

# INSECURITY

How far would you go to protect your country?



A DENIABLE TREATMENT  
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# INSECURITY

## MODE

“Serious Stuff”

## LOCATION

Globe Hopping

## TIME PERIOD

Contemporary

## GENRE

Espionage

## THEME

How far will you go to protect your country?

## THE PITCH

A group of patriot industrialists and leader of commerce decide enough is enough and act on behalf of their country against “dissidents.” Average Americans are unwittingly recruited into the fight.

## INSPIRATIONS

Homeland, The Americans,  
Revenge, Person of Interest

FBI TRANSCRIPT

Excerpt from Wiretap #278A

Location: REDACTED, USA

Time: 6/9/2014 7:43pm

Present: REDACTED, REDACTED, REDACTED,  
REDACTED, REDACTED

Gentlemen. - sorry - and Lady,

America is losing the fight against Terrorism. Every time a terrorist cell is smashed, three more spring up to take its place. Why? Because the Government has its hands tied by red tape and bleeding-heart Liberals.

Well, I say, "ENOUGH!" Enough of these crazed fundamentalists killing children in schools! Enough so-called religious leaders peddling hatred of Democracy. Enough of the arms dealers ignoring our sacred sanctions. Enough traitor bankers routing funds to suicide bombers!

It's time we acted... with or without the blessing of our pathetic congress.

As a group, we have the funding, the contacts - and the WILL - to act. And we have people in the right places. We just need to use them. Let us take the fight to the terrors who seek to destroy the Great American Dream we have worked so hard to build. Let us protect the American way of life... both for us and this Great Nation as a whole.

Are you with me?

# FAMILY

(The protagonist's employment, network and family).

	1.	2.	3.	4	5	6
<b>1 Sole Trader</b>	with no friends other than clients	with three mouths to feed	slave to their partner's "refined" tastes	with intern / apprentice	hounded by ex-partner	with a lover in two towns
<b>2 Partnership</b>	with 'benefits'	plus a child that probably isn't yours	but suspect other partners of illegal dealings	with poly relationships among team members	with old school friend	at war with senior partner
<b>3 Corporation</b>	and single parent	with unwanted custody	and sharing a secret with the boss	with vindictive secretary	with an offer from a rival	and on call to socially challenged specialist(s)
<b>4 Public Sector</b>	and reports to The Governor	and friends with a colourful criminal figure	'liaising' with lobbyist	undergoing restructure from a consultant	friends with NGO figurehead	Is the Senator for...
<b>5 Freelancer</b>	owes favors to a shady public servant	is owed favors from a shady public servant	with incompetent trainee	with underworld connection	in love with past client	with friend in media
<b>6 Criminal</b>	and in debt to crime lord	but fallen for a mark	going straight, but your workmate knows your secret	with connection to politician	being harassed by an obsessive cop	with a brother on the inside

# THE MISSION DOSSIER

## THE INITIAL CONTACT

(The individual who contacts one or more Protagonists during a drop scene).

	<b>1.</b>	<b>2.</b>	<b>3.</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>1</b>	Mysterious Stranger	Seduction & Blackmail	Dying stranger hands you a package!	Old school buddy	Voice on the end of the line	Hypnotic dreams
<b>2</b>	Midget with a message	Foreign Emissary	Diplomat	The girl next door	Activist	Voices in your head
<b>3</b>	Odd instructions from work	Voice on phone	Hacker	A favor for a friend	Businessman of the Year	Shopping Centre Screen
<b>4</b>	Criminal type	Mailed package from a long lost friend	A 'friend' calls in a debt	A ghost from the past	Shipping Tycoon	Strange images on the Telly
<b>5</b>	Envelope in the in-box	Internet link or email	Family member	Partner in revenge	Phonebooth calls you	The smoking man
<b>6</b>	Envelope under the door	Exploding USB	A bleeding heart	Ex-military buddy	A blind man	Police officer

# THE OBJECTIVE

(An element of the main mission)

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>1</b>	Revenge for 911	Prove you are innocent	Prove the innocence of a 'friend'	Plant evidence to secure arrest of an 'untouchable'	Destroy evidence of American involvement	Retrieve evidence from a field asset
<b>2</b>	Stop an act of terrorism	Scandalise a religious leader	Seduce someone	Corrupt someone	Kill the captive asset so they can't talk	Rescue the hostage
<b>3</b>	Participate in a hit	Access financial records of terrorist group	Turn a potential terrorist into a mole	Find someone who's gone missing	Hide someone wanted by the authorities	Sabotage something
<b>4</b>	Stop revenge	Protect a secret at all costs	Find the bomb before it goes off!	Take out the trash	Teach someone a lesson	Swap something
<b>5</b>	Cause an international incident	Deliver Something	Escort someone	"Prove" something	Frame someone	Expose someone
<b>6</b>	Scandalise someone of influence	Intercept Something	Plant a device	Find a device	Destroy something	Reveal a plot

# A LOCATION

(An element of the main mission)

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>1 America</b>	Embassy	Private Home	Multinational Business	Govt Department	Military Base	Corporate Lab
<b>2 Middle East</b>	Business Tower	Oil Refinery	Private Jwt	Mosque	Suspected Terrorist Training Camp	Hotel
<b>3 Asia</b>	Multinational Bank	Casino	High-Tech Factory	Convention / Trade Show	Underworld	Back Streets
<b>4 Pakistan</b>	Palace	Sweatshop	Mountains	Arms Manufacturer	Border	Highrise
<b>5 Africa</b>	Private Estate	Farm	Safari	Government Compound	Rebel Compound	Docks
<b>6 Europe</b>	Manor House	Ski Resort	Secret Govt Facility	Restaurant	Underground	Race Track

## A COMPLICATION

(An element of the main mission)

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>1</b>	Wrong Target	Mistaken identity	Twins?	Clones?	Love intervenes	Blackmail
<b>2</b>	Wrong Location	Foreign powers	Local police	Interpol	Enemy within	Betrayal
<b>3</b>	Timing	Unexpected resistance	Setup	Innocents in the way	Timebomb	Administrative problem
<b>4</b>	Followed	TV Crew	Family	Friendly fire	It's a trap!	Cash dries up
<b>5</b>	Watched	Bad equipment	Cover Compromised	Temptation	Leak	Drugged
<b>6</b>	Competing players	Contact no-show	Contact eliminated	Contact non compliant	Contact not alone	All Clear!



# AN ANTAGONIST

(Need not be the main "target" and in fact doesn't need to be actively working against the Protagonist . Sometimes, they are just in the wrong place at the wrong time)

	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>1</b>	Local Politician	Foreign Politician	Media Baron	Militants	Ambassador	Doctor
<b>2</b>	CIA Operative	Crime Boss	Ex-CIA Assassin	Bomb Maker	Traitor	Russian Scientist
<b>3</b>	Shipping Magnate	Dock Worker	Private Investigator	Recruiter	Kingpin	
<b>4</b>	Socialite	Criminal Mastermind	Drug Lord	Ukrainian Hackers	Religious Leader	Weapons Inspector
<b>5</b>	Bio-weapons Scientist	Corporate Leech	General	Innocent with Information	Witness	Corrupt Police
<b>6</b>	International Mafia	Undercover Agent	Terrorist Mastermind	Terrorist Financiers	Non-US Business Competitor	Union Leader

# GROUP THERAPY

The group is asked to call a mysterious number after every mission and make their report to a figure who doesn't identify themselves. This person is hyper-patriotic and will promise the characters some support for their activities commensurate with their performance. This call can be made crowded around a mobile phone or in a swanky office as the situation dictates.