat missions is called in when all hell has broken loose. Therefore, they are armed to the teeth and wearing Kevlar vests. Police officers have a starting disposition of Unfriendly towards characters working through official channels. Against characters whom they don't know (e.g., foreign characters) police officers have a Hostile disposition.

Police Chief (Special NPC – 83 XP): Init V; Atk VI; Def V; Resilience V; v/wp V; Competence VII; Skills: Bluff VI, Intimidate VI, Investigation VII, Sense Motive VI; Weapons: 1 x Caliber III, 2 x Caliber I; Gear: 2 x Caliber I, Vehicle: 1 x Caliber II; Qualities: *class ability* (Sleuth - human nature), *Specialty* (City Dweller), *superior attribute* (Wisdom 14), *talented* (Shrewd).

Suggested Gear: Duty vest, Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none) with two standard ammo loads, Colt M16A1 (dmg 4d4, error 1-4, threat 20, ammo 30M5, recoil 13, range 125 ft., SZ/Hand S/2h, qualities OVH) with two standard ammo loads, light club (baton) (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), tactical radio, handcuffs, police cruiser.

Police chiefs (and other higher ranking police officers) are just as skeptical as their underlings in dealing with characters. They have the same disposition but are much more influential in local politics. The police chief statistics can also be used for any civil servant (such as fire chiefs) with modifications to the appropriate feats

Police Sniper (Standard NPC – 67 XP): Init IV; Atk VII; Def IV; Resilience IV; Damage Save V; Competence V; Skills: Intimidate VI, Notice VI; Wealth IV; Weapons: 1 x Caliber IV, 2 x Caliber I; Gear: 2 x Caliber I, 1 x Caliber II; Vehicle: 1 x Caliber II; Qualities: *feat* (CQB



Basics, Gunslinger's Eye, Marksmanship Basics), *treacherous*.

Suggested Gear: Duty vest, Beretta 92 (dmg 1d10+1, error 1-2, threat 20, ammo 15M4, recoil 12, range 25 ft., SZ/Hand D/1h, qualities none) with two standard ammo loads, H&K PSG1 (dmg 4d4+2, error 1, threat 19-20, ammo 20M3, recoil 10, range 175 ft., SZ/Hand S/2h, qualities ACC, UPG (6x telescopic sight), RGD) with one standard ammo load and one armor-piercing ammo load, light club (baton) (dmg 1d6+1 subdual, error 1, threat 20, SZ/hand T/1h, qualities none), tactical radio, night vision goggles, police cruiser.

Snipers share the same attitudes as police officers. They are, however, more skilled in eliminating targets from a distance.

Bystander, Civilian, Hostage, or Tourist

Bystander (Standard NPC – 0 XP): Init I; Atk I; Def II; Resilience II; Damage Save I; Competence V; Skills: Profession V; Wealth III; Weapons: None; Gear: 1 x Caliber I; Vehicle: None; Qualities: *meek* (-17), *non-combatant*.

Suggested Gear: Cell phone, \$20 in local currency.

Civilians, bystanders, hostages, and tourists come in all shapes and sizes, nationalities and backgrounds. They have a disposition of Neutral towards characters unless they see a character wielding a weapon. Then their disposition shifts to Hostile and they will run screaming.

Using Hostages as Cover

Unscrupulous or desperate villains are not above using civilians as shields when desperate. In order to take a human shield, the villain must be within reach of a civilian or in a crowd, and make a standard grapple check. If this grapple is successful, the villain may use 1 grapple benefit to shift a pinned target between himself and one or more enemies. This grants one-half cover.

All ranged attacks made against the villain that are determined to have struck the cover will strike the civilian instead and are cause for a Damage save (for more on cover benefits, see *Spycraft 2.0*, page 345). A critical failure made when firing at a target using a human shield will result in the immediate death of the shield.

Each round, the villain must roll to hold his opponent, just like a grapple (see *Spycraft 2.0*, page 357), though the villain may release the civilian as a free action. While using a human shield, the villain moves at 5 feet per round, and may not run or charge. Finally, the shield is considered as helpless against all attacks made by the person using him as a shield (and thus may be the target of a coup de grace action).

Oops!

Much of *Combat Missions* revolves around an underlying set of ethics: bad guys shoot innocents, good guys do not. It is entirely possible, in their zeal to complete a mission, that characters instead choose to sacrifice the occasional life for purposes of expediency or to remove a bad guy's advantage.



The Game Control has a variety of options to reinforce the importance of human life. The GC must use judgment in determining when a character is at fault for harming hostages. Very often, an character may have no control over the fate of a hostage and should not be penalized. On the other hand, an character that blatantly disregards the threat of a terrorist with a gun to a hostage's head should be penalized if the hostage is harmed.

Action Dice

For each hostage harmed, characters can lose one action die. This is a temporary penalty, as action dice disappear at the end of a game session. If the act is particularly heinous, the character can permanently lose one action die from his pool. Thus, an 11th-level character who would normally have five action dice might only have four action dice when he blatantly disregards a terrorist's warning to stop advancing and is responsible for the death of a senator.

TERRORISTS, CRIMINALS

Charisma Checks

Characters that are responsible for loss of life can receive a penalty to all Charisma-based skills. The penalty might apply to everybody or only to civilians (e.g., “I remember you, you’re the guy who let all those people die on that bus!”). The penalty can be -1 per hostage harmed and might last until the character saves one hostage for each person that was killed in his mission. For example, a character who let five people die in an elevator would receive a -5 penalty to Charisma-based checks. If he saves a child from a burning building, his penalty is reduced to -4 .

Experience Points

Characters can lose the experience points that are a part of their mission award. If keeping hostages alive is part of a mission’s objective, the characters lose -10% experience points for failing. If saving innocent bystanders is not part of the objective, they can still lose experience points at the GC’s option. For example, the characters might lose 1% of the mission award per hostage harmed.

Role-Playing

There are a host of other repercussions that could negatively impact the characters. Victims may bring lawsuits against the characters, the agency might demote the characters or give them menial tasks, they may be restricted from entering certain countries or become wanted by the police.

Ultimately, the GC should choose the appropriate sanction on the characters to reinforce the distinction between the “good guys” and the “bad guys.”

TERRORISTS, CRIMINALS, AND GANGS

A variety of bad guys are profiled throughout *Combat Missions*. They can be used as recurring villains or as occasional bad guys for a serial. They are all inspired by real and fictional portrayals of criminal and terrorist organizations.



Al-Hazzan

Al-Hazzan is an international terrorist network whose primary goal is to cleanse countries of Western influences and replace Western governments with a fundamentalist regime.

Goals: 4 (Conquest, Protection, Terrorism, Visionaries)

History: 3 (Enemies, Growth, Rivals)

Image: 3 (recorded goals, recorded methods, secretive leaders, secretive members, secretive sites)

Sites: 2 (Classroom, Training Ground)

Tools: 2 (E-II, G-I, R-III, S-II, T-II, V-II, W-IV)

Mafia

The Mafia is an Italian secret criminal organization that engages in illegal activities, ranging from gambling to drug dealing to prostitution.

Goals: 3 (Credibility, Greed, Stability)

History: 3 (Golden Age, Growth, Rivals)

Image: 2 (recorded goals, prominent methods, recorded leaders, recorded members, prominent sites)

Sites: 3 (Firing Range, Law Offices, Motor Pool)

Tools: 3 (E-II, G-II, R-IV, S-III, T-II, V-III, W-IV)

AND GANGS

Patriots of Freedom (POF)

The Patriots of Freedom originally had its roots in a local militia. It has since evolved into a well-armed, anti-government group opposed to federal taxation and regulation and the United Nations.

Goals: 2 (Anarchy, Destruction)

History: 3 (Growth, Persecuted, Enemies)

Image: 1 (prominent goals, recorded methods, recorded leaders, recorded members, recorded sites)

Sites: 4 (Classroom, Firing Range, Training Ground, Law Offices)

Tools: 3 (E-I, G-I, R-III, S-III, T-II, V-IV, W-IV)

Irish Nationalist Republic

The Irish Nationalist Republic was formed as an objection to the negotiations being pursued by the IRA, which culminated in a peace pact that renounced violence. By perpetrating acts of terrorism, Irish Nationalist Republic hopes to disrupt Northern Ireland's peace.

Goals: 4 (Takeover, Destruction, Terrorism, Protection)

History: 3 (Betrayal, Decline, Rivals)

Image: 7 (renowned goals, renowned methods, recorded leaders, secretive members, secretive sites)

Sites: 5 (Firing Range, Classroom, Harbor, Motor Pool, Training Ground)

Tools: 2 (E-II, G-I, R-III, S-II, T-II, V-II, W-IV)

Patriotas Nacionales de Colombia (PNC)

The PNC is a Colombian paramilitary group that regularly engages in terrorist acts and propagation of the drug trade. It dominates Colombian politics and is a driving force for much of its black market economy.

Goals: 3 (Greed, Terrorism, Meddling)

History: 3 (Victory, Allies, Enemies)

Image: 3 (renowned goals, prominent methods, recorded leaders, recorded members, recorded sites)

Sites: 6 (Armory, Firing Range, Hospital, Prison, Training Ground, Law Offices)

Tools: 3 (E-II, G-I, R-IV, S-II, T-II, V-III, W-IV)

Eyes Up Nation (EUN) (143 MP)

The Eyes Up Nation is a coalition of gangs across the United States. Their primary motivation is the distribution of "blink" and the elimination of rival drug dealers.

Goals: 2 (Greed, Takeover)

History: 2 (Enemies, Allies)

Image: 2 (recorded goals, prominent methods, recorded leaders, recorded members, secretive sites)

Sites: 4 (Law Offices, Firing Range, Classroom, Motor Pool)

Tools: 3 (E-III, G-III, R-III, S-III, T-II, V-III, W-III)

ANATOMY OF A COMBAT MISSION

Location

This is the city and state or city and country where the mission takes place. It's up to the Game Control as to how the characters reach their destination.

Mission Objectives

A list of all the mission objectives. It's up to the Game Control to classify the level of difficulty for the mission, although levels are suggested in the title. For each completed mission objective, the characters should receive a +10% XP award. For each failed mission objective, the characters should be penalized a -10% XP award. See *Spycraft 2.0*, page 439 for more information.

Mission Caliber and Threat Level

Missions in *Spycraft 2.0* are rated based on their Caliber and Threat Level (see *Spycraft 2.0*, page 423). Recommended mission Calibers are listed in the mission entries, but individual Game Controls are encouraged to adjust the Caliber based on the strengths and weaknesses of his players' characters and generate Threat Levels based on the same criteria.

Briefing

A general overview of the events that have transpired up to when the characters become involved.