

NIGHTWALKER/ THE VILLEE AFFAIR

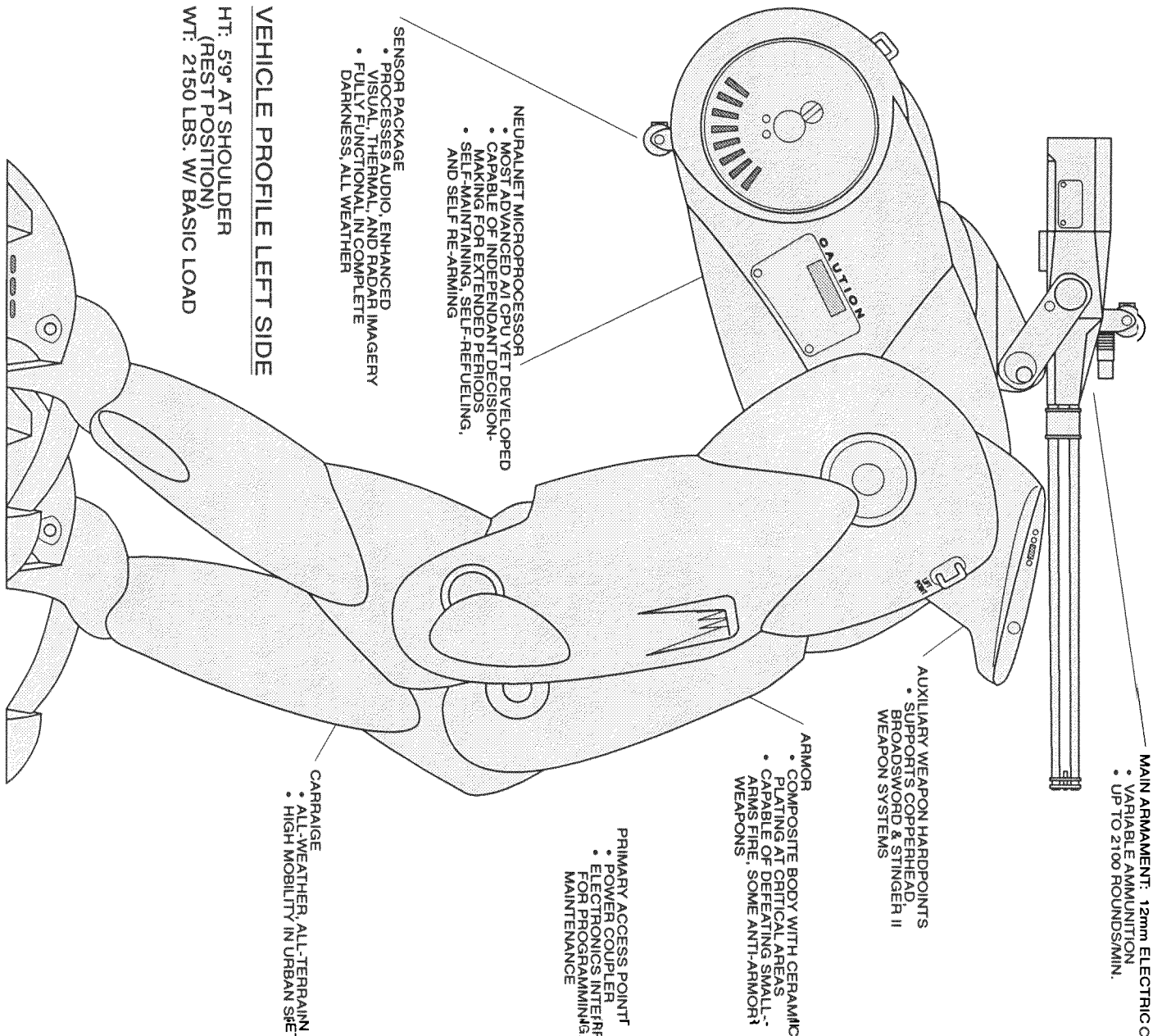
Three assignments for the

MILLENNIUM'S

Contemporary Roleplaying Game System



Charles Ryan



MAIN ARMAMENT: 12mm ELECTRIC CANNON
 • VARIABLE AMMUNITION
 • UP TO 2100 ROUNDS/MIN.

AUXILIARY WEAPON HARDPOINTS
 • SUPPORTS COPPERHEAD
 BROADSWORD & STINGER II
 WEAPON SYSTEMS

ARMOR
 • COMPOSITE BODY WITH CERAMIC
 PLATING AT CRITICAL AREAS
 • CAPABLE OF DEFEATING SMALL-
 ARMS FIRE, SOME ANTI-ARMOR
 WEAPONS

PRIMARY ACCESS POINT
 • POWER COUPLER
 • ELECTRONICS INTERFACE
 FOR PROGRAMMING,
 MAINTENANCE

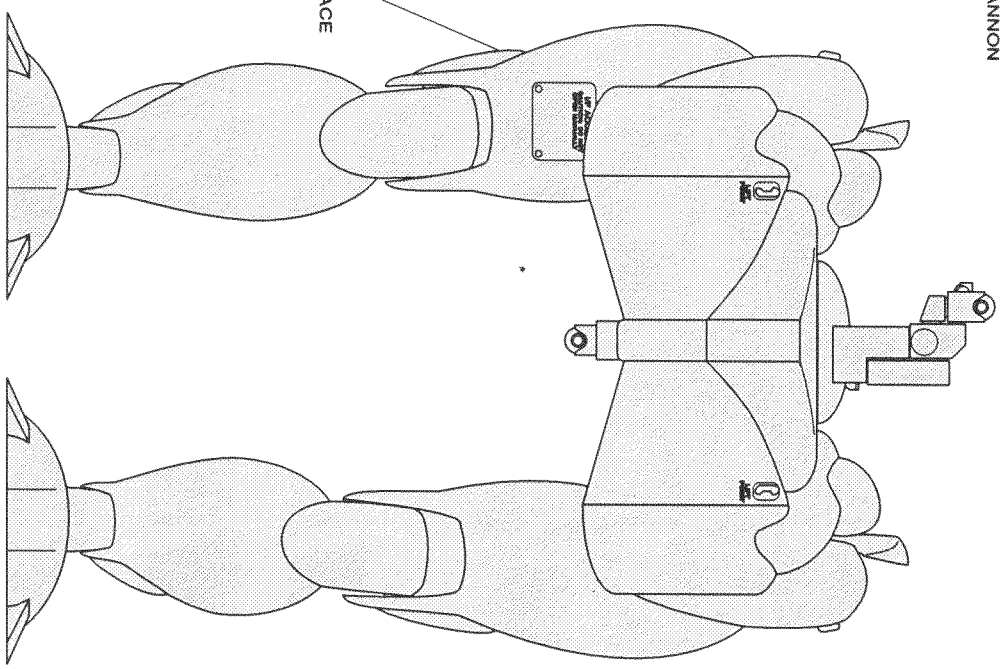
NEURALNET MICROPROCESSOR
 • MOST ADVANCED AI CPU YET DEVELOPED
 • CAPABLE OF INDEPENDANT DECISION-
 MAKING FOR EXTENDED PERIODS
 • SELF-MAINTAINING, SELF-REFUELING,
 AND SELF RE-ARMING

SENSOR PACKAGE
 • PROCESSES AUDIO, ENHANCED
 VISUAL, THERMAL, AND RADAR IMAGERY
 • FULLY FUNCTIONAL IN COMPLETE
 DARKNESS, ALL WEATHER

VEHICLE PROFILE LEFT SIDE

HT: 5'9" AT SHOULDER
 (REST POSITION)
 WT: 2150 LBS. W/ BASIC LOAD

CARRIAGE
 • ALL-WEATHER, ALL-TERRAIN DESIGN
 • HIGH MOBILITY IN URBAN SETTINGS



VEHICLE PROFILE FRONT

CA-213 NIGHTWALKER
GLOBAL AUTOTECHNICS
 A SUBSIDIARY OF TECHNICS, INCORPORATED
 LYNDON CRAYTON CHIEF ENGINEER
 PAULA STERN V.P. FOR DEVELOPMENT
 DANIEL SPENCER CEO
 DATE: MAY 4, 1999 SCALE: VARIES

NIGHTWALKER/ THE VILLEE AFFAIR

Three assignments for the

M I L L E N N I U M ' S

Contemporary Roleplaying Game System

Nightwalker/The Villee Affair
Three Assignments for the
Millennium's End Contemporary
Roleplaying Game System

Written and Illustrated by
Charles Ryan

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Entertainment



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Three Assignments for the *Millennium's End* Contemporary Roleplaying Game System

Written and Illustrated by Charles Ryan

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Introduction

Nightwalker / The Villee Affair is an adventure book designed for use with the *Millennium's End* game system and the BlackEagle Campaign. It contains three detailed adventures of varying lengths and complexities, a short article on law enforcement in the world of *Millennium's End*, and some new Body Maps. *Nightwalker / The Villee Affair* can be used to kick off a new campaign or flesh out an existing one.

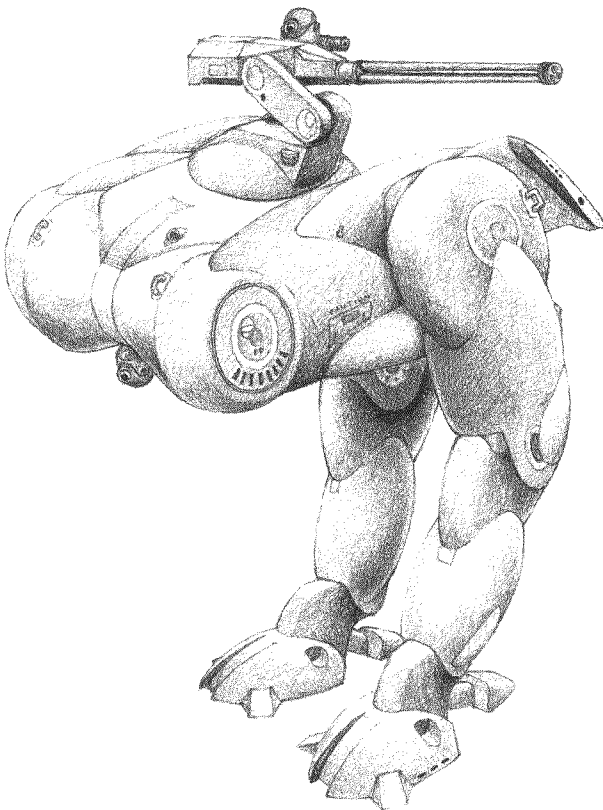
Each of the three assignments included here follows a similar format. They begin with a briefing, which introduces the client and explains the goals and requirements of the mission. Frequently, the GM can simply read this section, or most of it anyway, directly to the players. Following the Assignment section is the Real Scoop, which explains to the GM, in direct terms, what is really going on. The GM should guard this information carefully from the players, as it includes items hidden from them by layers of intrigue and mystery. Thirdly, there is the Action section, which talks about how the characters might approach the tasks they face, and what will result from their actions. This is closely associated with the Clue Tree, a graphic representation of how the people, places, and facts in the assignment relate to one another. During play, the GM can use the Clue Tree as a sort of quick-reference. The events on the Tree are numbered, corresponding with numbers appearing in the margins of the Action section (because of its short, tactical nature, *The Wake of the Sagitterian* has no Clue Tree). After the Action section come the descriptions of the non-player characters with which the operatives will inter-

act. Detailed descriptions and maps of places the operatives will visit are set aside throughout the text. At the end of the book are player handouts which the GM can distribute when appropriate. These may be photocopied if desired.

BlackEagle assignments are rarely as straightforward as they seem, and are often very complex. That is why the Real Scoops and Clue Trees figure so prominently in the material provided—and why each Clue Tree has several routes from beginning to end. Due to this complexity, it may turn out that the characters will be unable to solve an assignment if they become sidetracked or miss certain key clues. If it looks like this might happen, the GM should use drama management techniques and “trapdoors” to prevent the adventure from bogging down. Trapdoors are optional clues which the GM can throw into the adventures if the players really need them, but should otherwise leave out to keep the adventure challenging. Trapdoors and drama management should be used by the GM to make the adventure as tough, fun, and exciting as possible, and to steer events towards their proper conclusion. He should never, however, use them to prevent players from pursuing their chosen course of action.

The GM should read each adventure carefully before running it, to familiarize himself with what is going on, and see if he wants to make any modifications. All of the information needed for these adventures is included. However, a good road atlas might be handy, as well as more detailed maps of the areas in play. Travel books can also be used, to make foreign locations easier to visualize, for both the GM and the players. All of these materials are available at libraries and book stores.

The adventure information in this book was designed to be recycleable—that is, some of the stuff in these assignments can be carried over for later use. For example, the mission in *Nightwalker* is to retrieve a missing military prototype. This impressive machine could appear again in another adventure of the GM's own design, in a more active role—either on the characters' side, or against them. The thieves that stole the *Nightwalker*, if they are still alive, could reappear as nemeses, who would now be familiar with the operatives, and ready for them. Satisfied clients might bring future contracts back to the operatives (who may or may not be happy to see them again). In short, the GM should take advantage of the detailed data and spin off ideas as freely as he desires, as a basis for new adventures, or simply to add depth to his campaign.



Thanks to Tom Wilson for conceptual help, and to Kara Campbell for layout assistance.

Thanks to Jim Pendergraft, Roger Campbell, Hank Heidt, Kevin Dougherty, Dave Niemi, Bob Halworth, and John Kolb for playtesting and review.

The characters and situations in this text are entirely fictitious, and any resemblance to existing people or situations is coincidental. Many of the companies and products mentioned are also fictitious. When real company or product names are used, the intent is to add realism to the game, and not to endorse products or infringe upon the trademarks of any real firm or individual.

The neighborhood looks like a war zone. Garbage litters the streets, where abandoned cars sit rusting at the curb. Storefronts are gutted, or covered in graffiti and riddled with bullet holes. The few residents still living in the upper floors of low-rent apartments sleep in their bathtubs for fear of stray bullets, never venturing out after dark. Beneath them, gangs, rats, and prostitutes share the empty, open rooms of the ground floor. If the corner streetlight still works, it's only because the local rock or ice dealer needs the light.

A Jeep Cherokee slows to a stop, its blue and red lights flashing. Cautiously, four helmeted officers climb out. Two of the cops scan the surrounding buildings, MP5Ks locked and loaded, keeping watch while the others check the body of an emaciated twelve-year old. He is dead, and his killers—a rival gang, or maybe another dealer—are long gone. They didn't even bother to take his gun. The cops move back to the truck, and call it in as they pull away. An ambulance will come for the body after dawn.

A 911 response, two hours late. It was their eighth for the shift, with fourteen more flashing on the dispatch monitor. Before the evening ends, they will answer at least twenty, getting further and further behind as the night progresses. There will be drug dealings and gang fights, muggings and domestic violence, burglaries and maybe a rape. Certainly there will be a shooting or two. And there is a good chance one of them will be the target...

Law Enforcement: 1999

The last three decades of the twentieth century have seen an astounding rise in crime rates across the country. From individual burglaries and assaults to major terrorist networks, crime has become not only more common, but more violent. Deteriorating conditions in America's cities, a seemingly uncheckable demand for illicit drugs, and growing frustration with a decayed political system have led to an environment in which crime is a fact of life. America's law enforcement agencies have been swamped in their efforts to stem this tide, and have come under increasing criticism as the crime problem has grown. Meanwhile America's streets have become combat zones, and many inner cities are occupied territories.

But the fact that crime has skyrocketed doesn't mean that the law enforcement community isn't acting. Police forces across the country have boosted manpower, improved tactics and training, and expanded arsenals. National and international agencies have increased their vigilance. And all across the law enforcement spectrum, new technology has been put into place to assist in what is truly becoming a war on crime.

The Roots of Law Enforcement

In 1829 British Home Secretary Robert Peel created London's Metropolitan Police Force. The idea of a uniformed force for law-enforcement was novel, and several years of experimentation passed before the Met became successful in dealing with the urban riots and labor unrest that had inspired its creation. The concept was quickly copied in the United States, and most U.S. municipalities had police forces by the middle of the nineteenth century. But it wasn't until the beginning of the twentieth century that law enforcement evolved to resemble what it is today. While the British concept

of individual unarmed policemen patrolling regular beats on foot seemed to work for them, in the United States such an arrangement proved ineffectual, and the close ties between local police forces and ward politicians made the police easily susceptible to corruption and machine politics. In the first two decades of the twentieth century, a campaign of reforms established principals that are the standard today: that a police force should be made up of dedicated, well-trained professionals; that it should be isolated from political meddling and sources of corruption; and that it should be a rigid instrument devoted solely to the enforcement of law.

In addition to establishing the guiding principles of modern law enforcement, the reforms of 1900-1920 also in part formed the doctrine now followed. Modern policing is based on two maxims: aggressive patrolling and rapid response. This philosophy owes as much to technology as to reform. The invention of the automobile and the radio, and their incorporation into law enforcement activities gave police forces an unprecedented level of mobility and flexibility. But the doctrine of patrol and response has its drawbacks. A force of highly mobile, automobile-encapsulated officers cannot develop strong ties with the community. This has become especially true in the last three decades, when the implementation of 911 services and added emphasis on response time have forced many police officers to abandon their beats and spend all of their time responding to calls. Since an individual officer or team may respond to calls from all over their precinct or even the city, officers become insulated from changes within smaller communities. They learn little about patterns of crime and have no contact with helpful elements in the civilian community. Because criminals are rarely caught at the scene of a 911 call, regardless of the speed of the response, and the diminishing amount of patrolling done rarely stumbles on a criminal act in progress, police find themselves in a reactive stance.

In the nineties, some municipalities experimented with alternative police doctrines, getting mixed results. For most of the country, however, patrol and response are still the cornerstones of police strategy, and the reactive stance has become the norm. With a constant burden of 911 calls, patrol time diminishes, and crime prevention becomes secondary. Modern police are in the business of picking up the pieces after a crime is committed. Controlling crime has grown beyond the abilities of most urban forces, and crime prevention has fallen completely by the wayside.

The Threat

It has been the growth of a new kind of crime that has put police in the position they are in today. Since the late sixties and early seventies, crime rates across the board have been rising dramatically, faster each decade than the decade before. The nature of crime has changed as well. It has become more violent—whereas in the fifties, a mugger might use a knife to threaten his victim, a mugger in the nineties simply shoots his victim in the head, then runs off with his wallet. Over the decades, conviction rates have failed to keep pace with crime rates. By 1999, less than twenty-five percent of what the F.B.I. calls Part 1 crimes (murder, rape, burglary, robbery, assault, larceny, arson, and auto theft) that are reported are solved—and perhaps fifty percent go unreported. Of those that are solved, many do not go to court. Fewer than ten percent of all reported Part 1 crimes end in a prison sentence for the criminal.



Conditions in the urban environment, the call of drug addiction, competition between drug distribution organizations, and the very low criminal conviction rate have all contributed to the increase of brutality and expediency of modern criminals. And while it is clear that much of the most violent crime can be directly attributed to the drug trade, drugs are not the only problem. Terrorism and hate-crime are on a rapid upswing. Domestic violence, rape, and "normal" burglary and robbery rates are rising. Even white-collar and computer crime is increasing in frequency.

The Man on the Street

Dealing with these kinds of criminals requires a different sort of police force than those of decades past. Law enforcement agencies have tried to meet this need by increasing force sizes, upgrading arsenals, improving mobility and dispatching, and incorporating SWAT (Special Weapons and Tactics) techniques into routine training. By 1999, cops in many urban municipalities more closely resemble soldiers than the police of a decade earlier.

Much of the work that urban cops do isolates them in terrain that must be considered hostile. As a result, teams and individual officers must be able to defend themselves against sudden attack, and to hold their ground against the occasional overwhelming assault long enough to beat a retreat or for backup to arrive. This has led to changes in equipment and doctrine. Officers are organized into patrol teams of three or four men each. Individuals are taught basic SWAT techniques, and are equipped to deal with a

The Modern Cop

The inner-city cop walks a thin line. On the one hand, his job is law-enforcement, and the protection of civilians. On the other hand, he often works in areas where he is unwelcome at best, and a deliberate target at worse.

Today's urban cop is a well trained, well equipped individual. He wears a ballistic vest giving class II+ protection to his torso, and has a kevlar helmet which he probably leaves in his vehicle unless he knows he's going onto a fire. His sidearm is a 9mm automatic—probably a Beretta 92F or a Glock 19—with a laser sight. In addition, he carries a small submachinegun, perhaps a HK MP5K, and a backup pistol in a hidden holster. The sidearm and backup pistol are loaded with hollowpoint rounds, but the SMG is kept unloaded. He's got four extra magazines for the sidearm, and three for the SMG, one of each being filled with armor-piercing rounds. Mace, a tonfa and a heavy flashlight round out the weapons suite. He also carries a small first-aid kit and a good radio with a headset, in addition to handcuffs and miscellaneous utility gear. He can be expected to have the following skills, at a minimum:

Aim	50
Autofire	10
Smallarm	25
Armed Hand to Hand	40
Block/Parry	20
Swing	20

This cop isn't out on his own. He operates in a patrol team with three additional officers. The others are equipped as he is, but they keep some additional gear in their four-wheel-drive truck. A pair of shotguns and a rifle with a light-enhancing scope prepare the group for tactical situations where greater firepower is a must. A larger first-aid kit is handy, and someone in the group knows how to use it. Extra ammunition, a video camera, lockpicking tools, and a stun-gun are available. The truck itself has deflation-resistant tires with kevlar inserts protecting the engine and passenger compartments, roll bars and crash plates on the front and undercarriage. A video camera mounted inside the windshield pivots to follow the movements of the searchlight—the video feed is sent to a recorder under the back seat. The camera is activated automatically any time the siren or emergency lights go on. The team receives its dispatches via radio and interactive computer link. The computer can also access a wide range database information.

Drive	50
Automobile	25
Military Science	30
Tactics	15
Perception	50
Police Science	40
Unarmed Hand to Hand	50
Block	20
Combat Throw	10
Grapple	25
Punch	25

larger variety of tactical situations. Firepower and protection have been increased. In the eighties big-box 9mm automatics, with thirteen to fifteen round magazines, replaced the standard .38 caliber revolver in police forces all over the country. In the nineties, many municipalities added automatic weapons to units in high-threat environments. Patrol teams often carry shotguns and rifles as well. Body armor has become standard in almost every urban force. Most forces settle for threat level II or II+ vests, often worn under normal uniform, but many inner-city units equip their officers with level III or greater vests. Since the police vehicle is critical for escape, and often the last line of defense for isolated patrol teams, police cars are often lined with kevlar or plate inserts under the body, giving officers a little more protection.

All of these measures have helped police forces deal with an increasingly dangerous and unpredictable environment. But the police still have face important limitations. Unlike the criminal element, cops must strive to avoid civilian casualties. In an urban environment, every bullet fired has a chance of hitting something—or someone—that it wasn't meant to. For this reason, explosives, high-powered weapons, and armor-piercing rounds are not routinely used. Assault and sniper rifles are used in some SWAT operations, but the rifles and submachineguns carried by street units are kept unloaded and slung until needed. 9mm hollowpoint rounds are still the staple for both submachineguns and sidearms, because of their stopping power and the fact that they won't easily penetrate buildings, but armor piercing rounds are generally carried in case they are needed.

Beyond the Street: the Nation and the World

The patrol team on the street is the vanguard in the fight against violent crime in America. But crime on a larger, especially interstate or international scale, must be dealt with by agencies with greater resources and wider jurisdiction. Several federal and international agencies fill this role, a few of which are outlined here.

There are a number of federal agencies involved in law enforcement. Most are subsets of the Justice Department. The Federal Bureau of Investigation (F.B.I.) is the largest, with jurisdiction over more than 250 types of criminal violations. The F.B.I. was formed in 1908 to deal with interstate level crime. In the twenties and thirties, the F.B.I. grew in size and notoriety as agents made news battling famous gangsters. Today, the F.B.I. has around 10,000 agents, and is charged with dealing with organized crime, white collar crime, foreign counterintelligence, civil rights violations, terrorism, drug law violations, and some types of violent crime. Additionally, the Bureau is the world leader in forensic sciences and development, and maintains the biggest forensics laboratory in the world. It also keeps extensive databases on criminals and crime. Both the databases and forensic analysis services are available to local police agencies around the country.

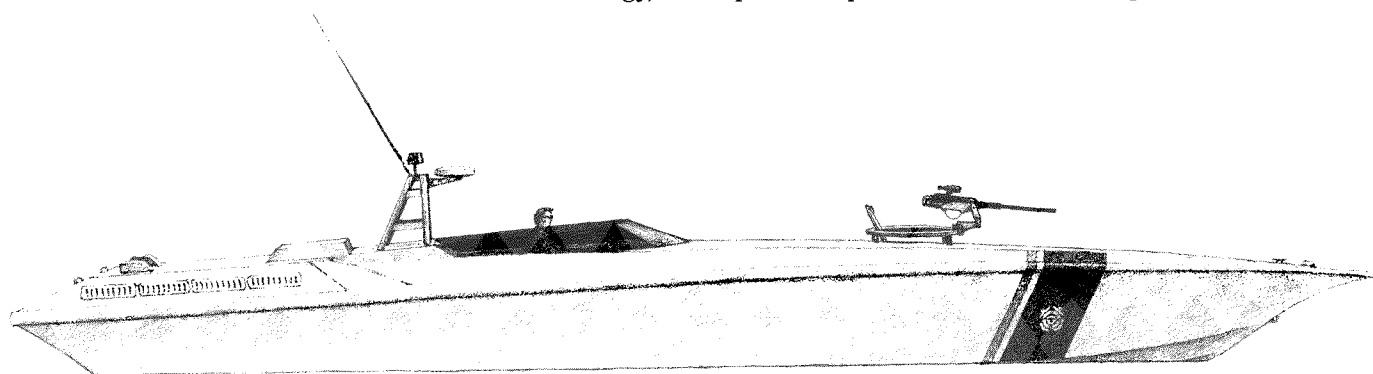
In addition to the F.B.I., several other agencies deal with specific criminal issues. The Drug Enforcement Agency, also a part of the Justice Department, specializes in investigating drug law violations. It has over 3000 agents in the U.S. and forty other countries, charged with investigating drug law violations at the interstate and international level. The D.E.A. supervises massive surveillance and interdiction operations in drug smug-

gling areas, using the best technology available. Its actions against illicit drug growing and processing sites, both in the U.S. and abroad, often look more like military operations than police work. The Coast Guard, part of the Department of Transportation, patrols American coastal waters, where it takes on a law enforcement role in addition to performing other services, such as search and rescue. Like the D.E.A., the Coast Guard is heavily involved in drug interdiction actions. It too is participating in more and more high-tech surveillance and military-style sting operations.

Interpol—the International Criminal Police Organization—is the foremost international organization for law enforcement. Interpol is designed to link local and federal police agencies around the globe, for the prevention and investigation of international crime. Founded in 1923 by police chiefs from twenty countries working without the approval of their national governments, Interpol currently has over 150 member nations and is headquartered in Lyons, France. An international General Secretariat and a network of National Central Bureaus governs its operation. Interpol has a staff of less than 400 personnel, but does not conduct field operations. Instead, it investigates and collects information on drug trafficking, money laundering, smuggling, hijacking, terrorism, illegal arms trading, and international fugitives. It collates unsolved crime reports to identify trends, and notifies local agencies, through the National Central Bureaus, of criminals or crimes they should look out for. Interpol staff members do not make arrests themselves, but provide information and investigative assistance that makes it possible for local agencies to move against international criminals. Like the F.B.I., Interpol maintains extensive records and databases, and allows local agencies access to this information.

Technology

There have been great strides in the development and application of technology for law enforcement in the last decade of the twentieth century. Historically, improvements in mobility and forensic analysis have had the greatest impact on police work. In recent years, however, it has undoubtedly been developments in communication that have been at the forefront of police technology. Electronic dispatching, video technology, database availability, and electronic security systems that link directly to the police have all advanced the crime-fighting trade. Forensic technology has also made great strides, in part due to the same advances in information technology, and in part to improvements in evidence gathering and analysis.



The invention of the videocamera is not a recent event. But it wasn't until the late eighties and early nineties that the size, weight and expense of portable video units allowed their widespread use in routine police work. The videotaping of arrests greatly bolsters the testimony of an arresting officer in court, and for this reason, video cameras are often present during police operations. Most police cars are equipped with video devices which mount on the windshield, feeding a tape recorder located in the trunk. These devices record events in front of the car, including all traffic stops, adding a continuous time stamp and anti-tampering signal to the tape. The use of video cameras at crime scenes not only adds to the evidence presentable in court, but also protects both suspect and police officer by discouraging occurrences or false accusations of police brutality.

Electronic databases, like the video camera, were not invented in the 1980s. It wasn't until then, however, that the widespread use of computers at police facilities opened up the law-enforcement database to its full potential. At first, databases were limited to criminal and traffic records. But the late eighties saw an explosion of databases, as access to the technology spread and law-enforcement agencies realized their enormous utility. Well-managed databases can not only open up vast amounts of information for large numbers of users, they can also point to patterns in crime and draw connections between events over vast geographical distances. The modern cop can access databases that collect fingerprints, photographs, DNA data, and retina scans of millions of people, as well as soundprints, taggant codes, license and registration records, typewriter and printer signatures, and sales and shipment information on restricted goods. He can have records and cross-references returned to him in seconds or minutes. The development of on-line connections for mobile police units increased the utility of the database. As early as the seventies, state and local police forces began to use mobile data systems that allowed patrol officers to access driving records of traffic violators directly from the police car, at the scene of the offense. As computer technology improved to allow greater mobility, the capabilities of mobile systems grew. Now, officers in the field can take a digital fingerprint of a murder victim, and have an identification in minutes. An image from a convenience store's video camera can provide a robber's name and complete criminal record. A gunshot, recorded at a hostage scene, can furnish the type of weapon and ammunition used. This and much more information can be accessed from a forensics truck or even a well-equipped patrol car.

Other technological advances include homing beepers for cars, that activate when the vehicle is stolen. The signal is received at the local police station, and the vehicle is quickly tracked down using a receiver in a police car. Experiments with similar systems for tracking other stolen items, like police handguns, are underway. DNA analysis became admissible in court during the eighties, but in the nineties DNA samplers became cheaper, more reliable, and hence more widespread. Electronic fingerprinters that directly digitize a print without ink are becoming common in police stations around the country. These and other developments are providing police with a little ammunition in their war against crime



Wake of the Sagitterian

A Miami arms dealer with questionable business practices hires a Black-Eagle cell to intercept an incoming shipment before it is seized by Customs officials. It is a tricky assignment, as the intercept-at-sea is in an area of heavy drug interdiction surveillance. Can the cell pull off this difficult operation, or is the mysterious figure that tipped off Customs working against the operatives as well?

Note: There is important information on page 23 that the GM should read before running this adventure.

The Assignment

On the morning of Thursday, May 13th, the Miami BlackEagle office got a call from Alexander Vilee, a new client. Vilee said he had an urgent assignment, and that he needed to get started right away. After a quick check of the assignment roster, the Senior Cell Leader called in the player characters, and set up a mid-morning meeting with Vilee.

Vilee arrives early for the meeting, carrying an attaché case and a rolled-up map or chart. He is a tall, good-looking man with dark skin and a charming, if slightly restless, manner. He is well dressed in trendy clothes and a fedora, and seems prosperous.

When the meeting starts, Vilee introduces himself, and quickly begins the briefing. His tone is smooth, but aggressive, like a salesman on commission. His voice carries a slight spanish accent.

“Gentlemen, this is a very important and time-sensitive issue. I am the sole proprietor of the South Dade Imports Company. My company specializes in the trade of arms and other restricted items. This is a difficult line of

work, subject to all kinds of paperwork and government interference—you know how it is. Sometimes, when a deal is a little rushed, or maybe a client has special concerns, the paperwork gets a little behind. It's no big deal, but the government can be very picky. So now I got a cargo coming in to Jacksonville, and I think the Customs officials want to have a close look at it. Problem is, some of the registration papers are a little, you know, late. It's no big deal, it'll work out in the end, but still, who needs the complications? But Customs is gonna jump this cargo, and start asking all sorts of questions, and that's not good for business.

"See, I got this close personal friend at the Port Authority, he's very trustworthy, and he called me to let me know that Customs is gonna intercept my cargo off-shore. When they find it, and they know I don't have all my papers in order, they're gonna impound it—temporarily, of course—but still all my money is tied up, and I don't get paid, and the client has to wait. Who has time for that? Plus, they're gonna want to look at all my records, and you know how complicated that can be. So that's why I need your services.

"What I want you to do is to go out to the ship before it comes into port. See, I already made the arrangements. I got some crates with some legal stuff in them, and all you got to do is take them out there and trade them, before the Customs guys get there. Pretty simple, huh? I already got the crates, and the ship captain—he's a close personal friend of mine—he's agreed to meet you. All you gotta do is get a boat and go out there. Six, seven hours work, and I write you a big check. What d'you say?"

Villee will take characters' questions at this point. If the characters show any hesitation or ask any questions concerning the ethics of the case, he will assure them loudly and repeatedly that he is a pillar of free enterprise, and that his dealings are all within the spirit of the law, if not the letter. If questioned about the cargo, Villee will hedge, stating only that it consists of weapon components, and that it is small enough to be easily and quickly handled by a BlackEagle cell. "The cargo is in two shipping crates. They are sealed into containers, you know, like you see at the docks. You tell the Captain the serial number of the container, and he will take you there. Then you cut the seal, go in the container, find the crates and unload them. Put in the crates I give you, seal the container back up, and off you go. What could be easier?"

If asked for more details about the interception, Villee will continue:

"Okay, it's like this. The Customs boat, they will probably meet the Sagitterian—that's the name of the ship—about fifty miles from Jacksonville. Since the ship is supposed to get in about 10:30 a.m. on Saturday, they'll probably meet it about—oh, say 7:30, 8:00. So you go out from Brunswick or Saint Simons, and meet the ship about midnight. That way, you got plenty of time to make the get-away. I got a chart here with the course of the ship." Villee sets his chart on the table. "You tell me where you want to meet it, and I call the captain, and there you go."

If the characters agree to take the case, Villee will provide them with the following information:

The ship is a container vessel of about 40,000 tons called the "Sagitterian." The captain's name is Mikos Vargis. The Sagitterian is coming to Jacksonville from Germany laden with machine and aircraft components, and other mixed cargo. It is on a generally west-southwest course. As it approaches Jacksonville, it will be reachable from several Atlantic port areas. Villee has them and the ship's course plotted on his

There is a copy of Villee's chart on page 83, that may be photocopied and given to the players.

chart, which he will let the characters keep. The characters may choose any rendez-vous point along the ship's path—the Sagitterian will stop to meet the cell, but it will not divert from its course. Once the characters decide on their route to the ship and on the meeting point, Villee will make a radio-telephone call to inform Captain Vargis.

Villee will provide the following additional information: The serial number of the cargo container with the crates is 318997. The individual crates are numbered A.E. 417G11 and A.E. 417G14. Villee does not know where the container is located on the ship, and Vargis does not know which of the hundreds of containers aboard has the contraband. When the characters go aboard, they should give Vargis the serial number of the container. He can then check his records to find out where it is located and direct the characters to it. Villee will have a truck available with two crates filled with legit cargo, to replace the crates taken from the Sagitterian. They will look exactly like those being removed, and will be marked with the same serial numbers.

Villee will hint that the value of the cargo is less important than its discovery by Customs. If asked directly, he will state that it would be better for the cargo to be dropped in the sea than for the characters (or him) to get caught with it. However, it is worth quite a bit of money, so they should dump it only as a last resort.

When contract discussions begin, Villee will demand a clause cutting the fee to half if the cargo is dumped, and to twenty percent if the mission is only partially successful (if the cargo or any part of it gets into Customs' hands). The characters may want a contract clause stating that the cargo is indeed weapons components—not drugs, for instance—to which Villee will agree. The GM may also want to remind the players of one other fact when they are setting their fee. Their characters are well aware that drug interdiction efforts are intense in this part of the country. A rendez-vous of this sort will certainly look suspicious if they are spotted, and a detected boat can be tracked by ship, aircraft, and even satellite to be intercepted at its destination.

Villee will offer \$3,000 for the job. If the characters make a counter-offer much higher, Villee will be shocked. He will impatiently remind them that it is only one night's work. He will go on about the costs of running a business, about how much this whole thing has cost him already, about the meddling of government, his rights, discrimination, trustworthiness, and any other issue he can bring to mind. Under all the theatrics, however, he is desperate, and he will agree to any price up to about \$15,000. However, Villee is a cagey negotiator, and the characters will have to bargain hard to get more than \$10,000 from him. He will agree to pay half the fee up front, but only after arguing that point, too.

The Real Scoop

Villee is a smuggler who deals in, among other things, arms and drugs. His current deal is an arrangement to trade sixteen high-tech Copperhead man-portable anti-air missiles to FARC in Colombia, for processed cocaine and other products. The missiles, which are made in Belgium for the U.S., are being shipped to Jacksonville via Germany. From there Villee planned to take them to Miami to consummate the deal.

There are sixteen missiles currently aboard the Sagitterian in a cargo container full of aircraft engine components. The missiles are individually packaged in shock-resistant plastic cases, in two large plastic crates almost two meters to a side. The crate serial numbers are the only exterior marks that distinguish them from the other crates in the container. Captain Vargis and most of his officers know that the ship is carrying contraband, but don't know exactly what it is or where it is stowed. The remaining crewmembers know that the ship has been involved in unsavory transactions in the past, but are unaware of the specifics of this voyage. Vargis, although suspicious, will cooperate with the characters when they rendez-vous with his ship.

Villee realizes that someone has tipped Customs to his operation. He has no idea who—he's made enough enemies for it to be anyone. He wonders who would have the inside information about this deal to alert Customs, but again, there are many people involved in this operation, and it could be anyone. Villee knows that his tracks are well covered in this case, and that he can probably avoid a jail sentence for this shipment even if the Black-Eagle cell fails to get the missiles. What worries him deeply is the possibility of an in-depth investigation of his operations for the past several years.

What Villee doesn't realize is that just such an investigation has already started. A man named Maxwell Tawney, who was part of the export firm that arranged the smuggling of the missiles through Germany, has anonymously fed quite a bit of information to Customs. He has been doing this for personal reasons—several years before, under the name of Marcus Talworth, Tawney had been a partner of Villee's. After a bad business deal, Villee left Talworth to take the heat. Now that Tawney is back on his feet, he's ready to eliminate Villee as a competitor in the business.

Tawney has been systematic in his efforts. He has given exact information on the smuggled missiles, including the serial number of their container on the Sagitterian, to Customs official Charles Boland. This was done anonymously, over the phone from London, but his information was detailed enough for Customs to take it very seriously. Knowing that Villee is clever and has many contacts in Miami and abroad, Tawney has taken an additional step to ensure that Boland finds the missiles before Villee gets ahold of them. He paid a crewman aboard the Sagitterian to move some of the missiles within the container, so that Villee wouldn't find them all if he tried to intercept them.

Tawney provided Guyen Yu, an engineer's mate, with the number of the canister containing the Copperheads, and a cargo seal to replace the one he would have to break to enter the canister. Shortly into the voyage, Yu broke into the container. He opened four crates—the two with the missiles and two others filled with aircraft parts. He rearranged the contents so that the ones which should contain the rockets just had a few stacked at the top—the bottom half being filled with legal cargo. He placed the remaining rockets in the bottom of the other, legitimate crates, and hid them under a layer of legal cargo. Thus, if Villee attempted to intercept his cargo before customs got it (as he is hiring the characters to do), or if he attempted to steal it from the Customs warehouse (as he may end up hiring the characters to do), he would only remove half of the missiles, leaving the other half as evidence. Even if he opened the crates to check, he would probably be fooled unless he completely unpacked them.

The Action

The characters will have two full days to prepare for the assignment. The players should keep in mind that if they intend to rent a boat, they will need to allow plenty of time to do so, especially if they are going to drive their bogus cargo up to Jacksonville or Saint Simons island. Characters will almost certainly have to be at a marina during business hours to take delivery of a boat, even if they phone ahead for reservations. Arrangements for a boat can be made ahead of time by phone, but the characters will want to be careful not to leave a paper trail if something goes wrong. A forty-foot power boat capable of sixty-five kph with the characters and cargo aboard will cost about \$500 per day. Topping off the fuel tanks will be an additional \$800. It may be wise for the characters to charter for more than the one evening (they can leave the boat moored at another marina for the additional time), as hiring a high-speed boat for a single night might raise a few eyebrows—and leave a conspicuous clue for any future investigators.

Powerboats are not the only options available to the characters. Given the extent of anti-smuggling operations in the area, the use of aircraft is nearly impossible. Down-looking radar from stationary blimps and patrolling aircraft will pick up any plane or helicopter, regardless of how low it flies. The characters may, however, prefer to use something more subtle than a high-powered speedboat. A slower, less suspicious cabin cruiser would have the range required, but would need half again as much time to get to and from the rendez-vous point, and could not outrun a pursuing patrol boat if spotted. A sailboat would probably arouse the least suspicion if spotted on the open ocean at night, but an enormous lead-time would be required. Under power, even a good sailboat won't do better than fifteen kph, and the characters can't count on a breeze to help them out. Additionally, there is no hope of outrunning authorities in a sailboat.

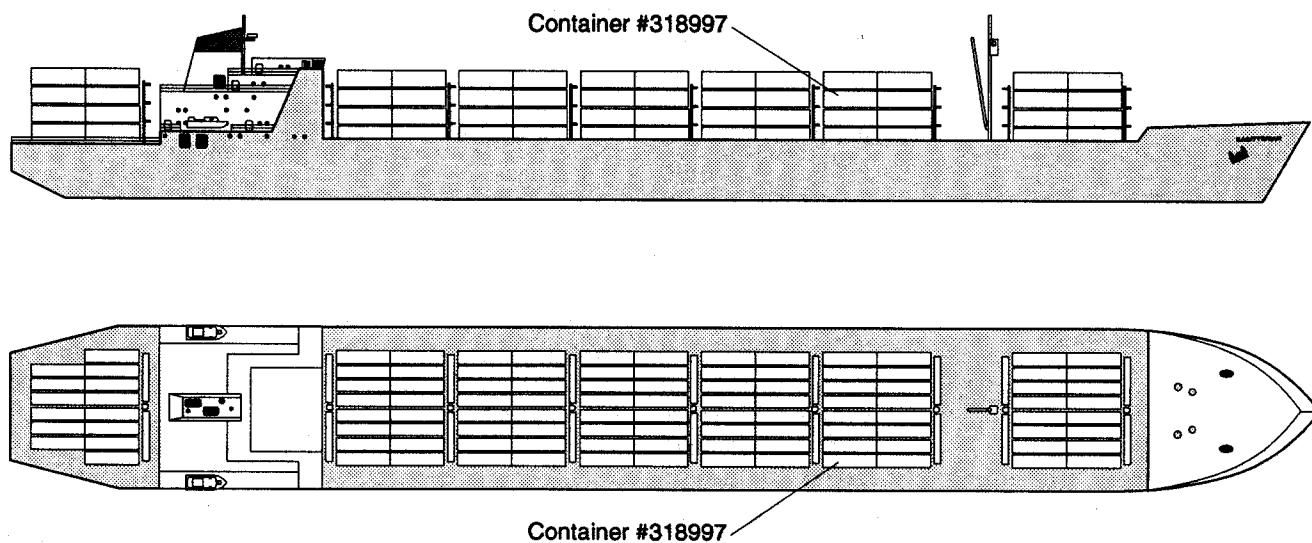
The operatives have many port areas to choose from if they charter a boat. The closest to the Customs interception, of course, is Jacksonville, or the Saint Mary's River area just to the north. However, a quick look at Vilee's chart will show that in almost all cases, a departure from the Brunswick, Georgia or nearby Saint Simon's Island area will require the least amount of time on the water. The maximum range of a decent powerboat is about 650 kilometers—325 kilometers out and back. If the characters left at about 7:00 p.m. and ran at full throttle to maximum range, they could meet the ship at its midnight position—230 kilometers and eight hours before the Customs interception.

Making the Run

There should be little difficulty in obtaining a boat and surreptitiously loading the cargo. The characters may have some other concerns, though. Weather could be a major factor, affecting the range of the boat and the difficulty of navigation and the rendez-vous, even to the point of making the trip infeasible. May is not hurricane season for the Atlantic, but a squall line or heavy seas are not out of the question. It is left to the GM to decide if the weather is a factor, but the text below assumes that it isn't. If the GM

The Sagitterian is a container vessel of about 40,000 tons. She belongs to a small shipping company based in Hong-Kong, and is registered in Liberia. With the exception of the officers, who are Greek and British, the crew are mainly

Malaysian. The Sagitterian is 240 meters long by thirty meters wide. Her main deck is ten meters above the water line when fully laden, and she has six decks of superstructure.



decides otherwise, he may wish to add some negative modifiers to the characters' rolls, especially those for navigation and for dealing with the Griffith.

Another important factor is moonlight. If the weather is stormy, then it will be pitch-black on the sea at night—making visibility a problem. The GM should keep this in mind as the characters approach the Sagitterian, or are approached by the Griffith. On the other hand, if the skies are clear, the nearly-full moon will light up the sea almost as if it were day—a situation which can have its own disadvantages.

Given clear weather, the characters should have little trouble getting to the Sagitterian. The trip will require one Navigation/Water roll with a +30 modifier—only a critical failure will result in the boat becoming totally lost. They must, however, have Villee's chart or a copy of it along. If the characters do become lost, they may make a second roll with a -30 modifier. If they are still lost, they can establish radio contact with the Sagitterian and receive a new bearing, and try their Navigation roll again, unmodified. Captain Vargis will not be pleased if they do this—from his point of view, the only thing worse than stopping to unload contraband in heavily patrolled waters is advertising it on the radio.

A Midnight Rendez-vous

When the operatives reach the Sagitterian, the ship will heave to and a ladder will be lowered for them. They will be met on the deck by Vargis and a single crewman, who appears to be of Philippine or Indonesian descent.

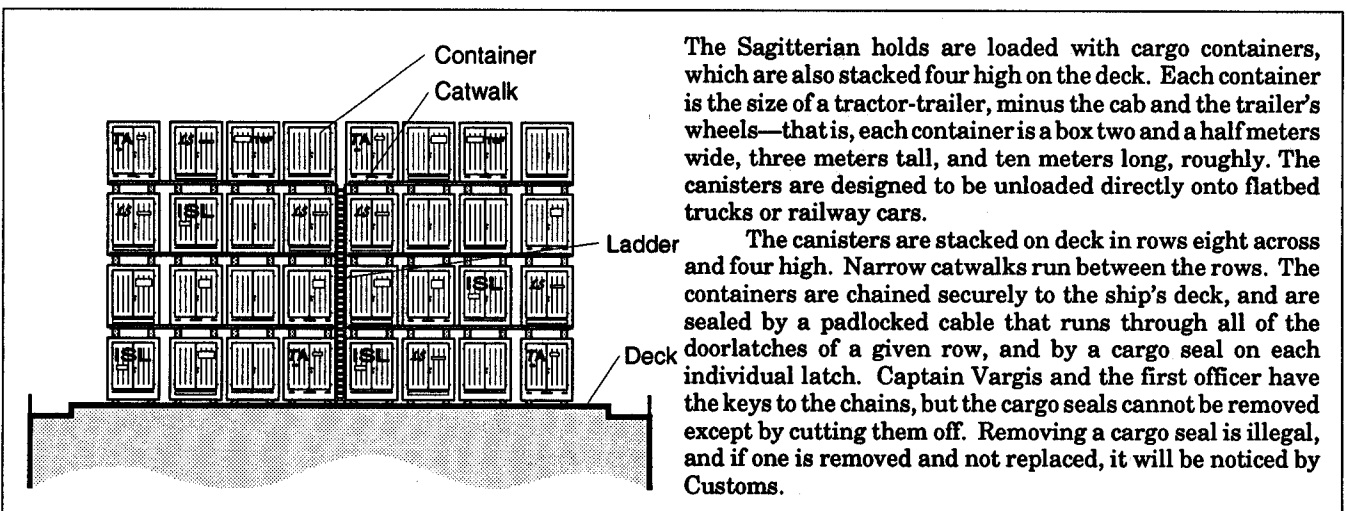
The captain is armed with a pistol and carries a computer printout and a radio, through which he maintains constant communication with the bridge. The crewman carries a large bolt-cutter. Vargis will waste little time with pleasantries. When the characters tell him the canister number he will look up its location on the printout, then lead the characters to it.

The container is on the outboard starboard (right) row, in the second layer. To get to it, the characters must climb a ladder onto a catwalk between the canister stacks. Once there, the captain will unlock the padlock that chains the door shut, and have the crewman cut the seal on the latch with the bolt-cutters—Vargis has a new seal to replace it when the transaction is complete. The process of finding and opening the container will take about five minutes.

Unfortunately for Vargis and the characters, there is a Coast Guard cutter in the area. The Griffith, a sixty-meter patrol boat, was out of the Sagitterian's radar range when the characters approached the ship. The ship, however, was not out of range of the Griffith's more powerful radar. When the Sagitterian hove to, it caught the attention of the Griffith, which is now approaching to investigate. For every five minutes that the characters are aboard the Sagitterian, the GM should make a roll, giving the Griffith a 30% chance to be close enough to hail the Sagitterian by radio. When this happens, the bridge will contact Vargis through his hand radio to let him know.

From that point forward, the character's time aboard is limited. It is only a matter of minutes—Vargis estimates fifteen to twenty—before the Griffith will be in range for its radar to pick up the characters' boat (a much smaller signature than that of the ship). When that happens, even if the boat is spotted as it leaves, they are in serious trouble.

It will take at least fifteen or twenty minutes to power up the ship's crane, bring the boat alongside the container, remove the bogus cargo from the boat, squeeze the missile crates out of the canister and load them aboard the boat. None of this can be done while underway. If the Sagitterian has not been hailed by the Griffith, and the characters don't check the contents of the crates, Vargis will suggest that they do so, to ensure that they have the correct ones. If, however, they take the time to dig deeply into the crates, or if the Griffith has hailed, Vargis will become increasingly nervous and agitated. Because of the dense water- and shock-resistant packaging, it will



The Sagitterian holds are loaded with cargo containers, which are also stacked four high on the deck. Each container is the size of a tractor-trailer, minus the cab and the trailer's wheels—that is, each container is a box two and a half meters wide, three meters tall, and ten meters long, roughly. The canisters are designed to be unloaded directly onto flatbed trucks or railway cars.

The canisters are stacked on deck in rows eight across and four high. Narrow catwalks run between the rows. The containers are chained securely to the ship's deck, and are sealed by a padlocked cable that runs through all of the doorlatches of a given row, and by a cargo seal on each individual latch. Captain Vargis and the first officer have the keys to the chains, but the cargo seals cannot be removed except by cutting them off. Removing a cargo seal is illegal, and if one is removed and not replaced, it will be noticed by Customs.

take the characters several minutes to remove one layer—two missiles—from one crate. Removing two layers will reveal the machine parts underneath. If the characters simply open the crates and glance inside, only a Perception roll made with a -30 penalty will reveal that someone has unpacked and repacked them already. It is impossible to tell from the exterior that they have been tampered with.

The GM should allow fifteen minutes to pass from the time the radio message is received before giving the Griffith a chance to spot the characters' boat. After that point, the Griffith has a 25% chance of spotting the boat if it is in the Sagitterian's shadow, and a 45% chance if it is fleeing. If the Griffith fails to spot the boat, the GM should roll again for every five minutes that passes, upping the chance in each category by 10% for every additional roll, as the Griffith gets closer. The cutter will rendez-vous with the Sagitterian in about forty minutes, and if the characters are still there, they will definitely be spotted (they cannot attempt to hide their boat behind the bigger ship—remember, the Coast Guard has been doing this for many years, and they know all the tricks). Assuming the characters flee in the opposite direction of the Griffith, the cutter will only get to make one roll to spot it as it leaves.

If the characters are caught at the ship, the Coast Guard will make every attempt to arrest the operatives and impound the Sagitterian. If they are in a high-speed powerboat, the operatives should have little difficulty in outrunning the Griffith—they will be able to do about sixty-five kph to the Griffith's fifty. However, the Griffith may fire on a fleeing boat—she is armed with two .50 caliber machine guns. The gunners (roll: 85, minus modifiers for movement) use starlight vision devices, giving them an effective nighttime range of 700 meters. The Griffith will give several warnings before firing.

If the characters are detected, but manage to escape, the Griffith will request air tracking. The GM should give the Coast Guard a base 70% chance of picking up the boat from the air once this request is made. Random evasive maneuvers might reduce this chance by ten or fifteen percent. A Military Science/Tactics roll made with a -30 modifier should reduce it by thirty percent. If the characters have planned some sort of diversion, the GM should modify the Coast Guard's roll as he sees fit.

If the Coast Guard aircraft successfully pick up the operative's boat, there is little that can be done. The boat will be tracked to wherever it lands, where authorities will shortly arrive, if they aren't waiting already. In any case, it will take a great deal of resourcefulness to get away, but the adventure may not be over.

If the characters find all the Copperheads, including those repacked by Yu, and somehow manage to get away and back to Miami, then they have successfully finished the assignment, and Vilee will pay them their due. In the more likely event that they got only some of the missiles, or that they got caught, the assignment is far from over.

Raiding the Barge

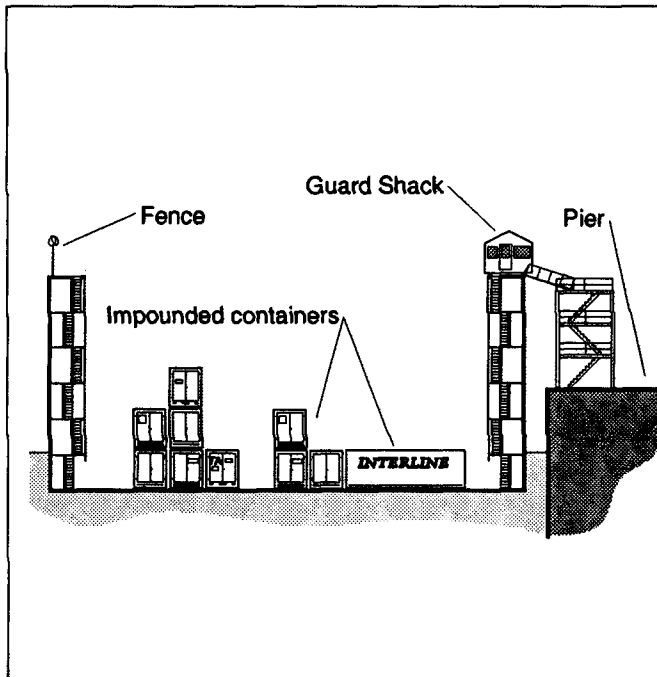
When the Sagitterian arrives in Miami, container 318997—the one in which the missiles were hidden—will be impounded and taken to "the Barge," a Customs holding facility in Jacksonville. There it will remain, undisturbed, until the afternoon of Sunday, May 16th. Customs will not break the seal

on the container until then because they are waiting for the presence of certain Justice Department personnel involved in a parallel investigation of Vilee.

If the characters brought Vilee only the two original crates, he will open them, discover that half the missiles are missing, and demand that the characters retrieve the other half—which he will correctly assume are in the hands of Customs. If the characters were arrested and the missiles impounded, the office legal counsel should be able to secure the characters' bail by Saturday afternoon, and Vilee will make the same demand. Whether or not the characters accept this second stage of the assignment is up to them. Depending on how they negotiated the contract initially, they may feel obligated to retrieve the cargo, or they may take on the task only after negotiating a whole new contract. In either event, getting the remaining missiles from Customs is a substantially harder task than the original.

The characters can find out where the missiles have been taken through a number of means. They can coerce or bribe public officials, raid Federal computers, question the crew of the *Sagitterian* (now in Jacksonville), or simply walk about the docks looking around and asking questions. It is up to the GM to determine what rolls are required, how they are to be modified, and how much suspicion the characters arouse through whichever method they choose, but in the end it should not be hard to figure out where container 318997 is located. The characters may even determine that the container has not yet been opened—an element that will add urgency to their task, since Vilee won't be directly implicated until it is.

How the characters proceed at this point is their decision. They will probably be interested in raiding the Barge to steal the missiles before Customs opens the container, and, given a shortage on time, they will probably want to do it on Saturday night. If this is the case, then there are several factors of which the GM needs to be aware.



The Customs Department facility in Jacksonville has since the 1980s been strained for space, and even in the aftermath of the depression the warehouse is full. To make up for that, Customs maintains several temporary facilities. One of the largest is "The Barge." The Barge is actually a rusting, obsolescent floating drydock, left over from the days when ships were still repaired in Jacksonville. Customs uses it only for impounding containers, because all cargo must be loaded into or out of it by crane. The Barge is moored at a pier adjacent to the main Customs facility, along the north shore of the Saint John's river in the shadow of the Commodore Point Expressway. It is here that container 318997 is taken after the *Sagitterian* comes in to port.

The Barge is a rectangular vessel, about forty meters wide and ninety meters long. Its sides are sheer, and rise fifteen meters from water level. Since its impressment, Customs has added an eight-foot chain-link fence, topped with razor-wire, along the top. The only entrance is a gate reached from a tower on the pier. Next to the gate, on the wide edge of the Barge, is a guard shack. This shack is manned by two security personnel during working hours, and one at night. It offers a commanding view of the pier next to the Barge, as well as the Barge's cargo area.

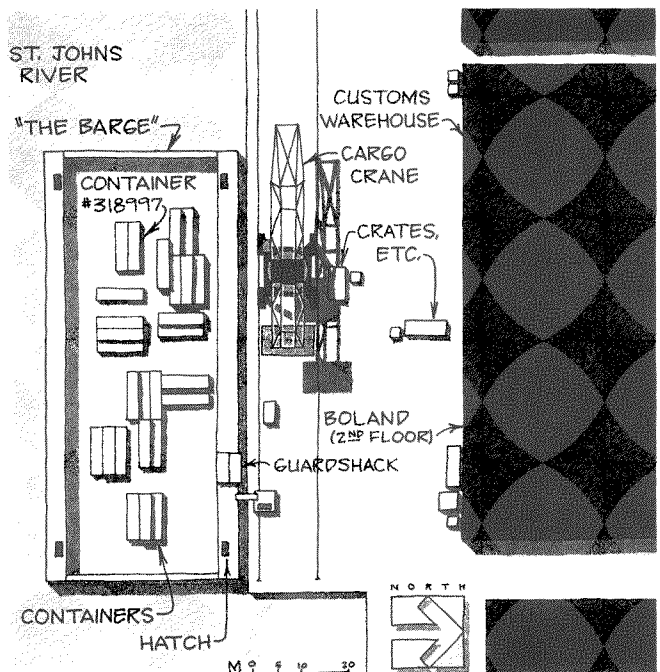
Customs Agent Charles Boland, in charge of the Vilee investigation, knows that something is going on. He knows this first through the Coast Guard, which reports strange activity by ships such as the Sagitterian to Customs, and maybe also because of the arrest of the player characters, if that happened. In any event, he is suspicious, and will be in the vicinity of the Barge throughout Saturday night.

Alexander Vilee is also suspicious, but for a different reason. He is no longer certain of either the characters' trustworthiness or their competence, after the previous night's failure. He will attempt to micro-manage the planning of the retrieval attempt, and will want to take part in it. If the characters refuse, he will follow them—at a distance—to the raid on the Barge.

What happens in the Barge depends on the characters' actions. However, it is likely that they will somehow enter the Barge, neutralizing the watchman by some means, to get the missiles. Boland will be watching the Barge and the adjoining pier from an office in the nearby Customs warehouse. There is no light on in the office, so it will be impossible to notice him unless a character is using IR or starlight gear. If starlight is used, the GM should allow a character to notice Boland only if he deliberately scans the warehouse and makes an unmodified Perception roll. If he does not deliberately scan, the roll must be made with a -30 modifier. If IR is used, the roll is made with a +30 modifier if scanning, and unmodified if not. Note that even if the operatives spot Boland, they may not be able to tell that they are being watched.

Boland will spot the characters entering the Barge if they do so from the pier. If they enter from another direction, the GM must make a Perception roll for Boland, modified as he sees fit. If he sees them, Boland will go down to the Barge himself. He will alert the guard that the

Next to the barge is an open pier area, about forty meters wide. Opposite is a large warehouse, also operated by Customs. The pier is busy during the day, but empty at night. It is floodlit from the Barge and warehouse, but offers cover in the form of a large cargo crane and several stacks of decaying timber and rusting iron beams. The warehouse is low-security, and is only patrolled by a watchman a couple of times each night.



characters are there, or, if the guard has been incapacitated, he will use the telephone in the shack to call for backup. It will take about fifteen minutes from that point for police to start arriving. If Vilee is not with the characters, and if the characters have not prevented him from following them, he will board the Barge after Boland. He will do whatever he can to prevent Boland from surprising the characters.

Clever characters will post guards or other sensors, and will not be surprised by either Boland or Vilee. If the players don't think of this, however, the GM should say nothing. With several player characters, Boland, and Vilee all wandering around the Barge with weapons drawn and the police on the way, anything can happen. If, however, the GM intends to run The Vilee Affair at some later time (see the **Important GM Note** on page 23), he may wish to undertake a little drama management.

The ideal set-up for The Vilee Affair would have Vilee shooting Boland just as he attempts to arrest the characters. This makes the characters witnesses of a capital crime, an excellent reason for Vilee to want them dead later on. If the players' actions make that climax implausible, so be it. The GM can probably arrange some other manner for Vilee to shoot Boland, or some other crime for the characters to witness. Even if he can't, the exposure that the characters have already had to Vilee's dealings may be sufficient for The Vilee Affair—this is left to the GM. In no event should the GM alter the characters' choice of actions in order to stage events the way he wants them to play out.

The Players

Alexander Vilee

Vilee is a tall man of mixed hispanic descent. He is clean-shaven and a sharp dresser, and wears a fedora. He can be quite charming, but his charm is a well-practised act which can be turned on and off at will.

Vilee is a consummate deal-maker. He is quick-witted, intelligent, and difficult to pin down in conversation. He is also a sly, backbiting liar who owes allegiance to no-one, and will do anything to meet his own ends. He abhors violence, if he has to be involved, but is not above it. However, in a business filled with violent, dangerous people, Vilee is a relatively peaceable guy. He is not one to hold a grudge, and he does not anger easily.

Vilee's flaw as a businessman is that he overextends himself. He practices seat-of-the-pants management, which would probably land him in serious trouble with the I.R.S. even if he were in more legitimate business. Vilee loves to deal, but sometimes he gets a little sloppy with the details. Normally, he can hold things together, but he is in trouble now.

Vilee has no idea who might have leaked this operation to the feds. There are five or six people he thinks might have done it, and he's wrong about all of them, because Tawney isn't even on the list. As it is, Vilee is more concerned about an investigation into his overall business practices than he is about the Copperheads aboard the Sagitterian.

Alexander Villee

33 year-old male. 187 cm., 68 kg.
Dark hair, green eyes, olive skin.

Int.	76	Sen.	31
Agl.	45	Cor.	38
Con.	50	Str.	39
Per.	67	App.	73
Brv.	81	Wil.	70

Perception:	31
Base Speed:	14
Damage Rating:	2
Mass Factor:	1.0

Equipment:

Drives a Nissan 300-ZX automatic. Carries an HR Defender with 5 rounds, keeps a fully loaded (15 rounds) Beretta 92-F in his car, and another in his desk at his office.

Weapon	Roll	DF/DD	Dam. Type
HR Defender	77	16	Hyd. Shock
Beretta 92F	81	17	Hyd. Shock

Acting	45	48
Con	22	70
Aim	40	44
Smallarm	20	64
Diplomacy	60	67
Lying	30	97
Prying	10	77
Coercion	15	82
Drive	55	59
Automobile	27	86
Powerboat	10	69
Hiding	30	33
Concealment	5	38
Shadowing	10	43
Perception	30	
Romance Languages	55	62
Spanish	27	89
Unarmed H-to-H	35	40
Dodge	15	55
Punch	10	50

Mikos Vargis

Vargis is the master of the container ship "Sagitterian." He is a short man with a full beard, sandy hair, and a slightly weathered face. He is commanding and businesslike when aboard ship, and he is good at his job. He has hauled contraband many times before, but always in small quantities, and always with plausible deniability.

Vargis doesn't like it when things don't go as planned, and this mix-up has really pissed him off. Still, he understands the problem and would rather cooperate with a quick rendez-vous than risk being caught with contraband aboard. When the characters come aboard his ship, he will be efficient and businesslike. He will ask no questions, and answer few. He will keep all characters in sight at all times, he will not assist in their activities, and he will ensure that they depart as soon as they are done.

Mikos "Mike" Vargis

47 year-old male. 175 cm., 78 kg.
Sandy hair, brown eyes, tan skin.

Int.	54	Sen.	68
Agl.	45	Cor.	40
Con.	52	Str.	61
Per.	38	App.	49
Brv.	52	Wil.	54

Perception:	58
Base Speed:	14
Damage Rating:	4
Mass Factor:	0.9

Equipment:

Carries a Colt Python (6 rounds loaded, another 12 on the belt) and a 2km. hand transceiver.

Aim	20	26
Smallarm	10	36
Greek Language Group	58	63
Greek	29	92
Read/Write Gr.	25	88
Medicine	30	35
Emergency Med.	15	50
Navigation	65	72
Water	32	104
Perception	56	
Unarmed H-to-H	40	45
Block	20	65
Dodge	10	55
Punch	20	65

Agent Charles Boland

Charles Boland is the senior Customs agent involved with the investigation of Vilee. He is an average looking man, slightly overweight with a receding hairline. Nonetheless, he is a shrewd individual, and a good investigator.

Boland is familiar with Vilee's past, and knows that only luck, wit, and good lawyers have kept him out of jail. Boland is confident that with the information provided by his anonymous informant, he can nail Vilee this time.

Agent Charles Boland

39 year-old male. 182 cm., 90 kg.
Red hair, hazel eyes, pale skin.

Int.	55	Sen.	53
Agl.	42	Cor.	51
Con.	44	Str.	45
Per.	50	App.	42
Brv.	61	Wil.	63

Perception:	53
Base Speed:	14
Damage Rating:	3
Mass Factor:	0.8

Equipment:

Drives an Isuzu I-Mark. Carries a Smith & Wesson 1076 with 10 rounds loaded and an extra magazine in the shoulder holster.

Aim	40	45
Smallarm	20	65
Computer Operations	30	35
Civil Systems	15	50
Diplomacy	50	56
Prying	25	81
Hiding	40	45
Shadowing	20	65
Perception	58	
Police Science	35	40
Forensics	17	57
Unarmed H-to-H	20	25
Dodge	10	35
Punch	10	35

Weapon	Roll	DF/DD	Dam. Type
S & W 1076	82	18	Hyd. Shock

Maxwell Tawney

Tawney is a longtime professional smuggler. Although he started out running drugs in the Caribbean in the eighties, he has long-since realized that being the legman is the most dangerous and least lucrative part of any such organization. In 1992, Tawney, who's real name is Marcus Talworth, began a partnership with Vilee. The two of them bought and sold arms, and became deeply entrenched in Miami's shady weapons market. In 1994, the two had a major deal set up with an African insurgent group. On the way to the meeting, Vilee learned that a raid was going to take place. Instead of warning Talworth, Vilee went to their office and destroyed all records directly implicating himself. With an expensive lawyer and some creative alibis, Vilee was able to avoid prosecution. Talworth, caught at the scene, served four years in a federal penitentiary.

When Talworth got out of jail, he changed his name and got a job with a former associate in Great Britain. Now in the big leagues, he was smuggling major weapons systems, not just smallarms. When Tawney learned that he was dealing with Vilee, he immediately embarked on a plan to get back at him.

Tawney is a man of average build and average looks. He is intelligent and strong, but hot-tempered and able to carry a grudge. As he lives in London, it is very unlikely that there will be any direct contact between him and the characters in this assignment. However, on the off chance that Vilee is at some point arrested and indicted, Tawney will be willing to come back to testify against him, if immunity is arranged.

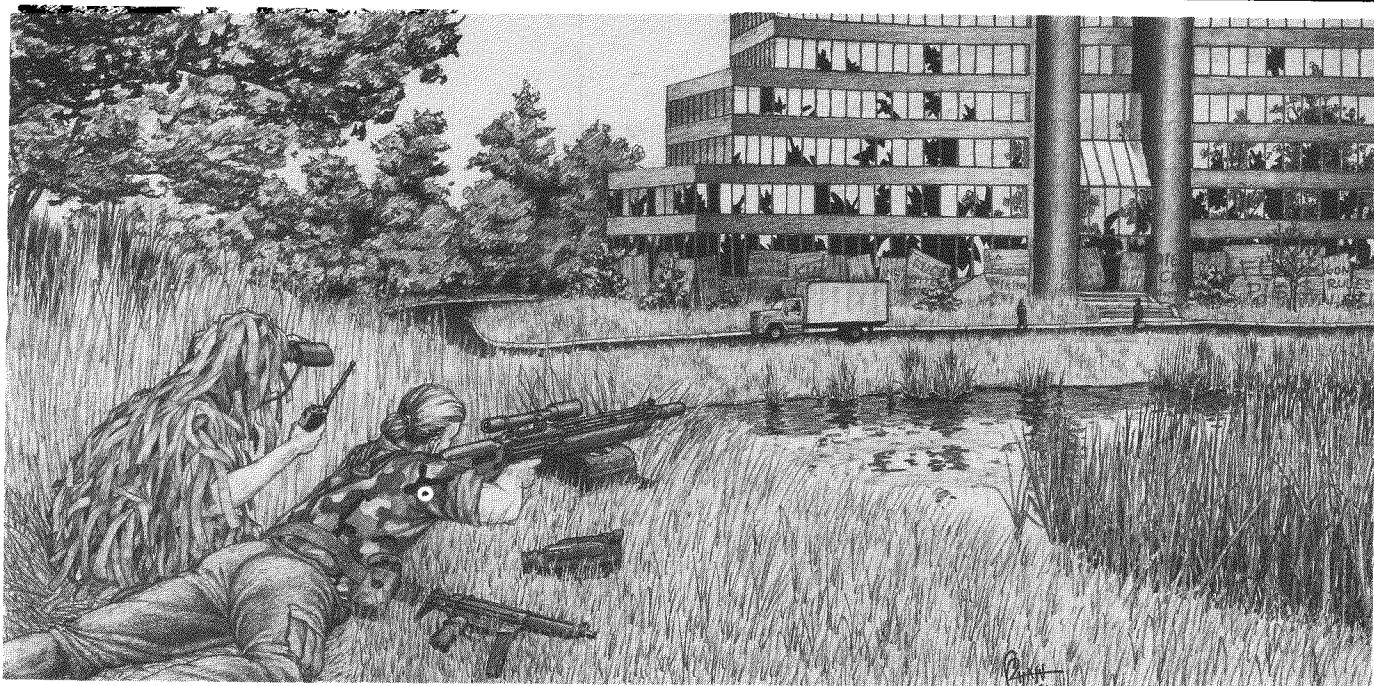
Important GM Note

Although they are presented as two separate adventures, and are in fact completely different assignments, *The Wake of the Sagitterian* and *The Vilee Affair* (which begins on page 64) are actually closely connected. In game terms, they are discrete operations, and the second assignment is a result of the first. In reality, the first adventure exists merely to set the players up for the much more challenging second adventure. To prevent players from suspecting this connection, it is suggested that the GM separate *The Wake of the Sagitterian* from *The Vilee Affair* by at least one or two other, unrelated, adventures—*Nightwalker*, which begins on the next page, is recommended. For *The Vilee Affair* to have its intended effect, it is important that the players not be too aware of its connections with *The Wake of the Sagitterian*—beyond the obvious fact that the cell will be hired by the same client.

The overall scenario for the two adventures is fairly straightforward—the characters take on an assignment in which they witness a great deal of evidence incriminating Alexander Vilee, their client, in a number of crimes. Some time later, Vilee hires the characters again, this time with a bogus assignment designed to kill them—the witnesses—in a manner that will not implicate him.

In order for this scenario to work, several things must happen. Two must occur after *The Wake of the Sagitterian* is complete. First, the characters must opt not to disclose any incriminating evidence which they witnessed. This shouldn't be a problem, as B/E operatives frequently work for clients with questionable ethics and pasts. Second, the characters should be relatively unaware that after the completion of the first assignment, Vilee has come under dangerous legal scrutiny. If the characters come to realize just how important their knowledge of Vilee's activities really is, they may begin to suspect his motives, and that would spoil the effect.

More importantly, however, is the fact that there must be a proper set-up in *The Wake of the Sagitterian*. Alexander Vilee must feel threatened enough by what the characters know to want them dead. Ideally, one or more of the characters should witness Vilee shooting Customs Agent Boland. However, if this doesn't occur, or if the characters don't witness it, it is left to the GM to decide whether or not Vilee will arrange the second assignment. Remember, however, that *The Vilee Affair* will not make sense to the players if, in the final analysis, they don't understand why Vilee set them up.



Nightwalker

A BlackEagle cell is asked to track down a prototype for a high-tech military weapon, stolen in a daring raid on a corporate development facility. It is essential that the investigation be carried out in absolute secrecy—if the federal government finds out that the client allowed the prototype to be lost, a multi-million dollar contract would be in question. A trail of bodies leads the cell halfway across the country—and right into the midst of a major F.B.I. operation. Who stole the CA-213, and why do they want it? Where did they get the inside information needed to pull off their raid? Do the Feds know about the theft, and if not, what are they up to? The answers to these and many other questions hinge on the recovery of the Nightwalker.

The Assignment

It is Monday, June 21st, and the cell is called into the office mid-morning. Three people wearing expensive business suits and serious expressions are waiting in the reception area. When the characters arrive, they are presented by the Senior Cell Leader as representatives of Global Autotechnics, a subsidiary of the Tectonics Corporation. The first is introduced as Brendan Sarabande, a legal representative of GA's Development Branch. A thin man of light build, Sarabande wears gold cufflinks and carries an Gucci briefcase. The second man, Geoff Hunt, is introduced as the Head of Security at Global Autotechnics' Sarasota Development Facility. Hunt is younger than Sarabande, and is dressed a little less formally. He is carrying some sort of electronic device, about briefcase-sized. Both Hunt and Sarabande have an air of authority, but the third, a tall woman with short

dark hair and a confident but clipped manner, is clearly in charge. She introduces herself to the cell leader as "Paula Stern, Senior Vice-President of Development."

After moving to the conference room, the briefing is begun. Stern says little, allowing Sarabande to explain their visit. Sarabande sets his briefcase on the table and removes from it several file folders and photographs, and two CDs, which he places on the table as he presents the assignment.

"Before I begin I should tell you a little about Global Autotechnics' commercial scope." Sarabande says, "We are the nation's foremost producer and developer of combat automation technologies. From shipboard and battlefield close-in weapons systems to automated armor and all-environment, self-contained, self-sufficient remote combat machines, we provide the hardware and software that is on the foremost edge of military technology today. Our developments are literally shaping the way tomorrow's battlefield will look, by providing technologies that are more lethal, have higher survivability rates, and bring fewer friendly personnel on the battlefield than any previous era of combat developments.

"Our principle contracts are, of course, currently with the U.S. government. U.S. law restricts the exportation of much of our technology to foreign governments, and even more so restricts our ability to trade this technology with foreign-based companies. No company in this country, and few indeed in the world can compete with our developments, although I'm sure many would like to. U.S. interest in our technologies is currently quite high, and likely to increase in the foreseeable future, and we have little competition in our field.

"Until now. Two days ago a prototype device was stolen from our testbed in Sarasota. Recovery of this device is absolutely crucial—for several reasons. To begin with, the CA-213, or Nightwalker, as it is called, was in the final stages of testing, and it appears to have enormous potential as a weapon with many applications. If it has been stolen by criminals, terrorists, or a hostile foreign government, it may prove its potential in American lives. Additionally, performance evaluations and Defense Department demonstrations are less than two weeks away—at which time the DoD expects to take possession of a fully functional CA-213 for its own evaluations. Unfortunately, the 213 that was stolen is the only fully-functional prototype. We have another, the 209, but it falls short of the 213's capabilities in many critical respects. Modifications necessary to upgrade it would be difficult to complete in time and very expensive.

"Of course, the possibility exists that a commercial competitor has sponsored the theft of the CA-213. Obviously, any detailed analysis of this device's engineering would be detrimental to Global Autotechnics' lead in the development of combat automatons, or indeed the entire field of battle automation technologies."

At this point Sarabande picks up one of the laser-discs laying on the table. "This is a promotional recording which should give you some idea of the CA-213's scope and capabilities. More information is included here." Sarabande holds up one of the folders, then hands it with the disc to the cell leader. "Regrettably, the equipment necessary to activate and service the CA-213 was stolen as well. However, it is doubtful that the thieves will be able to activate the device without performing some lengthy initial analysis. The Nightwalker is not a toy, it is not user-friendly, and it was not accompanied by an instruction manual.

"Gentlemen, and ladies [if appropriate], I think our requirement of you is fairly straightforward. What answers can I provide you with before you begin?"

At this point Sarabande will lean back and answer any questions from the cell members. If queried about the details of the 213's capabilities, he will refer the questioner to the folder, which has been provided to allow the operatives to peruse the information at their convenience. He will make it clear that it is very unlikely that the 213 could be used as a weapon any time soon—as he mentioned before, it is a complex machine that would require a great deal of expertise to activate. Furthermore, although it is designed to be usable with many different weapon systems, it only has a single built-in weapon—a gatling gun—which requires custom ammunition not currently on the market.

If asked about the circumstances of the theft, Sarabande turn to Hunt, who will hand a map to the cell leader and explain:

"Our facility is about fifteen miles southeast of Sarasota. It's GA's main development facility and testbed as well as the regional HQ. On Saturday night, we think two men entered Building Eleven, the primary development building. Both men had identification which appeared valid to the building's security system, otherwise they would have tipped off the compound security computer when they entered. We don't know how they got into the compound, but they didn't come through the main gate. We've examined the gate video recordings—which are not controlled by the security computer—and interviewed the personnel on duty at the time to confirm this. And it doesn't look like they left a car or other vehicle in the vicinity. Anyway, these men entered Building Eleven at about 10:30 p.m. As far as we can tell, they went straight to the security center, which they entered at. . . ." Hunt checks one of the folders on the table, "10:47 p.m., and immediately went to work on the security system. They got into the security computer's control code and programmed a total-building lockout to all passkeys except their own, which, incidentally, stranded almost a dozen employees in their offices or labs and one guy in the restroom. They shut down all cameras in the building and wiped all camera footage taken that evening. Then, we assume, they moved to testbed Area Three, where they dismantled the 213's support equipment and loaded it, and the 213, on a forklift. At about 11:20 one of my men tried to enter Area Three on routine rounds. His passkey wouldn't work. He called the compound security center, which ran a query to Building Eleven's computer. That must have tripped an ambush set up in the Building Eleven computer's code, because the central security computer immediately went crazy. It locked every computer-controlled door in the compound, reordered the frequencies on the security center's transmitter and the outgoing phones, and then shut down, leaving our security staff confused and out of communication with one another or the outside world. As I said, we assume that this crash was caused by something the intruders did to the Building Eleven computer, but, since both security computers then wiped their code, we don't know exactly how it happened.

"At about 11:25 a helicopter landed in the testbed area. At this point, the few of my men who weren't locked up by the computer moved to the tarmac. Descriptions of the helicopter make it an Aerospatiale Dauphin 2, but with the registration markings removed or painted over. Naturally, some of my men fired on it, but the security situation was too confused for a coordinated effort. The helicopter landed on the tarmac outside Area

A copy of Hunt's map, which may be photocopied for the players, appears on page 87.

Three, and the thieves boarded it with their cargo, returning fire with automatic weapons. The helicopter took off and flew north, with no injuries on either side. Now we've got no CA-213, and we're still trying to assess the damage to our security system. All of this is, of course, confidential."

Sarabande takes over at this point:

"A seamless operation, with one exception. The CA-213 was undergoing limited operational status and battery life testing over the weekend. In this state the device keeps its sensory capacities alert while 'resting' all other functions. For purposes of the test, a monitoring device was recording the CA-213's sensory data are responses thereto. In essence, the CA-213 'saw' the thieves, and its vision was recorded." (Here Sarabande points to the second disc) "Of course, beyond a software response, the Nightwalker did not react, and the thieves were not tipped off. They appear only briefly before the monitoring equipment was disconnected, but there is a fairly good glimpse of one of the faces." Sarabande hands the disk to the cell leader.

The GM will have to field any questions asked of Sarabande or Hunt on the subject of the theft, referring to the detailed description in The Real Scoop. Hunt's reconstruction of how the intruders got in and out is fairly accurate and complete. He will point out that whoever broke into and crashed the security computers was obviously quite skilled and had done some serious research. The computers are standard, general purpose NEC micros, with customized software more or less unique to the development compound and Building Eleven. The programming done to screw up and crash the security computers was sophisticated and clever, and GA has so far been unable to extract much evidence from the computers. Hunt will admit that this operation would have been impossible to carry out without quite a bit of inside information, but also points out that anyone inside the CombatAutomaton program would probably have known about the weekend testing and the fact that the sensory data was being recorded.

Sarabande will make a point of the fact that it is essential for an investigation to be made discretely. GA did not report this theft to the authorities, or to Techtonics, its parent company. Public knowledge of the theft, or awareness of it by the federal government or competing companies, could be catastrophic. Sarabande will insist that operatives make every effort to conceal the nature of their activities from the authorities, the public, journalists, and even employees of GA who were not involved in the theft or the Nightwalker program.

Once all questions have been answered, price negotiations will begin. Sarabande's initial offer will be \$60,000 total, with \$15,000 down as a retainer. He will accept without comment any counter-offer up to \$90,000, but will not go any higher than \$120,000 plus expenses under any circumstances. He is willing to pay half in advance. Note that Techtonics is a valued BlackEagle customer, and the players will be discouraged by the office legal counsel and Senior Cell Leader if they hold out for an unreasonably high fee or retainer.

Sarabande will require several contract clauses. First of all, he will pay no more than half fee if the 213 is returned suffering irreparable damage to any of its major systems—regardless of whose fault it is. This should be made very clear before the briefing is adjourned. Minor damage, or major damage to a replaceable component, is acceptable. Secondly, Sarabande will also be unwilling to pay more than half if the 213's theft becomes public, or if it is discovered by the federal government. If the federal government became aware of the fact that GA had allowed a weapon

The video image on this CD and the one mentioned above is described in the player handout on pages 84 and 85.

like the CA-213 to be stolen, repercussions could be disastrous. Thirdly, the walker must be returned within ten days, by the 3rd of July. Sarabande will be adamant about this during the briefing—in truth, however, he would probably pay the full fee if the walker were returned intact by the 6th.

The operatives may also wish to add a clause allowing them to drop the case and keep the retainer if there prove to be insufficient leads at the end of a few days. Sarabande will agree to this if the retainer is small (no more than ten percent of the total fee). Players may also want a clause mandating a partial payment or a renegotiated contract if the walker proves to be someplace fairly inaccessible—such as in the hands of an unfriendly government.

Once the contract details have been settled, Sarabande will place the electronic device on the table and flip open the lid. It looks like a large laptop computer, but with three screens and a pair of joysticks that pop up when the lid is opened. “This is a testing device used with the Nightwalker,” he says. “The thieves took one just like it. It shouldn’t do them any good—the RO unit is useless until the Nightwalker is initialized, and, as I said, they probably will not be able to do that for quite some time. On the off chance that they do, however, we’re giving you this unit. It can be used to track the 213’s transponder signal once the walker is initialized.” Sarabande will show them how to activate the transponder query, a simple operation that the characters should have no trouble memorizing. “The signal has a range of about one-hundred kilometers under general conditions. The RO unit will give you a bearing to the 213’s location. With a strong signal, the unit should direct you to within ten meters of the Nightwalker. Unfortunately, it is unlikely that you will be able to use this unit to control the 213. For security reasons, a unique code is generated whenever the Nightwalker is initialized. Without that code, the walker will not respond to this unit.” Sarabande will direct further questions about the Nightwalker and the RO unit to the staff engineers at the GA compound, and the GM can answer such questions referring to the Nightwalker description on page 62.

The Real Scoop

The operation described by Sarabande was originally set in motion by a Jesse Mirada, head of the military research program at Techtonics—GA’s parent company. Back in 1994 he and his team developed the processor technology that eventually became the backbone of GA’s combat automaton program. Unfortunately for Mirada, a coworker—Paula Stern—stole his neural chips and his data when she was transferred to GA, a company newly acquired by Techtonics. With the stolen technology, she took the combat automaton program from a low-budget, failing concept to one of GA’s top projects, receiving promotions all the way up to Development VP. Mirada, in the meantime, lost credit for the neural developments, but still made some progress up the company ladder. He decided to bring down Stern, to get a chance at taking over the Combat Automaton program at GA.

The narrative below explains events as they will occur without the intervention of the player characters. Most of this story, especially the parts that occur in Florida and Houston, are beyond the influence of the operatives. If the operatives do manage to affect these scenes, it is left to the GM to determine how events change course.

Setting Up the Raid

Mirada's plan was not as drastic as the actual event. He didn't want the Nightwalker stolen—he just wanted to replace some of the 213's neural boards with others that he had created, which he developed with the help of an associate in Washington, D.C. These were designed to fail at critical moments during Defense Department testing. To get the boards into the 213, he hired Bardon Willoughby and Katza Anastasi, a mercenary team. The three of them began to develop a plan to get to the 213, but it soon became clear that security at the GA facility was intense, and would be difficult to circumvent. Mirada needed some additional help.

Through his position, Mirada had access to much of the combat automaton program at Global Autotechnics, and he had many contacts within GA. One such person was a programmer who was just recently transferred to GA after working for Mirada for several years. He contacted her—a woman named Lorraine Alibert—and cajoled her into sneaking into the Building Eleven security center to make a copy of the security computer's backup disc. She sent the copy to Mirada on Monday, the 7th of June.

Mirada gave the copy to a subordinate of his, Eric Rydell, who was brought into the circle of conspiracy. Rydell's job was to analyze the disc and devise a way to get into the GA complex, tamper with the 213, and get out again, undetected. Rydell used the information on the disc to create the phony passes that would get himself and Willoughby into Building Eleven, and to write the code that would cause the computers to lock out all other passes and erase the video footage. It was also his idea to booby-trap the computer code, to create a smoke-screen in case they were detected.

Willoughby and Anastasi contributed to the development of the plan, but as it grew, they came up with what they thought was a much better idea. They decided to dispense with Rydell (once his usefulness was past), steal the entire 213, and blackmail Mirada for its return to him, for much more than the unpaid balance of their fee. They knew quite well that Mirada could not let it be known that he masterminded the theft, and, that if he wouldn't pay, the 213 would fetch a nice price on the open market.

But they didn't count on the F.B.I. Katza Anastasi and Bardon Willoughby are both known or suspected terrorists, and as such their activities are tracked as much as possible by major law enforcement agencies. In May, Interpol Europe informed the F.B.I. that they had reason to believe that Willoughby and Anastasi had entered the U.S. Not knowing what they might be up to, the Bureau began an investigation to locate the two before they could carry out any acts of terrorism. The course of their actions is explained below.

The Theft

On the night of June 19th, the Nightwalker prototype was stolen in precisely the manner that Geoff Hunt reconstructed. The two men that later appear in the video—Willoughby and Rydell—were dropped off by a white panel truck in Myakka River State Park, which borders the GA compound to the north, just before dark. An hour later they hopped the compound fence by crawling along an overhanging tree branch. Avoiding security cameras and patrolmen, they made their way to Building Eleven, where they removed their black sneak suits to reveal business suits worn

beneath. Rydell had counterfeit passkeys already made, and the two used them to enter the building. They then made straight for the building security center, where Rydell spent ten minutes entering the system with stolen passwords and implementing software modifications that he dumped down from a prepared disc he had brought along. This created the effect that

Below is a map of the Global Autotechnics' research compound, illustrating the route taken by the thieves. The steps listed here are numbered to correspond with the map.

1. (8:45) Katza Anastasi drops off Bardon Willoughby and Eric Rydell along a narrow dirt road in the State Park to the north of the compound.

2. (9:25) Willoughby and Rydell hop the fence about a mile from Building Eleven, in a test area rarely patrolled.

3. (9:55) Willoughby and Rydell pause across the runway from Building Eleven. They observe the security for about thirty minutes.

4. (10:35) After skirting the runway and its surrounding open areas, the intruders approach Building Eleven. Near the door, they remove their overalls. Beneath they are wearing typical business suits, and they have counterfeit passes in case they are stopped.

5. (10:41) Willoughby and Rydell, using electronic passkeys that Rydell had manufactured, enter Building Eleven. They head straight for the security center.

6. (10:47) The intruders enter the security center, again using counterfeit passkeys. Rydell quickly downloads the contents of his prepared discs, and implements the changes in the security computer's general operating programs.

7. (11:04) Willoughby and Rydell move quickly towards

Bay Six in Testbed Area Three. As a result of Rydell's changes to the security software, all other personnel are now trapped in their offices or labs, with no way to communicate. Only the intruders can move about freely.

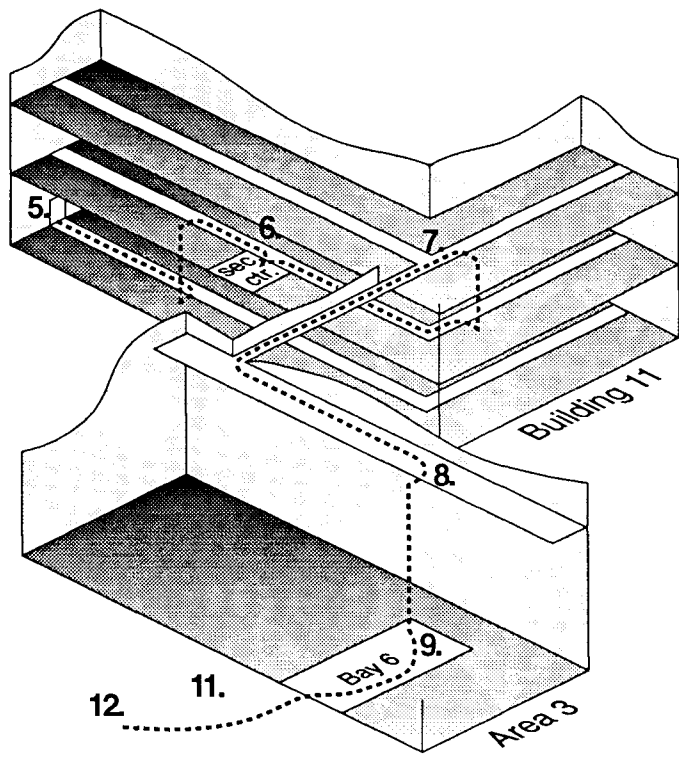
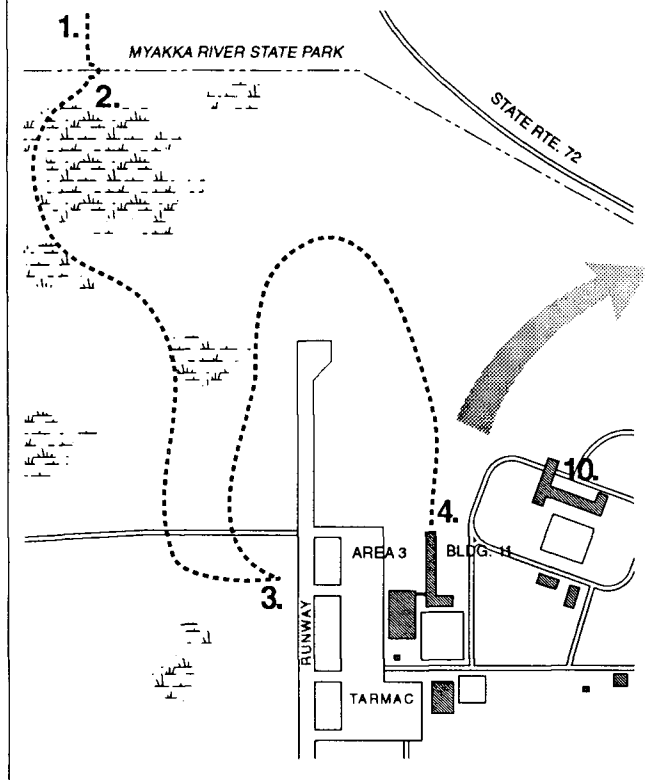
8. (11:08) Willoughby and Rydell enter Bay Six, and are photographed as they come in. They begin to prepare the Nightwalker to be moved, which takes about twenty minutes.

9. (11:20) Willoughby signals Anastasi, who has now brought a helicopter to a clearing in the Park, about four miles away. She begins the flight to the GA compound.

10. (11:21) The central security computer crashes after a guard tries to get into Bay Six. Security personnel across the compound are suddenly out of communication with one another and the outside world.

11. (11:27) Anastasi lands her helicopter on the tarmac outside Bay Six. Rydell and Willoughby, with the Nightwalker loaded on a forklift, drive out. With Willoughby and Anastasi providing suppressive fire against the guards, Rydell loads the Nightwalker aboard the helicopter.

12. (11:29) The three perpetrators fly away, leaving the forklift on the tarmac. Few traces of Rydell's tampering are left on the crashed security computer. There is little material evidence of the theft, other than a few shell casings, the missing Nightwalker, a disoriented security system, and the video of the thieves in Bay Six.



Hunt described—first, locking up Building Eleven to every passkey except Rydell's and Willoughby's, and then causing the crash of the central security computer when it made contact with Building Eleven, a while later. Both computers later erased and reformatted their RAM and storage, leaving no evidence of how the computer crashes occurred. It is important to note that the crash of the central computer would not have occurred if a security guard had not tried to contact the Building Eleven computer from the central computer. If it had not been contacted, the Building Eleven computer would have completely shut down after Rydell and Willoughby left the building, but in doing so, it would not have created the confusion that occurred when the central computer went down. There is a detailed description of the whole break-in and theft procedure on the opposite page.

After dealing with the computers, Rydell and Willoughby proceeded directly to Bay Six in Testbed Area Three, a large structure attached to Building Eleven by an enclosed skyway. Upon entering the bay, they came into the peripheral view of the CA-213. Rydell, moving to the instruments behind it, was never distinctly photographed. Willoughby, however, was seen clearly as he moved across the room to check the loading door, and looked briefly at Rydell, and hence the 213 and its "eyes." Willoughby had just informed Rydell that there was a change in plan, alleging that it was at Mirada's behest. Rydell was puzzled, and it is a snippet of the ensuing conversation that the 213 recorded (see the description of the video on page 85).

Rydell moved quickly to prepare the Nightwalker, and Willoughby, once certain that the doors were locked, powered up a forklift. The 213 was already conveniently standing on a palette, requiring the thieves only to stack the support gear alongside it. It took about twenty minutes to disconnect all the various monitoring and support machines and to get the 213 ready to go.

Meanwhile, security guard Cary Alman was doing a twice nightly check on the tarmac outside Area Three. For reasons he could not later define, he felt compelled to have a look in Bay Six. To his astonishment, the computer denied his passkey. He radioed the central security desk. Puzzled, security attempted to get to the bottom of the issue by contacting the Building Eleven security computer (which also controls Area Three), and Rydell's booby-trap was activated. The central security computer—which controlled security devices for most of the compound—reordered the radio frequencies at the central security desk, disconnected all outgoing telephone and data lines, and locked all the doors, switched off all the video cameras, and wiped all the video recordings it had access to. It then erased its memory, reformatted its harddisks and RAM, and shut down.

As this was happening, a third conspirator was waiting in the wings. Katza Anastasi, who originally dropped off Rydell and Willoughby, had driven to a remote clearing near Arcadia, forty kilometers east of the GA complex. There she and Willoughby had hidden a stolen Aerospatiale Dauphin, from which they had removed the exterior markings. She cleaned the truck of all fingerprints and other evidence, and left it there. She flew the helicopter to another clearing in Myakka Park just three miles from the GA compound and awaited a signal.

The signal came at about 11:20. She took off, flying quite low, and landed on the tarmac just outside Bay Six, Area Three. Rydell and Willoughby, upon hearing the helicopter, exited the bay on the forklift and loaded the palette directly onto the helicopter. Rydell drove the forklift

while Willoughby and Anastasi returned the guards' sporadic .38 and 9mm fire with Steyr AUGs. As soon as the palette was loaded, Rydell and Willoughby jumped aboard the helicopter and the three took off. They flew north, then turned east, returning to the original clearing outside of Arcadia. There they unloaded the 213 into the truck with a hydraulic palette lift, and dropped the helicopter into a small lake.

Rydell and Willoughby left nothing on the scene except a few spent rounds, and the helicopter was only in the air for about ten minutes each way, not alarming the routine drug interdiction air surveillance.

Doublecrossing Mirada

As mentioned above, Mirada's intention was simply to replace some of the CA-213's components, a revenge act against Paula Stern. Had the plan gone as Mirada intended, Rydell and Willoughby would have been in and out of the compound unnoticed, the only evidence being an unusual and unexplainable glitch in Building Eleven's security computer.

The original plan was for Rydell and Willoughby to be dropped off by Anastasi outside the compound, and for the two of them to sneak in. Rydell would then get them into Building Eleven using a prefabricated passkey, and the two would go directly to the security computer. Rydell would program the computer to lock up the building and destroy all video records—a necessity, since they needed to move freely and wanted to leave no clue that the Nightwalker had been molested. The portion of the code that crashed the central computer was added as an emergency measure—it wouldn't be implemented unless Rydell and Willoughby were in danger of being discovered, which wasn't likely. According to the plan, after dealing with the computer, the two would go to Bay Six, replace several of the 213's chips with Mirada's, then leave undetected. After their exit, the Building Eleven security computer would crash, destroying all evidence of having been tampered with, but it wouldn't take the compound computer with it. There would be no record of any intruders in the building, and neither suspicion nor evidence that anything had happened to the 213. The faulty chips could not be detected without a component-by-component check of the machine—which would almost certainly not be carried out.

Willoughby and Anastasi had intended to doublecross Mirada from the very beginning, though, and that's why they had the helicopter ready. Rydell didn't realize that he was participating in the theft of the 213—he thought that he was just providing the technical assistance for the chip swap. He was left in the dark until he and Willoughby arrived in Bay Six. At that point, there was little he could do but go along with the change in plan—in part because Willoughby said it was on Mirada's orders, and in part because only Willoughby was armed.

The theft from the compound was just the beginning of the 213's lengthy journey. From Arcadia, Willoughby, Anastasi, and Rydell drove to Orlando, where they split up. Anastasi dropped the others downtown, then continued with the truck to a rented garage in Atlanta. She arrived in the morning on the 20th, and waited for a call from Willoughby.

Meanwhile, Willoughby and Rydell took a taxi to the airport, and then flew to Houston, where they checked into the Bocaritz International Hotel at 7:15 a.m. on Sunday. The original plan had called for them to return to Houston that night, but to meet Mirada at a different hotel. Rydell knew

this, and the change in plans confirmed his suspicion that Willoughby was acting beyond Mirada's orders. He slipped away briefly at the airport to call Mirada. All he got was an answering machine (at 7:00 a.m. on a Sunday, Mirada was sleeping soundly). He left a message, telling Mirada which hotel they were going to. He also called his house, leaving the same message with his computer, with instructions to forward it to Mirada's GenNet terminal. Then he went with Willoughby to the hotel. Unfortunately, Mirada didn't check his messages until it was too late.

After sleeping through the morning, Rydell challenged Willoughby on the changes in plan. Willoughby shot him in the head with a silenced 9mm (something he was planning on doing shortly anyway). He then waited until that evening, coolly sharing a room with Rydell's corpse, before calling Mirada. The two arranged a meeting outside the Houston Fine Arts Center, at which Willoughby broke the news—the 213 was in his hands. Mirada would have to pay dearly or the CA-213 would go to the highest bidder, and Mirada's participation in the theft would go public.

Mirada was flabbergasted. After brief consideration, he made an offer of \$250,000—for Willoughby to destroy the machine. After all, Mirada didn't want to be caught with it. Willoughby, however, rejected the offer as too low. After much dickering, they left the matter unresolved. Mirada went home to make an assessment of how much cash he could get his hands on—Willoughby had told him he would wait for his final offer. In reality, Willoughby began the process of finding another buyer, and by mid-afternoon Monday, June 21st, Willoughby already had some solid leads.

The following evening, he contacted Mirada as planned. Although he had no intention of doing so, Willoughby agreed to exchange some circuit boards—"proof" that the 213 was destroyed—for his payment the following evening. Actually, he decided to kill Mirada, too, because he could finger Willoughby and Anastasi when the inevitable investigation began.

The following afternoon Anastasi, on Willoughby's orders, headed for Washington, D.C., where she arrived at 2:00 a.m. Thursday morning. In the meantime, Willoughby visited Mirada at home, overpowered him, and firebombed his house. Before flying to D.C., he called the Houston Star, to divert investigations away from the missing 213. In his finest middle-eastern accent, he claimed to represent the terrorist group "Hizbullah," and said that the bombing was an act of revenge against an "imperialist oppressor."

Firing up the Nightwalker

On Tuesday, the 22nd, Willoughby arranged to sell the 213 to the North Korean government via a Sudanese embassy official in Washington D.C. The sale was contingent upon an examination of the machine, which had to be initialized and capable of operating.

Willoughby finished his business in Houston, and flew to D.C., where he met Anastasi at an apartment they had rented the month before in Alexandria. Anastasi had arrived early the morning of the 24th, and Willoughby arrived the same day about noon. The 213 was still locked in the same truck it had been loaded into from the helicopter.

As the original plan had come together, Willoughby and Anastasi had kept alert for information which would be useful to them. Willoughby knew that Mirada would never consider helping him steal and then sell the

Nightwalker. But Mirada was not the only one with the technical experience needed to get the 213 operating. Mirada had had some help in developing the neural boards that Willoughby was supposed to put into the 213. This help had come from an outside expert in robotics and artificial intelligence: a systems engineer named Gideon Libra. Libra had helped Mirada, even though he knew he was committing sabotage. Although he didn't know why Libra had helped out, Willoughby felt confident that offered the proper combination of profit, extortion, and threat, Libra would cooperate with him.

The evening of Thursday, the 24th, Willoughby and Anastasi dropped by Libra's Falls Church home. Libra was made an offer he couldn't refuse. In the back of the white panel truck that had driven the Nightwalker up from Florida, in about four hours, Libra got the 213 initialized. Although he did not download an EF, OB or OpOrder (see the description of the Nightwalker on page 62), he determined how it was done, and gave Willoughby and Anastasi a rough outline of the process for their customer. He did get the RO unit operational. The CA-213 was now capable of functioning and receiving basic orders.

Now that the 213 was active, it was almost ready for its demonstration. The thieves had hoped for a live-fire demo, and had ordered custom ammunition from the Fabrique National in Belgium, based on the specs they had elicited from Mirada. But the package had not arrived yet, and Anastasi and Willoughby weren't going to wait around for it. They hoped to be out of the country within a few days.

Libra was shot in the head in the same manner as Rydell. His body was laid out on his basement floor. Willoughby and Anastasi were careful to leave little material evidence. After taking care of Libra, Willoughby and Anastasi returned to their apartment and went to sleep. Although they didn't know it, they were just hours away from a long-overdue encounter with The F.B.I.

The F.B.I.

Willoughby and Anastasi were being trailed by the F.B.I. from the day they entered the country. F.B.I. policy is to keep track of suspected terrorists and their activities. It is for this reason only that the Bureau is involved—they were, at least originally, completely unaware of the Nightwalker theft.

The F.B.I. were informed by Interpol that Willoughby and Anastasi had been attempting to enter the U.S., and that they had probably done so via Europe sometime between May 15th and 25th. Two agents from the Washington, D.C. office were put on the case. They were given orders to locate Willoughby and Anastasi, to arrest them for entering the country illegally, and to discover their goals. In charge of the Bureau investigation was Special Agent Norborne Beville, assisted by Agent Perry Marx. Beville and Marx had little to go on, and their investigation was on a back burner until they received a report of a stolen helicopter in Orlando. Although they had no direct link, the theft was unusual, even in Florida (where drug trafficking keeps aircraft- and boat-related crime rather high), and they decided to contact the local police. The circumstances of the theft suggested that it was worth investigating. A security man was shot cleanly in the head at close range, which matched Willoughby's MO, and taggants in the powder residue indicated that the ammunition was a brand he often used.

Beville and Marx arrived in Orlando on Monday the 21st, and were briefed by the local police. The following day (the 22nd), word came to the Orlando City Police Department that a helicopter had been discovered in a pond near Arcadia. By mid-afternoon, Beville, Marx, and representatives of the Orlando Police had joined Desoto County police at the scene. Divers examined the aircraft, and a crane was brought to the scene to pull it from the water. A forensics team examined the site, but the only meaningful pieces of evidence obtained were twenty-two brass shell casings, a single fingerprint on a control stick, a black hood, and a truck's tire tracks. The casings indicated that the helicopter's thieves had fired some sort of 5.56mm rifle, probably an automatic. They were sent with the fingerprint and the hood to the F.B.I. forensics lab in Jacksonville. The truck tire prints suggested only that some cargo, probably heavy or bulky, had been transferred.

The next day Beville and Marx received the lab reports on the material retrieved from the helicopter site. The shell casings bore few clues—only that Steyr AUGs had been used, and that the ammunition was new and came from a German manufacturer that Willoughby had used before. A hair sample had been taken from the hood, but the DNA print matched no-one in the F.B.I.'s files (the hood had been dropped by Rydell, who had no criminal record). The fingerprint was that of Katza Anastasi. The Feds now knew they were on the right track, and that they were now pursuing murder suspects, not just likely terrorists.

Along with the evidence returns were the daily police wire reports. Among these was news of the bombing in Houston, claimed by the Hizbullah. Beville was an experienced anti-terrorist agent, and he had worked on Hizbullah and other Jihad groups' cases many times. Knowing their methods and resources, it seemed unlikely that the Hizbullah would carry out such a bombing, unless they contracted it out to a freelance group—like Anastasi and Willoughby. With little else to go on in Florida, Beville and Marx moved on to Houston.

They arrived at about 6:00 p.m. on Wednesday, the 23rd, and went straight to the crime scene. They now had two murders, which might or might not be connected. Beville was entertaining two theories. The first was that the bombing was carried out by Willoughby and Anastasi on behalf of Hizbullah. But that didn't account for the helicopter theft. The second was that the Hizbullah claim was a red herring, and that this murder had been carried out for another reason. Finding that reason was increasingly becoming a priority.

Frustratingly few clues were evident at Mirada's house, despite the audacity of the crime. As with the helicopter site, there were no witnesses. The explosives were identified as coming from a French firm where Anastasi was known to sometimes get her supplies. There was nothing immediately apparent as the motive for the killing. A special F.B.I. forensics team was called in to go over the house with a fine-toothed comb, looking for anything that might bear on the case. This team, coming from Washington, could not get there before Friday.

The next morning, Rydell's body was found by an assistant manager at the Bocaritz International. The police were, of course, immediately called, and it didn't take long for word to reach Beville and Marx. Willoughby had, as always, been careful with material evidence, and there wasn't much for the Feds to find. There was no identification on Rydell's body, although some burned-up shreds of plastic were in the toilet. There were no prints

on anything. Fingerprints and a DNA sample were taken from the corpse (lab results later matched the DNA with the hood on the helicopter), and the room was swept for other DNA traces, especially in the beds (where the linens, which are changed daily, wouldn't contain traces from other guests). The hotel room had been pre-paid in cash, and was registered to someone named Brian Weston.

Earlier in the week, Beville and Marx learned from a general bulletin that Customs, during a completely separate investigation in the Washington area, had stumbled upon an illegal shipment of ammunition from Germany. The ammunition was caseless, and of a non-standard caliber. The package was addressed to an apartment in Alexandria. All of this meant little to the Feds—until now. The apartment was rented by Brian Weston.

Customs and the local police had visited the apartment on several occasions, but nobody had been home. As soon as Beville made the connection, he contacted Customs and the F.B.I. office in D.C., and requested that the apartment be watched, but that no further attempt to contact the occupants be made. On the evening of Thursday, the 24th, word came back to Beville and Marx that the apartment's renters were back. The Feds flew immediately to Washington, where they confirmed from photographs taken of the occupants that they finally had their quarry in sight. Warrants were obtained, and a morning raid was planned.

The operatives may or may not be present for the F.B.I. raid, and if they are, they may or may not affect the outcome. What follows is a description of the raid, as it will happen without interference from the characters.

About fifteen Alexandria City Police and a half-dozen F.B.I. agents quietly close off the street in front of the apartment to pedestrian and vehicular traffic. As many people as possible are discretely removed from the other apartments in the building. With a team of SWAT snipers set up in adjacent buildings, two assault elements of four agents each move in—one to the front door and another to a side window. All other windows (there are no other doors) are covered by the snipers.

The first assault team sets up at the door. They are armed with shotguns and automatic weapons, and one has a sledgehammer. He shouts "F.B.I. We have a warrant!" and smashes the lock on the door.

Willoughby and Anastasi are experienced in their trade, and they know F.B.I. techniques. Furthermore, they always work under the assumption that they are about to be caught. Both are light sleepers, and they prepare for attack every night before going to bed. The front door is braced with an iron bar, to buy them a few seconds against just such an assault. Weapons are at hand, and they are prepared for tear gas and flash-bang grenades.

Before the first team can get the door broken down, they are met with assault-rifle fire. Protected by the door and heavy body armor, no-one is seriously injured, but they are forced to withdraw.

The second team makes its move. They smash the window and toss in two flash-bang grenades. Unfortunately, no-one is in the room. The agents begin to enter the apartment, but as they do, Anastasi rolls a fragmentation grenade down the hallway. One agent is instantly killed, two

are seriously wounded, and the last, who hadn't gone through the window, is forced back as Anastasi follows up with submachinegun fire.

Willoughby, meanwhile, has turned his attention from the front door to the windows. Without approaching them (and making himself a target for snipers), he fires out at random. After an initial volley of fifteen or twenty seconds, he throws several smoke grenades into the front lawn. He then keeps firing as the grenades discharge their thick white smoke.

Under the cover of the smoke, the thieves make their escape. They go out the same side window that the second assault team had tried to use, and into an adjoining alley, also filled with smoke. About halfway down the alley is a heavy steel grate, which they remove. Beneath the grate is a concrete storm sewer, about five feet in diameter. Willoughby and Anastasi climb down.

To ensure a clean getaway, the terrorists leave a few covering devices. The first is a submachinegun pinned to a chair with a large C-clamp. The gun has a sixty-round magazine, and Willoughby tapes down the trigger as he and Anastasi exit the apartment. This means that automatic fire keeps coming from the building for nearly ten seconds after they are gone—enough time for them to get to the grate. Once in the tunnel, Anastasi quickly sets up a Claymore mine. It is linked to a tripwire near the bottom of the ladder leading down from the grate, but the actual mine is set about twenty-five meters down the pipe.

The whole incident takes less than thirty seconds from when the first team attacked the front door until when the terrorists slips away. The F.B.I. enters the apartment about thirty seconds after the shooting stops, and it is about a minute later that the escape route is discovered. By then, the terrorists are long gone.

Moving In

Beville and Marx knew their targets were very dangerous, and they wanted nothing to go wrong with their capture. Three people were already known to be dead, and the Feds had not even figured out what the central crime was. The arrest of Willoughby and Anastasi was going to be handled very carefully, and the police were preparing for any contingency. Although the raid was put together hastily, it was also put together carefully.

On the morning of Friday the 25th, the raid began. The street had been cleared, SWAT and bomb disposal personnel were on hand, and the Feds were ready for a fight. They got one.

Willoughby and Anastasi met the raid with force, repelling the assault teams that tried to enter the apartment, and firing automatic weapons out the windows of the apartment, apparently at random. It seemed clear that they weren't willing to be taken alive. In reality, however, the terrorists were simply screening their escape. Using smoke and heavy suppressive fire, they left through a rear window and headed into a storm sewer culvert. By the time the Feds stormed the apartment, their quarry had disappeared.

Beville and Marx were now almost back to square one. Willoughby and Anastasi had escaped—just barely—but they had left few clues about their destination, or their plans. They spent the next few days going over the apartment and collating their evidence. Although they did find his phone number, they will not learn about Libra's murder until the following Wednesday, the 30th of June. What happens between the raid and the discovery of Libra's body depends on the actions of the operatives.

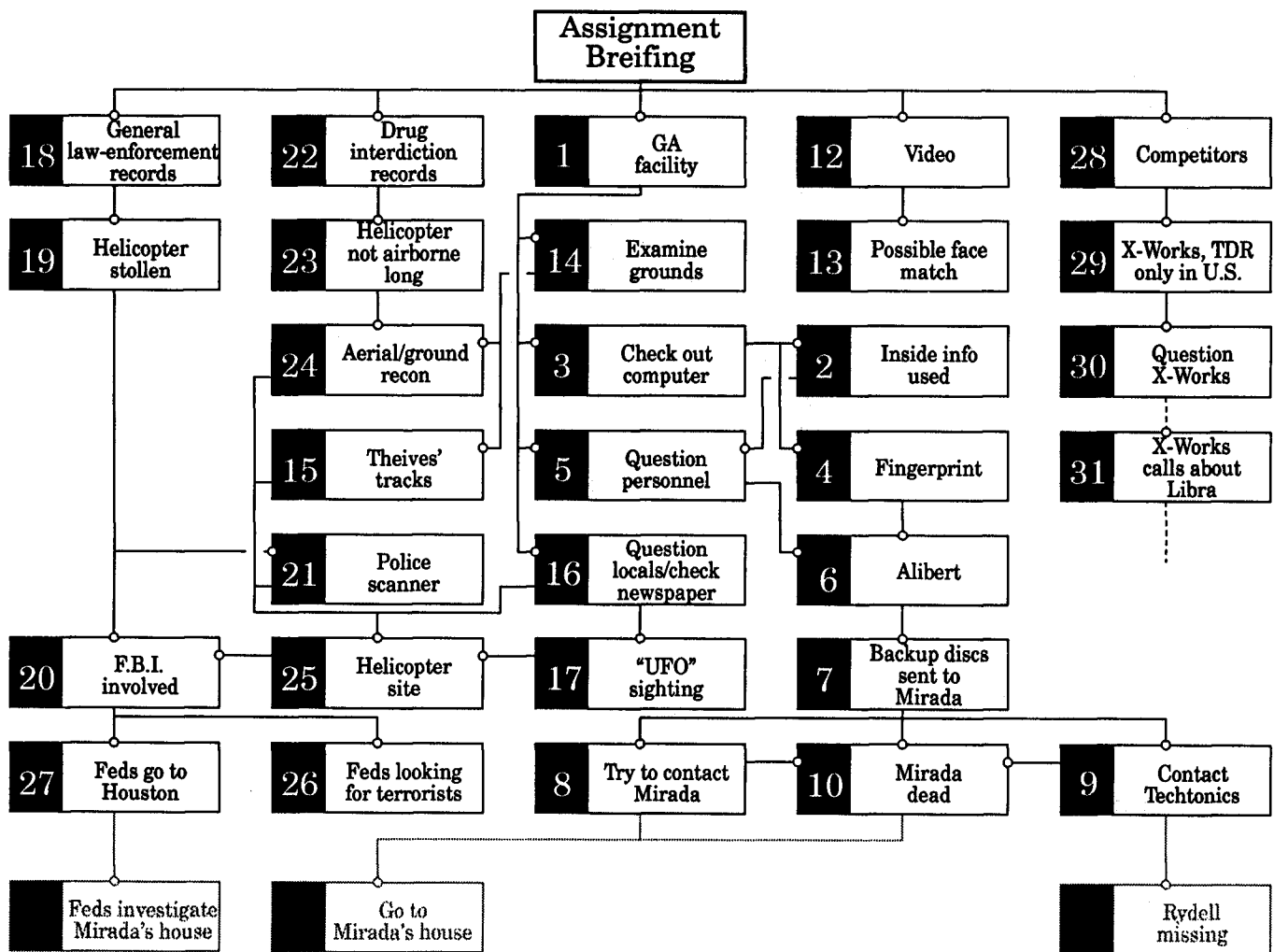
Selling the 213

After killing Libra, Willoughby and Anastasi drove the Nightwalker to the Numonics building, an abandoned office building in Vienna, Virginia. There they powered up the Nightwalker and, using the RO unit, guided it out of the truck and into the overgrown pond in front of the building. The walker trudged about thirty feet out into the pond, where it was completely immersed in the muddy water (while the 213's functions are somewhat impaired underwater, temporary immersion will not seriously damage it). Once it was totally hidden, Willoughby powered the machine down. He and Anastasi got back in the truck and returned to the apartment, taking the RO unit with them.

After the raid, the terrorists moved to a motel west of Fairfax. They made all payments for gasoline, food, and lodging with cash. Saturday morning, Willoughby and Anastasi headed back to the Numonics building, arriving at about 9:00 a.m. The plan is to meet the Sudanese envoy for the Nightwalker demonstration and sale. That event is covered below.

The Action

There are three main phases to this investigation, and these correspond with the three geographical areas in which Anastasi and Willoughby operated. The investigation will open in Florida. It is here that the operatives will (most likely) discover the details of how the theft was



committed, and gain the leads that will drive them into the next phase. Additionally, they may run into the federal investigators who are, coincidentally, looking for the same perpetrators. When they move on to Houston, they will discover the broader scope of the crime, and probably learn a little more about the identity of the thieves. Once again, their path may cross that of the Feds. Finally, the action will shift to the Virginia suburbs of Washington, D.C., where the characters will have the final showdown with Willoughby and Anastasi—and maybe the F.B.I., too.

Timing is important to how this adventure works out. **The Real Scoop** explains how events will unfold if the characters don't interfere with Willoughby and Anastasi or the Feds. On this schedule, it is very unlikely that the operatives will catch up with the thieves before they get to Washington. In fact, it is quite possible that the characters might fall behind, and completely miss any opportunity to recover the Nightwalker. If the investigation starts slowly, the GM may wish to delay events in the Washington area by a day or two, giving the operatives a chance to get into the action before it is all over. The intent of this adventure is to create a situation in which the characters are one or two steps behind the perpetrators right up to the very end of the assignment.

Global Autotechnics and South Florida

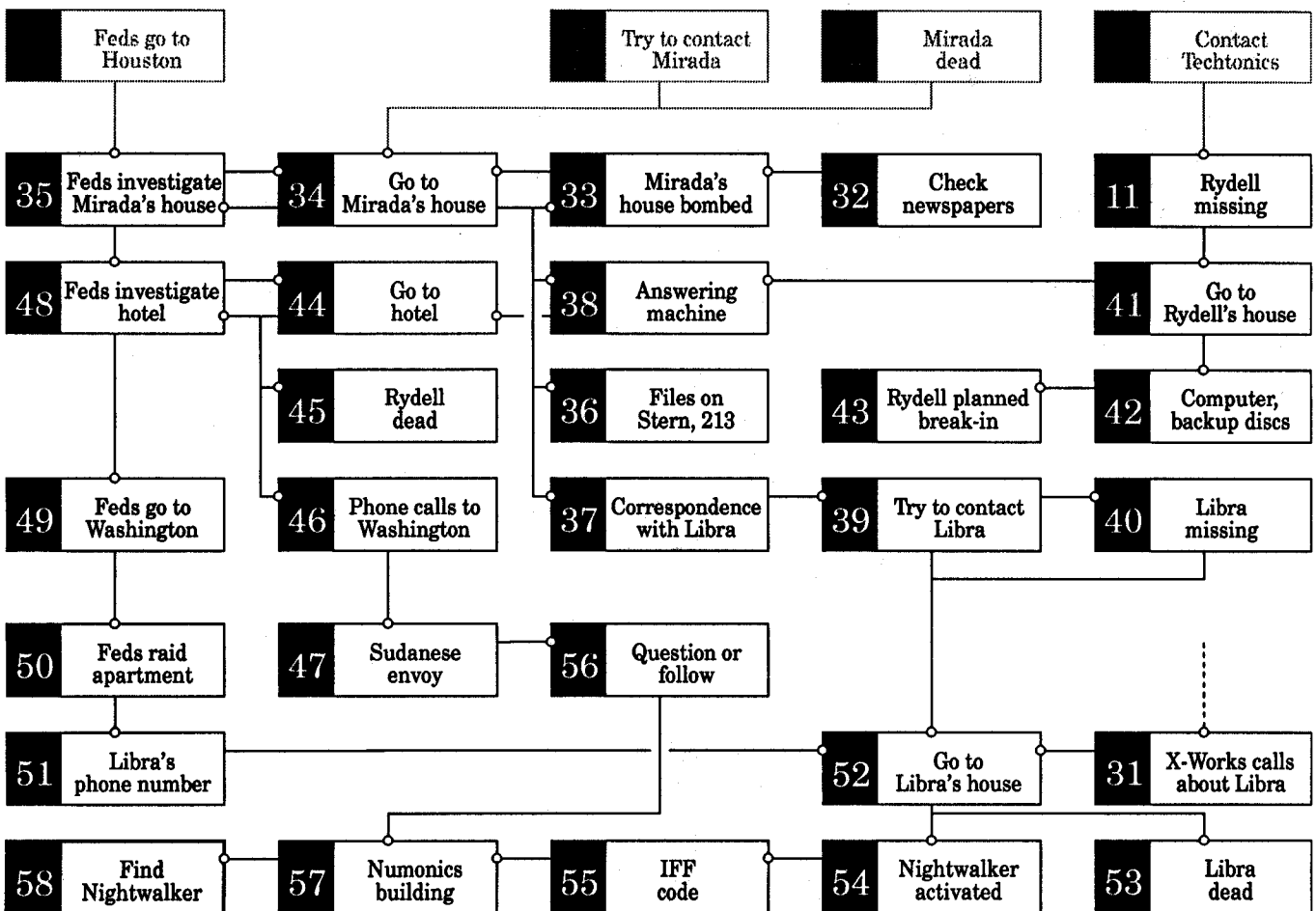
It is likely that the operatives will begin their investigation by visiting the scene of the crime. There is a lot to be learned here, if the characters are thorough and perceptive.

Visiting Global Autotechnics

The operatives will need to make all arrangements to visit the compound and to interview the employees through Geoff Hunt, the head of security. Hunt will be totally cooperative. By the time the characters arrive, Hunt will already have for them a list of all the personnel involved in the 213 project, including those who could get into Area Three at will. He will have available their files, which include background, work history, photographs, fingerprints, and personal information. He will also have arranged a tour of the affected area.

Hunt will take the operatives to Building Eleven. He will show them the security center, where the security computer is located, and then take them to Area Three, where the 213 was kept. There was not much evidence left by the intruders, just a handful of brass shell casings from their assault rifles. They have no fingerprints. If the characters have them analyzed,

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When the operatives visit the GA compound, they will be shown around by Geoff Hunt, the head of security. Hunt will be the character's liaison, and can arrange for the characters to visit any area which they need to see, or to talk to any person with whom they need to speak.

Most of the information to be found is in or around Building Eleven. Characters can examine the security computer, Testbed Area Three, and the tarmac outside, and they can question people involved with the Nightwalker project.

The security computer is a stock NEC micro with a single terminal. It is located in a small room on the second floor of Building Eleven. It has a dedicated line connecting it to the central security computer in the corporate building. With the exception of this connection, both computers are off-line—neither can be reached through an outside connection. When the characters arrive at the compound, several GA technicians will already be at work, attempting to restore the code that was downloaded into the security computer by the intruders. Unfortunately, when the computer crashed it actually erased most of its memory (instead of just reformatting it), so very little is retrievable.

It will be clear to anybody with the least bit of computer

experience that whoever wrote the program that caused this damage must have had a complete copy of the security computer's operating program. That program was last updated on the 1st of May—meaning that the code must have been stolen since then. Unfortunately, there are no records of suspicious activities or security breaches in that period, so the GA security staff has almost nothing to go on.

Testbed Area Three is a long, hanger-like building, divided into eight "bays." Each bay consists of a large, high-ceilinged room, adjoined by storerooms, offices, and control-rooms. A hallway runs along the back of the building, on the third floor. It connects with Building Eleven by an enclosed skybridge, and with each bay through a double-door, which enters onto a landing. From the landing a steel staircase descends to the floor. The bays' walls are white cinderblock, and they are brightly lit by florescent lamps.

Bay Six is typical. Near the center of the bay is the spot recently occupied by the Nightwalker. Surrounding that position are banks of electronic equipment, analytical devices, computer terminals, and workbenches. Metal shelves line the walls, and a forklift sits in the corner. A large, roll-up door leads to the tarmac outside, and there are double doors leading into the bays on either side.

When the operatives arrive at the GA facility, Geoff Hunt will give them a list of people who are on the Nightwalker project (There is a player handout for this on page 86). He will have their personnel files already pulled, available for the operatives. Each file contains the following information: a brief dossier with photo, fingerprints, physical description, address, education, and marital status; a work history including leaves taken, promotions and reviews given, and other pertinent data; security clearance information; and data on insurance and other benefit claims.

they will find only that they were new (not repacks), that they were of a commonly available, high-quality brand manufactured in Germany, and that they were probably fired in a Steyr AUG.

If the characters ask about other points along the thieves' path (where they entered the compound, which door they came through into the building, etcetera), Hunt can only offer speculation. He believes that the thieves were dropped off by an accomplice in the Myakka River State Park, and that they jumped the fence somewhere in the swampy test areas of the compound. His security personnel checked all local roads around the compound, and found no abandoned vehicles. Likewise, a check of the compound perimeter turned up no holes in the fence. Hunt figures the thieves entered Building Eleven through the door at the northern end of the building. It is one of only three which are accessible during non-business hours, and the other two are in highly-visible locations along the front of the building.

Hunt will also express his opinion that this had to have been an inside job, although it puzzles him that an insider would allow him- or herself to be taped by the 213. At the very least, whoever trashed the security computer would have needed an up-to-date copy of the computer's general operations program. Since the computer is off-line, that means that they would have to actually be at the computer, or at the central security computer (the only computer it is linked to) to get the code.

An operative making a Computer Operations/Civil Systems or Security roll would realize that the intruders could have gotten their information from the computer's back-up discs. If asked, Hunt will tell the characters that the discs are kept in the same room as the security computer, and they have been checked and are still there. There is no evidence of them ever having been removed, but anyone who could have gotten into the locked, limited-access room could have borrowed them or made copies there with little chance of anyone noticing. If the characters have the back-up discs checked for fingerprints (a Police Science/Forensics task) they will find a partial fingerprint that matches that of Lorraine Alibert. Alibert has a

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passkey that would give her access to the security computer room, but it is doubtful that she ever had a requirement to be handling the backup discs.

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The characters may question a number of people at the compound, starting with Hunt himself. Hunt will gladly volunteer all information he has about the case, including the fact that he has only worked here since the end of March. If the operatives choose to interview the personnel closely involved with the Nightwalker project, they will inevitably speak with Lorraine Alibert. The GM should be careful not to give away her importance unless the characters are thorough and ask the right questions (see her character description on page 60). If they have evidence that she copied the back-up discs, or if they tell her that Mirada is dead (he probably won't be at the time they speak with her), it will be much easier to get information out of her.

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If the operatives learn of Mirada's involvement, they may try to contact him. This will be difficult. He called in sick to work both Monday and Tuesday, and isn't home to answer the phone much on either day. He is unlikely to return any calls left on his answering machine. And, of course, he will be killed on Tuesday night. What happens if the operatives do manage to contact him depends on when and how they reach him. He will not be willing to discuss the issue, and will deny everything, although a Diplomacy/Prying or Psychology roll made with a +30 modifier will make it clear that he is desperate and scared. It is unlikely that the operatives will prevent his death without physically stopping him from meeting Willoughby.

If the operatives don't manage to reach Mirada, but seriously question his office staff or other Techtonics officials, they may learn about his death, and the fact that Rydell is also missing. The GM should allow a Diplomacy/Prying or Acting/Con roll, with a -20 modifier if the questions are being asked over the telephone, but with a +20 if Mirada's or Rydell's death has been discovered and made public.

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Another piece of evidence the operatives will want to examine is the video from the Nightwalker. The operatives may want to have the faces on it identified. They can send a copy of the disc to BlackEagle's forensics facility in Atlanta, where the images will be run through the database for a possible match. BlackEagle's database is not as big as the F.B.I.'s or Interpol's, but the computer matching system is first rate. Within forty-eight hours after sending the images, the operatives will get a return. There are three soft matches: Lon Hertzfeld, Carl Tallis, and Bardon Willoughby.

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A player handout with the results from the database search on the faces appearing in the video is located on page 88.

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Sarasota and Myakka River State Park

In addition to the GA facility, the characters may wish to look around the Myakka River State Park or the nearby city of Sarasota. Operatives may try to find out where the intruders entered the compound. They can track Willoughby and Rydell's movements (a Tracking task to pick up their trail near Building Eleven, another to follow it to the fence, and a third to follow it through the park to the road). If they check out the park, they may be able to find the clearing where Anastasi landed the helicopter, especially if they read Monday's issue of the Sarasota Star-Tribune, which carries a story about a UFO sighting in the park, and gives some details about its location. This site offers little information, in and of itself. If characters question the reporter who wrote the article, or the witnesses mentioned in it (a small group of teenagers from Sarasota who had been partying in the State Park), they may discover that the "UFO" came from the east, landed in the forest,

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took off again and flew south, came north again after a few minutes, then turned back to the east. None of the witnesses saw the UFO clearly, but they will gladly volunteer that it was probably a helicopter—either a drug smuggler, a military vehicle on exercise, or something from “that computer factory” (the GA compound).

18 The next step for the operatives will probably be the discovery of the
19 helicopter itself. There are a number of ways they can find it. They may
20 start by contacting local, state, and federal law-enforcement agencies, to
21 determine if there has been a stolen helicopter reported, and if it has been
recovered. If so, they may learn about the theft in Orlando (which took place
Friday evening), and of the discovery of the helicopter Tuesday morning,
which brings in the F.B.I. If they pursue these facts by discretely questioning
law-enforcement officials (hopefully keeping in mind their strict orders not
to tip them off about the Nightwalker theft), they may get themselves in
trouble by making themselves suspects in that case. The GM should modify
Diplomacy or Acting rolls by -30 to prevent this. One way the operatives can
avoid this pitfall is to listen in on police radio chatter. This should clue them
in to the helicopter site (+30 on a Perception roll if the radio is being
faithfully monitored), but they won't hear about it until midday Tuesday, at
the earliest.

22 If the operatives choose to avoid police contact, they may find the
helicopter on their own, possibly even before the police do. One method of
tracing the path taken by the helicopter is by checking D.E.A. radar
tracking records. It is no secret that south Florida is under constant radar
surveillance by the Drug Enforcement Agency, in an effort to reduce
smuggling. An operative making an Intelligence roll by 20 will recall that
recordings are made of all radar contacts (the costly and controversial
implementation of this system made big news in the mid-nineties). If the
operatives get ahold of these records, either by contacting a D.E.A. official
and making a Diplomacy or Acting roll at -40, or by raiding the well-
23 protected data banks, they will be able to nail down the helicopter's landing
site to within three or four kilometers.

24, 25 The helicopter's exact location can be pinpointed through an aerial or
ground reconnaissance. The helicopter is sunk in a pond alongside State
Route 72 about forty kilometers east of the GA compound. It will be easily
spotted from the air (Perception roll with a +10 modifier) if the operatives
fly within two kilometers. If they are patrolling randomly, they should be
allowed one unmodified Perception roll per hour of air time. If they make
a ground recon of local roads, the GM should allow an unmodified Perception
roll for the operatives to spot the hole in the fence left by the thieves at
the helicopter site, but only if they drive past it (the directions they may
have gotten from the UFO witnesses will lead them straight to it).

The Helicopter Site

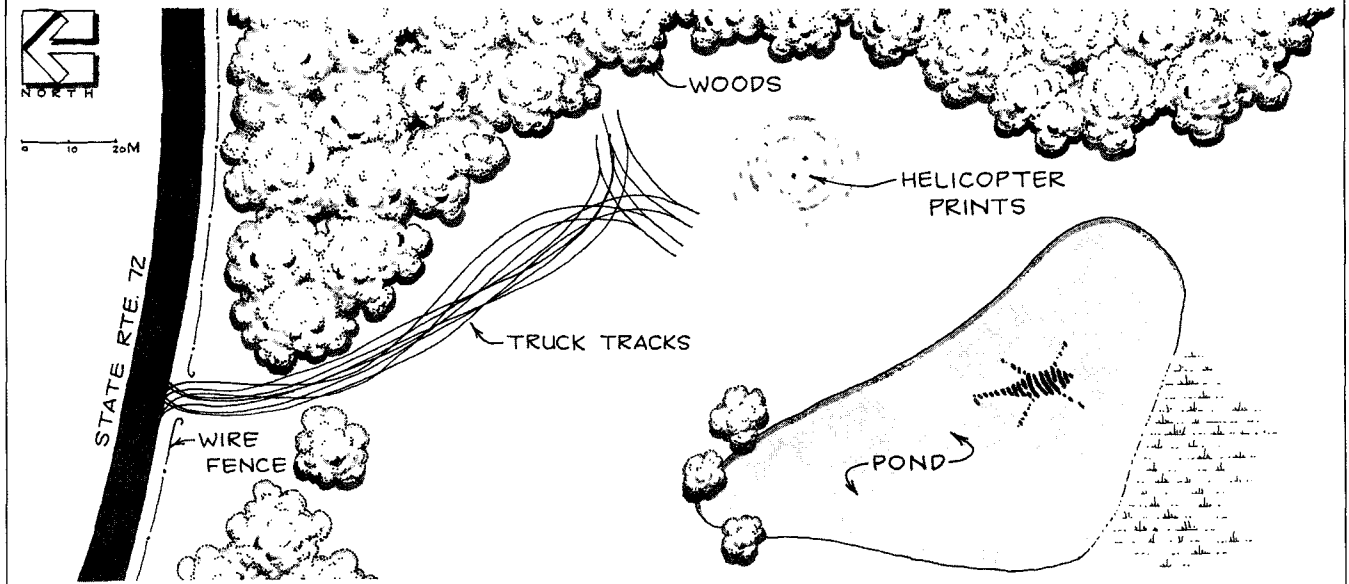
The police will begin working on the helicopter site late Tuesday morning, so the operatives will have to move fast to beat them to it. If they don't they will have to either wait until the police leave (which won't be until Wednesday morning, at the earliest), or find some way to talk, sneak, or coerce their way onto the site. In any event, there is little to be found (see **The Real Scoop** for a description of the evidence at the site), but the characters may come to the same conclusions as the Feds (p. 35).

The helicopter site occupies an area of pastureland beside small pond. A forested area screens it from Route 72, about 100 meters away. It is the break in the fence along the road, and the tiretracks leading to the pond which will catch the eye of local police.

There is little to see at first glance. The helicopter is completely submerged in the clear, dark water of the pond, and is almost unnoticeable (Perception roll unmodified if a character is specifically looking into the water for the helicopter, with a -30 modifier if a character is looking into the water, but not specifically for a helicopter, and with a -50 modifier if a character is simply looking around). The GM can remind operatives thinking about swimming that south Florida ponds are occasionally home to alligators (although

that is not the case here). There are a number of tracks in the sand near the pond. Three elliptical indentations were left by the helicopter's tires, where it landed to unload the walker. There are tireprints from the truck, and the footprints of several individuals (a Tracking roll with a +20 modifier will indicate that three individuals used a hydraulic lift to move a very heavy object from the helicopter to the truck).

Once the police arrive, the scene will change drastically. The first local police will arrive at dawn on the 22nd, and the helicopter will be discovered shortly after that. It won't be pulled out of the lake until 5:00 that evening, however, after Beville and Marx arrive. The site will have two to ten cops at it all day long, and well into the night, and will remain cordoned off as a crime scene for several days after that.



Even if they can't get access to the site, a little bit of creative listening and watching may gain the operatives some clues. They may be able to tell by looking that the F.B.I. is present (Perception roll at +20 to notice Beville and Marx, or a -10 to notice that they are F.B.I.). With a decent story and an Acting/Con or Diplomacy/Prying, the operatives may learn from site guards that the F.B.I. is involved, and that they may be looking for terrorists (the operatives can get Willoughby and Anastasi's names if they make their rolls by 30 or more). If the operatives inquire Wednesday morning or later, they can learn that few clues were found, and that Beville and Marx are headed for Houston on some related business.

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Additional Research

There are a couple of trapdoors that the GM can use as a safety net, in case the players become sidetracked and need some help getting back into the plot. Both will get the operatives to Washington, D.C. in time for the sale of the Nightwalker.

The first requires some action by the operatives. Early in their investigation, the characters may look for possible suspects. A good place to start is with companies or governments with the technology to use the

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29 Nightwalker. In the United States, there are only two other companies that have the expertise to activate the 213. These are X-Works, a small high-tech company located near Washington, D.C., and TDR, a California-based firm. Both do research into neural computer architecture and robotics applications, and are GA's only competition in the field. Neither company was involved with the theft, but Gideon Libra, who helped Mirada develop the faulty neural boards for the Nightwalker, works for X-Works. If the operatives contacted X-Works while investigating possible suspects, the company might get back to them when Libra fails to report to work on the 25th. Of course, the operatives will need to have left some way to be contacted.

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A second trapdoor lies with the F.B.I. After the Alexandria raid, the Feds might start contacting companies that work with sensitive technology, asking about thefts or breaches in security. Since they know that Willoughby killed Mirada and Rydell, both Techtonics employees, they would really lean on Techtonics—and word of this would get back to GA rather quickly. The operatives could get a call from Sarabande, warning them that the Feds are on to something in the Washington area.

A Trail of Bodies

After a day or two in Florida, the action will move to Houston, Texas. The characters may go to Houston to look for Mirada, to question Techtonics personnel, or because they are following Beville and Marx.

There are two important scenes in the Houston area. Both will be visited by the F.B.I. and local police. The first is Mirada's home. The second is the Bocaritz International Hotel, where Willoughby and Rydell came after the raid, and where Rydell died.

Mirada's House

32, 33

If the characters are in Houston on or after the morning of Tuesday, the 22nd of June, it won't be hard to find out about Mirada. The bombing of his house made the front page of the local papers, and was mentioned briefly on the evening news around the country.

34

35

There is a lot to be learned at Mirada's house, but if the characters arrive after the bombing, they may have a hard time getting in. After Mirada's murder, the house is, of course, a crime scene. The place will be alive with local police officials for at least twenty-four hours after the bombing, and will be visited periodically by Beville, Marx, and local detectives for some time after that. There will be a police guard present for five or six days.

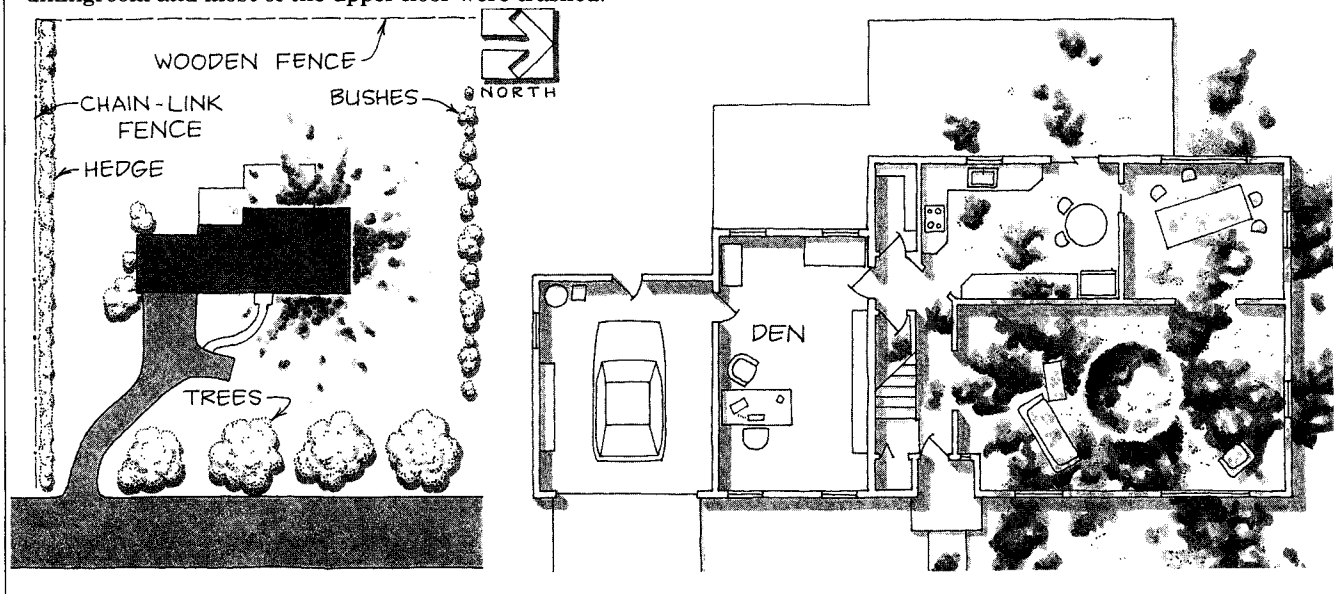
If the characters get into the house, there are a number of things they can learn, even after it has been scoured by police forensics. Mirada has been careless about his evidence (not realizing the scope of the crime he was becoming involved with), but the police and the F.B.I. will not immediately realize the importance of most of it. However, once the forensics team arrives from the F.B.I. National Headquarters in Quantico, Virginia on Friday afternoon, it will be much more difficult to get into the house, or to find the evidence described below, which will be impounded by the team.

36

Mirada's study was not badly damaged by the blast. Characters going through the study and making a Perception roll will notice a lot of hardcopy

Jesse Mirada lived by himself in a nice, medium sized house in an affluent neighborhood in Pasadena, a suburb of Houston. The house had a livingroom, diningroom, kitchen, den, and garage on the ground floor, and three bedrooms on the second floor. There was no basement. The bomb destroyed much of the northern end of the house with its blast and resulting fire. Only the garage went unscathed, though the kitchen and den were not badly damaged. But the livingroom, diningroom and most of the upper floor were trashed.

The authorities arrived at the scene within minutes of the blast, and the Feds were there by Wednesday evening. The police will seal the area up, keeping two or three guards around twenty-four hours a day through Saturday night. Additionally, there will be detectives, forensics personnel, reporters and spectators in and around the site all day Wednesday and sporadically after that.



in the wastebasket. The hardcopy contains a few technical notes about the 213, and a partial dump of Paula Stern's personnel file from GA. It also contains a few pieces of GenNet correspondence with an individual named Gideon Libra, which have something to do with neural chips. If a character makes a Computer Operations/Networks roll, he can determine from the GenNet address that Libra is in Virginia, near Washington, D.C. These pieces of information are buried with others in the trashbin, and the GM should not single them out as important.

37

A clever character may realize that there is more information than this, in Mirada's computer files. Unfortunately, and there is no power to the house, so his terminal cannot be switched on. There are discs laying around, but they contain little useful information (a fact which can only be determined by taking them to a terminal with power). If the operatives steal Mirada's terminal and take someplace where they can get electricity, they can attempt to raid its one-gigabyte harddisk for more data. This will require a Computer Operations/Security roll with a -20 modifier (Mirada kept his sensitive data reasonably secure). If successful, the resulting documents should make Mirada's original plan fairly clear. They talk about the design of the chips Mirada was working on with Libra, and are fairly explicit about their purpose. They also mention briefly Rydell's part in the conspiracy, and allude to Anastasi and Willoughby.

Also located in Mirada's study is his answering machine. The police, of course, checked the tape, but they made a mistake. They only played back the messages received since the machine was last checked, and they have

38

The police and the Feds tried Mirada's answering machine, but they only listened to the recent calls, and not the older ones. If the operatives think to check the entire tape, this is what they will hear. The italicized words represent the digitized voice of the machine itself, stamping the time and date for each message.

"Number of messages: Five.

Wednesday, 6:17 p.m. [beep] Jesse, this is Gideon. I just wanted you to know that I dropped those last two in the mail today. It's overnight delivery, so they'll get to your office tomorrow. Let me know how things turn out.

Thursday, 5:35 p.m. [beep] Hi, Jesse, this is Tanya. I'm going out to see Mom on Tuesday, so if there's anything you want me to bring her, give me a call. The flight's at eight in the morning so call me by Monday, okay? Talk to you later.

Friday, 9:56 a.m. [beep] Hello, I'm calling from Media Cable Services to let you know that we will be extending our

special on premium channels through the end of July. In August, rates for all the premium channels will be increasing, so now is the time to sign up. Call Media at 798-6945. Thank you.

Sunday, 7:03 a.m. [beep] Jesse, this is Eric. Look, I don't know what you told Weston, but we didn't follow the plan. I think those two are up to something and it's serious. Weston just made reservations at the Bocaritz downtown—we'll be in room 713. He doesn't know that I'm calling you, and I'm gonna play dumb. This guy gives me the creeps. I'll call you back when I can.

Monday, 11:22 a.m. [beep] Hello, Jesse, this is Alan at the office. If you feel up to it, could you send those actuator profiles over the wire to us here? Sharon wants to finish that linkage design this week. Thanks. Hope you feel better. Bye.
End of messages."

not yet confiscated the tape. Because of that, they only heard the last message (from Mirada's office), not all of the messages still on the tape. If the operatives listen to the entire tape (by rewinding it and playing it from the beginning), they will hear the message from Rydell (see the sidebar). Of course, the operatives may make the same mistake the police did. The GM may allow an Intelligence roll with a -20 modifier, success indicating that their characters think to check the entire tape.

39

If the operatives attempt to contact Gideon Libra, he will be cagey and suspicious, and will not answer direct questions from the operatives. A Diplomacy/Prying or Acting/Con roll made by 20 will reveal that he knows about the Nightwalker project, that he's had some experience with its neural-net architecture, and that he has had some contact with Mirada. He will admit to nothing, however, and if questioned by phone he will hang up the minute he feels the operatives are on to something. If questioned in person, he will only admit to designing the Nightwalker boards under extreme duress.

40

Libra will be killed Thursday evening. If the operatives attempt to contact him then, they will get much the same results as they got trying to reach Mirada.

Rydell's House

41

The operatives may find out that Rydell has been absent from work through Techtonics, or they may find Rydell's body at the Bocaritz Hotel. In either case, they may want to check his house, although if the police have been to the hotel, they will be at his home as well. There are a number of items here that may put together the puzzle of the theft. The most striking piece of evidence for any computer-literate character is the presence of a powerful micro-computer in Rydell's study. It is identical to the model used in the security center at Global Autotechnics in Florida. If the operatives sift through Rydell's neatly sorted shelves of data discs and tapes, they will quickly find a copy of the backups made by Lorraine Alibert. But the most damning evidence is on the computer's harddisk. On it are a number of documents that helped Rydell plan the break-in, including detailed schedules of events that match Geoff Hunt's reconstructions fairly accurately, up to the point of the crash. In addition, Rydell left a voice-mail message on his

42

computer, with forwarding instructions to Mirada's GenNet address. The message is essentially the same as that on the answering machine at Mirada's house.

43

The Bocaritz International

It is here that Rydell was killed, and this is one of the few crime scenes that the operatives have much of a chance of getting to before the police.

44

If the characters do arrive here before the police, they will find Rydell's corpse. There is nothing to identify it, however, as all identification has been destroyed, but they may recognize the face from the video. There is little else to learn in the actual room (see *The Real Scoop*), outside of the fact that the operatives are pursuing a ruthless and dangerous foe. The real clues lie elsewhere in the hotel.

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The operatives may wish to question hotel personnel. If they do, the GM should keep in mind that the hotel staff will be unaware that they have a corpse in one of their rooms until Thursday morning, unless the operatives tip them off, deliberately or accidentally. The characters should be able to find out who rented room 713 by questioning someone at the hotel desk. This will require a Diplomacy/Prying roll, modified as the GM sees fit according to how the players present their questions (the hotel staff are fairly discrete, and respect the privacy of their clients). If successful, the operatives can learn that the room was taken by a Brian Weston, who checked in on Sunday morning with another guest and paid cash for one week. If the characters are talking to someone who was actually at the desk Sunday morning (20% chance), they can get an accurate description of Rydell and Willoughby, and can learn that they were dressed in business suits, seemed to be very tired, and were not very talkative.

With a little additional coercion, or a bit of sneaking around and hacking, the operatives can learn something of Willoughby and Rydell's activities during their stay. Nobody remembers them leaving their room much, but the hotel has a computer which monitors outgoing telephone calls for billing purposes. Checking this will reveal that a number of long-distance calls were made from room 713, all on Monday and Tuesday. They went to Atlanta, Washington, D.C., and Virginia. If the characters can have the numbers located, they will find that the call made to Atlanta went to a motel (and was switched to a room rented by Karen Atkins, who checked out Wednesday). There were seven calls to D.C.—one to the Syrian Embassy, two to the North Korean Embassy, one to the Libyan Embassy, and three to the Sudanese Embassy. All were routed through the embassy switchboards, and it will be impossible to find out who the final recipient of the calls were (foreign embassies don't give out that sort of information, and their computers are off-line). There was one call to Alexandria, Virginia and three to Falls Church, both suburbs of Washington, D.C. A little investigation will reveal that the Alexandria number is an apartment rented to Brian Weston. The Falls Church number is a residence rented by the Sudanese Embassy.

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Weston also used the hotel service to book a reservation on a flight from Houston Intercontinental Airport to Dulles International Airport outside of Washington. The flight left on the morning of Thursday, the 24th.

If the operatives do not beat the police to this crime scene, they will have to jump through what must seem like pretty routine hoops. Careful questioning of low-level police and hotel staff at the scene can get the operatives most of the information above, but they will have to be careful to

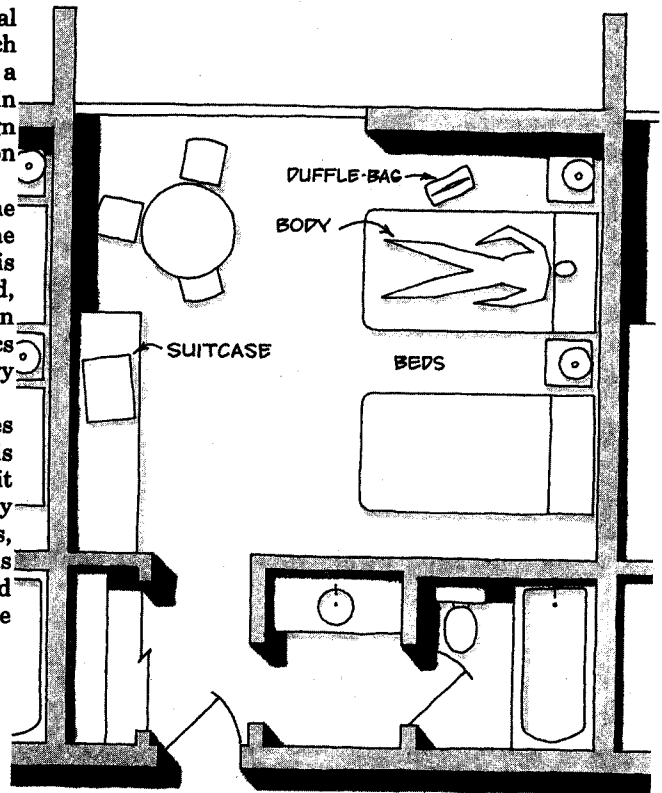
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Willoughby and Rydell stayed at the Bocaritz International for several days. They had a small double room, which consisted of a main room with two queen-sized beds, a dressing area, and a bathroom. They paid for their room in cash, through the end of the week, and a do-not-disturb sign was left on the door, but the hotel staff will enter the room on Thursday, the 24th, and discover Rydell's body.

Rydell slept in the furthest bed, and it was here that he was killed. His body, dressed in only a bathrobe, lies on the bed. His eyes are open, and there is a bullet hole in his forehead. A blood-drenched towel is folded under his head, and if he is moved, the sight will be grisly. An examination of the powder burns on his forehead (Police Science/Forensics task with a +30 modifier) will reveal that he was shot at very close range.

Rydell's belongings are still in the room. His clothes are slung over a chair, and his wallet lies on the floor. It is empty—all cash and forms of identification (including credit cards) are missing. A black duffle-bag sits on the floor by Rydell's bed. In it is a pair of light-weight overalls and gloves, also black, and some electronics tools. Willoughby has cleaned everything of fingerprints. A few pieces of charred plastic, the remains of Rydell's IDs, are in the bottom of the toilet bowl.



avoid being seen and recognized by Beville and Marx, if they've run into them before. If the operatives monitor the situation until Thursday afternoon, they can learn that Beville and Marx have moved on the Washington, D.C.

A Desperate Escape

The third phase of the operatives' investigation will take them to Washington, D.C. They may come here looking for Libra, because they have followed Willoughby's paper trail, or because they are following the Feds. Additionally, there are a couple of trap-doors that the GM can open, if the players really need a hand, that might bring them here (see page 43). It is to the Virginia suburbs of Washington that Anastasi and Willoughby have brought the Nightwalker, intending to sell it to a Sudanese official acting on behalf of the North Korean government. There are a number of crime scenes in the Washington area, but the two most important are the terrorists' apartment in Alexandria and the Numonics Building in Vienna. The apartment serves as a temporary hideout for the thieves. The Numonics building is the site for the demonstration and sale of the Nightwalker.

The Apartment

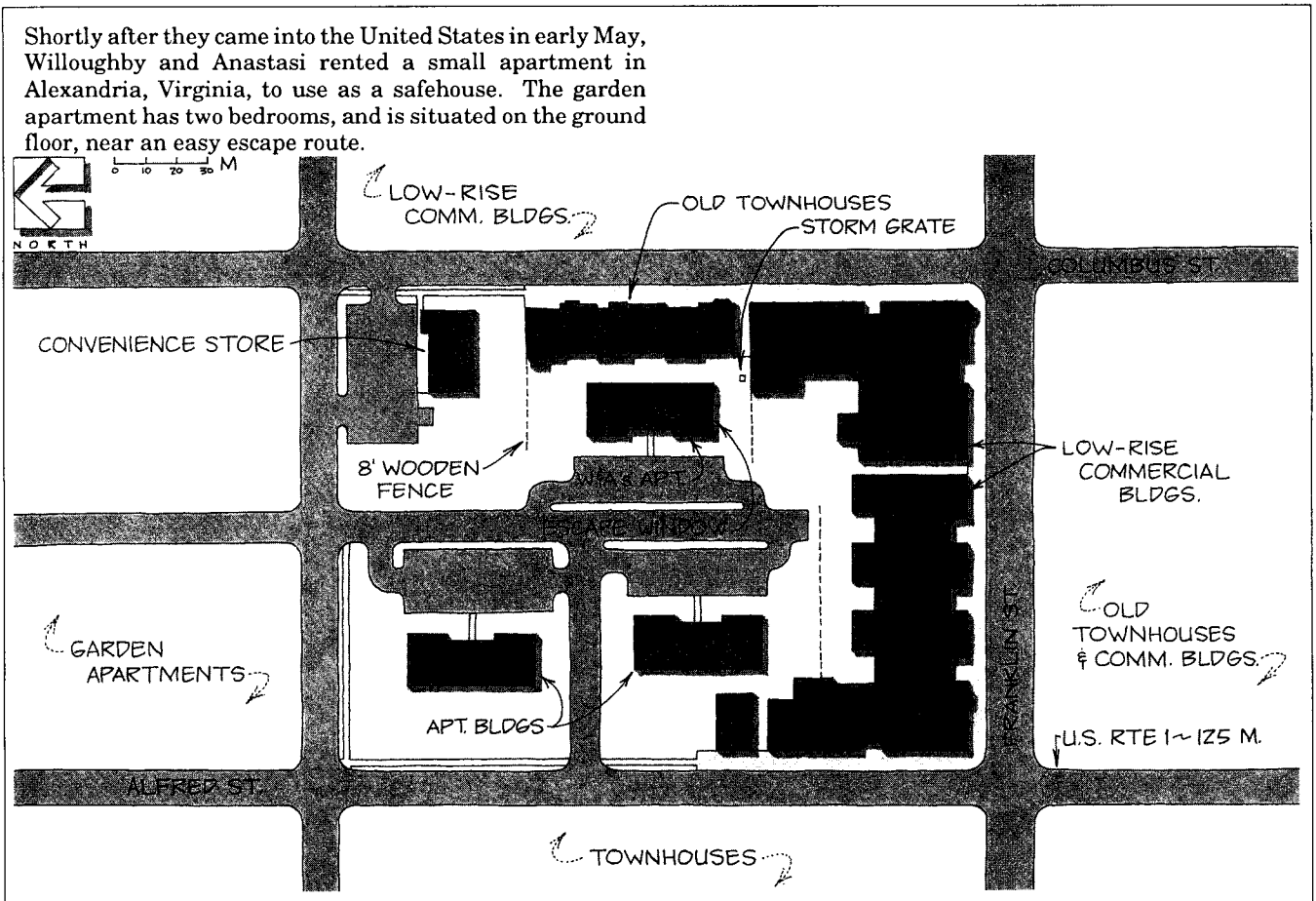
In May, shortly after they arrived in the United States, Willoughby and Anastasi rented a garden-style apartment in a decaying neighborhood in Alexandria, Virginia. The apartment is on the ground floor of a three-story

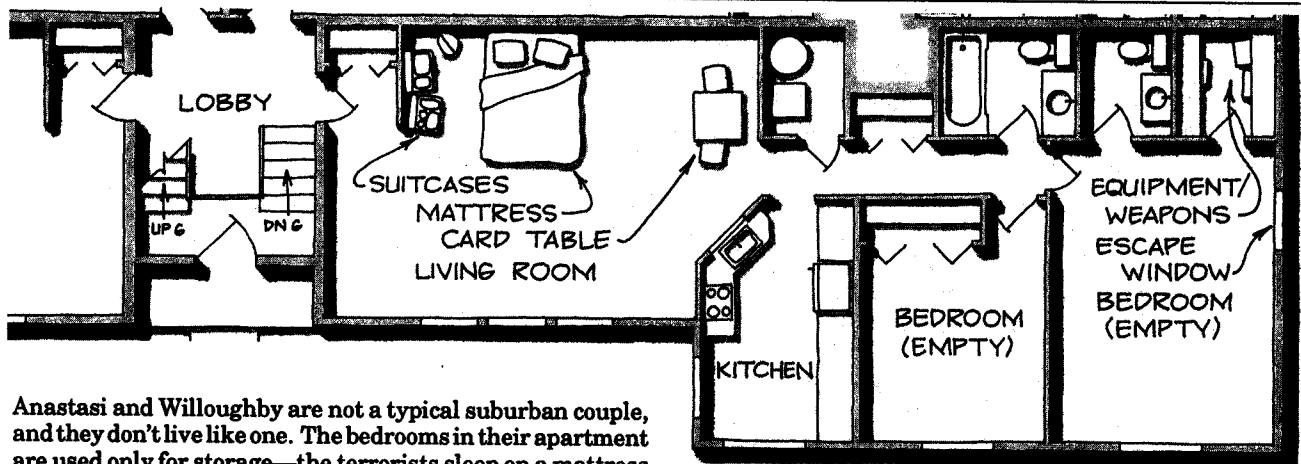
building, and was specifically chosen for its escape potential. Anastasi and Willoughby have a well-developed escape plan, which they will use when the F.B.I. finally moves in to get them. This will happen on the morning of the 25th (unless the GM changes the schedule, or the characters do something to alter it). The player characters may or may not be present. If they are, then they may be able to affect events as described in *The Real Scoop*, and may even be able to kill or capture Willoughby and Anastasi. That could cause more trouble than if the terrorists get away. If the terrorists end up in the hands of the feds, the operatives will probably have difficulty getting to question them. If the characters do not alter the events at the apartment raid, then Anastasi and Willoughby will get away, as described in the sidebar on page 37.

50

There is one clue which the operatives may find if they enter the apartment. Willoughby contacted Gideon Libra, although he made no calls from the apartment (a fact which the Feds will have checked even before the raid). Willoughby did, however, maintain an electronic datebook in which he kept names and phone numbers, and in his haste he left it in the apartment. This will be a windfall for the Feds, and they will guard it jealously. The operatives will probably only get to see the datebook if they get into the apartment immediately after the fire and find it before the F.B.I. team does. If they don't get, the operatives may talk Beville into letting them see it, if they already have an information-sharing agreement (see *Dealing With the Feds*, below). If Beville lets the operatives see the

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Anastasi and Willoughby are not a typical suburban couple, and they don't live like one. The bedrooms in their apartment are used only for storage—the terrorists sleep on a mattress in the livingroom, close to the door. Other than the mattress, a folding table and a couple of chairs, the place is totally unfurnished. The blinds are always shut, and a steel bar has been installed to brace the door.

An emergency stockpile has been accumulated and stored in the rear bedroom. It consists of firearms, grenades, gasmasks, and miscellaneous equipment essential to the terrorist trade.

After the F.B.I. raid, the apartment will be a shamble.

Scores of bullets were fired at the apartment, most penetrating all the way through, making for hundreds of bullet-holes throughout the interior. A fragmentation grenade exploded in the rear bedroom, destroying it and shattering every window in the building. Willoughby and Anastasi abandoned almost all of their equipment in the apartment, but little of it is intact after the battle. Willoughby's datebook is in his suitcase.

datebook, it will only be under close supervision, and he will pay careful attention to what the operatives are interested in. Libra's number is in the book.

There are over 200 other numbers listed in the datebook. The Feds will investigate most of them, especially those in the Washington area. Agents will begin watching Libra's house on Saturday, but no-one will enter it (and discover the body) until Wednesday.

Libra's House

Gideon Libra lived alone in a house in Falls Church, Virginia. He had few close friends, and no family nearby. His body will not be discovered until Wednesday, the 30th of June, when his office reports him as missing, so it is unlikely that the police will investigate the scene before the operatives.

The house is being watched by two FBI agents in a van up the street (if the operatives know that Beville has the datebook, they should be allowed an Intelligence roll to anticipate the Feds watching. If they succeed, they will notice the van with a Perception roll at +20. If they fail, the Perception roll should be unmodified). If the operatives enter the house via the front door or any of the windows on the front or right side, they will be noticed. The agents will call for backup, then go into the house after them. If the operatives are not seen entering, but are seen knocking at the door, snooping around, or questioning neighbors, the agents will stop them for questioning as they leave the area. If the operatives are caught in the house, they will end up talking to Beville and Marx. They will not be charged with the murder, but they may find themselves in an uncomfortable situation, and Beville will have them held for twenty-four hours if they are uncooperative.

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The physical evidence in the house is scant, but it is apparent that Libra was a prolific technician. His basement is filled with tools and electronic equipment and parts, most of it very up to date. Libra's body was left on the floor of the basement, next to the stack of equipment that was brought in from the truck after the 213 was initialized. A character making a Computer Operations/Programming roll with a -20 modifier will realize that the gear could be used in the analysis and initialization of the Nightwalker and the RO unit. The heavy duty extension cords still laying nearby should make it obvious that the work was not done inside. If the characters raid his computers (there are three—getting into their files is a Computer Operations/Security task with a -25 modifier), they will find plans and design notes for the neural boards he and Mirada developed for the 213 (the operatives might not recognize them). They will also find volumes of GenNet correspondence with Mirada.

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If the characters look for witnesses by checking with the neighbors, they will probably interview the woman next door (with a successful Perception roll, a character will notice her watching the operatives from behind the blinds of her window as they go up to Libra's house). She saw Willoughby and Anastasi arrive, and can describe how they spoke with Libra, and how the three of them spent several hours in the back of a white panel truck, after carrying lots of tools, pieces of equipment, and extension cords out there. She can accurately describe all three of them, but couldn't tell if there was any hostility or coercion involved. It will be easy to get her to talk (a creative story and an Acting/Con roll with a +30 modifier will do it), but if she learns that Libra is dead, she will become distraught, and it will take a Psychology roll with a -30 modifier to get her calm enough to speak coherently.

Numonics

The climax to this adventure takes place in the shadow of an abandoned office building in Vienna, Virginia. It is here that the Nightwalker has been hidden, and where its demonstration and sale to an official of the Sudanese embassy will take place.

On the evening of Thursday, June 24, a little before midnight, the Nightwalker will be initialized. From that point onwards, its transponder will be active, and it will respond to transponder queries from the RO unit given to the operatives by Sarabande. If the operatives are within fifty or sixty kilometers of Vienna, Virginia—that is, anywhere within the Wash-

55

Gideon Libra lived alone in a small, box-like house in an old neighborhood in Falls Church, Virginia. The house sits on a cramped lot, and has two tiny bedrooms upstairs, a livingroom, diningroom, and kitchen downstairs, and an unfinished basement used as a workshop. The entire house is shoddily kept.

Libra was an electronics nut, and that is apparent the minute anyone enters his house. Television monitors, pieces of audio and computer gear, and other electronic equipment litters almost every room, along with tools, components, bits of wire and circuitry, and other debris. The basement is Libra's workshop proper. In it are several high-powered computers, as well as three large workbenches.

Shuffling through the stacks of hardcopy laying around, or going through Libra's files on his harddisks, it will not be hard to make the connection between him and Mirada. There is a ton of GenNet correspondence, dating from months back, and it is clear that designing the faulty neural boards for the Nightwalker has been Libra's main project for quite some time.

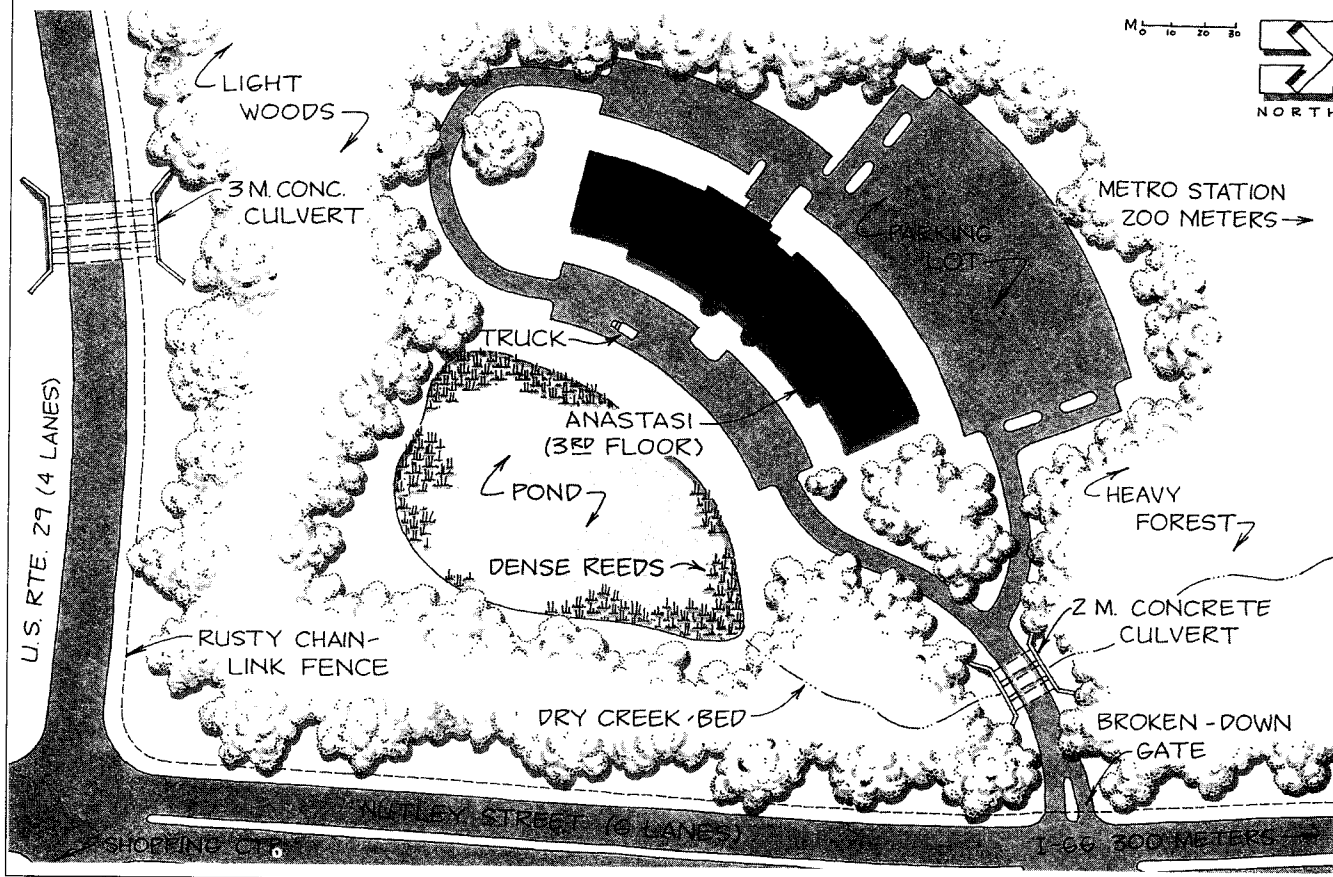
Libra's next-door neighbor happened to notice Willoughby and Anastasi's visit, just as she will happen to notice the operatives visit (unless they take pains to go unseen). She can be questioned about the terrorists visit (see page 34), but is unaware of Libra's murder.

The site for the sale of the Nightwalker is an abandoned mid-rise office building near Vienna, Virginia. The Numonics building is a nine-story glass-faced structure set back in light woods from the intersection of routes 29 and 243. Part of the construction glut of the late eighties, the building has since gone unoccupied, and has sat empty for several years. Its lower windows have been smashed, and its doors boarded up. The parking lots behind and in front of it are covered with weeds and broken glass. Between the building and the trees that screen it from the streets is a pond, once beautifully landscaped, that controls storm-water runoff. It is murky

and choked with reeds and grasses. This is where the Nightwalker has been hidden.

In the late morning, on Saturday, the 26th of June, Willoughby and Anastasi will meet the Sudanese envoy here. Willoughby will handle the transaction, while Anastasi keeps watch from the third floor of the building. Her approximate position is marked on the map.

If the operatives break in on the meeting, Willoughby and Anastasi will try to escape, masking their route, as usual, with violence. They will try to head north, where there is a Metro station about 200 meters away.



ington area—and they use the RO unit, they will get a bearing that will send them towards the Numonics building. With a little experimentation, they can easily pinpoint the site. However, the RO unit will not give a clear reading once the operatives get within roughly 100 meters of the building itself.

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The operatives may also get to the Numonics building on the heels of the Sudanese envoy. If the operatives tracked down the phone calls made by Willoughby in Houston, they will have discovered that he made three calls to a house in Falls Church, rented by the Sudanese Embassy. It is the residence of Imbrahim Coulibalih, the Special Envoy for Agricultural Affairs, actually an intelligence officer. Watching and following Coulibalih will be a tedious task, but will lead the operatives to the meeting site.

The operatives may opt instead to question Coulibalih about his dealings with Willoughby. This is a tricky proposition, with potentially

dangerous legal ramifications. However, Coulibalih is not immune to persuasion, once convinced that the operatives are not representatives of the U.S. government. If the operatives lean on him heavily, and he realizes that diplomatic immunity will not protect him, he will tell them everything.

The terrorists will arrive in the late morning on Saturday, followed shortly by Coulibalih with an assistant. Willoughby and the envoy will discuss the sale briefly, and some cash will change hands. Then the demonstration will begin. Willoughby will use the RO unit to guide the Nightwalker out of its hiding place in the pond. It will be walked around for about ten minutes, as Willoughby explains its functions to Coulibalih. Finally, the 213 will step into the back of the truck, and the terrorists and the diplomats will leave. The entire transaction is detailed in the sidebar on this page. If the operatives do not prevent the transaction from taking place, the 213 will be driven to the Sudanese Embassy in Washington. Once there, it is virtually out of reach.

If the characters come into the scene during the sale, they may be spotted by Anastasi. She is in the Numonics building itself, keeping watch out of the front. The GM should allow her a perception roll, modified according to the stealth the characters employ. Should Anastasi spot the operatives, she will warn Willoughby by radio.

If the operatives move to stop the sale, they will have to shoot it out with Willoughby and Anastasi, who will do their best to take the money and run. Anastasi will cover Willoughby, firing her AUG (with a laser sight and a 3x scope) from her third-floor window. As soon as Willoughby (who will use his 92F) can break away, she will leave via the rear of the building. There is a metro station about 200 meters north of the Numonics building, and the two will beat a fighting retreat in that direction. The GM will have to field the situation as he can, until the terrorists are captured, killed, or get away. The Sudanese will stay out of the fighting unless forced to defend themselves, and in fact will attempt to leave, without even trying to get their money back. If the operatives are clever, they will stay well out of sight until Willoughby brings the Nightwalker out for its demonstration. If they aren't cautious, however, the GM should endeavor to get the fight going before the

57

The Numonics building is where the Nightwalker will be sold, and the scene of the probable climax of this assignment. The operatives may choose to make their move as soon as they arrive, but if they wait and watch, or if they arrive late, this is what they will see:

Willoughby and Anastasi will arrive at the Numonics building at about 10:30 a.m. on Saturday, the 26th of June. They will park the truck in front of the building's main entrance. Willoughby will wait in the cab, while Anastasi will take a rifle and radio transceiver and go into the building to keep watch.

About ten minutes later, a black Mercedes with diplomatic plates will pull into the parking lot. Two men will get out, both dressed in dark three-piece suits. One is a special envoy from the Sudanese embassy, Imbrahim Coulibalih. The other is a Sudanese army officer, posing as the envoy's driver. Both are armed with Browning Hi-Powers, but they did not come to fight, and won't except in defense of their lives.

Willoughby will meet the others about halfway be-

tween the two vehicles, carrying the RO unit. The three will discuss the sale briefly, and Willoughby will be shown two briefcases full of cash. He will be given one.

Willoughby will turn towards the pond and switch on the RO unit. As the three of them watch, the Nightwalker will begin to pull itself from the reedy pond. It will wade up to shore, and then trudge around the parking lot. It will pause, wiggle its little arm, pivot its gun, walk, turn and run as Willoughby puts it through its paces, controlling it with the RO unit. This will go on for about ten minutes, with even the Sudanese having a chance to try it out.

Finally, with everybody satisfied, the Nightwalker will step back into the truck. Willoughby will call Anastasi out of the building, and they will get back into the cab with the second briefcase. The Sudanese will get back into their Mercedes, and, if the operatives haven't stopped them by now, both vehicles will head towards the Sudanese Embassy in D.C. Once there, they are on untouchable turf, out of reach of the authorities, and probably the operatives. . .

Nightwalker's hiding place is revealed. This will give the operatives one more little mystery to solve when the battle is over. It will also prevent the police and the Feds from seeing the 213 when they arrive.

Once the gunfighting starts, it won't be long before the law arrives. The Numonics building is set back from two major streets, and is well screened, but any gunplay will be quite audible from the surrounding area. The GM should make a roll every minute after the shooting starts. For the first five rolls, the police will only have a 5% chance to start arriving. Subsequently, they will have a 20% chance. In all probability, only one car (two cops) will arrive first, with backup four or five minutes behind them. These are suburban cops in an affluent, low-crime district, and they are unlikely to be armored or carrying automatic weapons, although shotguns are likely. Beville and Marx should arrive as shortly after the local police as the GM can justify.

The police are likely to regard anyone on the scene as hostile. The Sudanese, if they are still there, will not put up a fight—they have diplomatic immunity. The operatives, likewise, may not want to end up shooting it out with the cops. Willoughby and Anastasi, on the other hand, will go down fighting.

When the shooting is over, the operatives should have little trouble figuring out the Nightwalker's location. If the operatives turn on Willoughby's RO unit, they will see the murky brownness of pond water in the video monitor. A character searching for tracks will find the walker's unmistakable prints leading from the parking lot to the pond with a Tracking roll at +30.

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Dealing With the Feds

The operatives' path will inevitably cross that of Beville and Marx. Where and when this occurs and what results depends on the character's course of action. There are several points of likely contact: the helicopter site, Mirada's house, the Bocaritz International Hotel, and the apartment in Alexandria, to name a few.

Dealing with Beville and Marx successfully is one of the biggest challenges of this assignment. When the assignment begins, the F.B.I. knows nothing about the theft of the 213. While Beville and Marx would certainly like to learn anything they can about the terrorists' plans, their main concern is simply finding Willoughby and Anastasi. On the other hand, as events unfold, they will think it increasingly important that they learn what the terrorists goals are. How much they learn is up to the GM, based mostly on what the characters let slip.

Beville and Marx are not fools. If they run into the same operatives more than once, they are going to know something is up. They may have reason to think that the characters are connected with the terrorists, or they might realize that the characters are pursuing their own investigation—something related to the F.B.I. case. In either event, they will want to learn what the operatives are up to. They may pick one or more of them up for a few quick questions, or as a suspect (a character may be held for twenty-four hours without any charges being filed). The operatives may be watched or followed. How Beville and Marx handle the operatives depends on how much trouble they are, how much the Feds think they know, and what the characters seem to be doing.

The GM should not be shy in handling the Feds. One of Beville's favorite techniques is to appear out of nowhere, hustle a suspect or witness into the back seat of a big black car full of serious agents in dark glasses, and ask intimidating questions from the front seat as the car cruises through town. He will not be afraid to lie to the characters, or to feed them disinformation to get them off his back. Beville will follow all leads aggressively and he will not hesitate to do whatever it takes to handle the operatives.

The characters may attempt to avoid all contact with the Feds—this would be in keeping with their orders to maintain secrecy. On the other hand, if talking with the Feds becomes inevitable, the operatives may be able to reach an agreement with them—an exchange of information for the benefit of both parties. The characters will probably not let on that they are a BlackEagle cell. But Beville may come to suspect that anyway, if the operatives seem to be pursuing a determined, competent investigation (or if he finds an I.D. card on an arrested character). Beville will treat a suspected BlackEagle cell with respect, and may be more willing to come to an agreement once he knows or suspects who the operatives are. He will keep his priorities straight, however—his job is to find Willoughby and Anastasi, and he isn't above lying to a BlackEagle operative to do it. Furthermore, even if he agrees to exchange information, he will play his cards close to his chest, giving out as little information as possible, while prying as much as he can out of the operatives.

The Players

Katza Anastasi

Anastasi is a professional terrorist who has expanded her trade to include custom criminal work. She is thirty-four years old, of a light but strong frame. She has pretty features, with dark blue eyes, a small nose, high, rounded cheekbones, and blonde hair block-cut just above her shoulders. She is a good pilot, is quite skilled with small arms, and an expert with explosives. Her career began in 1981, when, at the age of 17, she was a West Berlin punk peripherally involved with the German Red Army Faction. She established herself as a full-time member when she participated in the disco bombing incident of 1983. From there she became more and more involved in the Faction's activities, gradually dropping the punk lifestyle to slip into the mainstream, and receiving training in Libya and Angola. She fell out with the Brigade during its ideological break-up in 1991, and committed her first act of terrorism on behalf of another organization in 1992. By 1995 she had lost all ideological basis for her work, and was acting in a strictly freelance capacity.

Katza has always had powerful anarchist and anti-social streaks, going back to her punk days, and that's what motivates her most now that her ideological connections are gone. She despises powerful social institutions, and feels no remorse when it comes to killing the people who live within those institutions—she often refers to average citizens as "cattle." Striking out at Western governments, corporations, and other organizations soothes this hatred. Katza enjoys terrorism so much that she would do it for

Katza Anastasi

34 year-old female. 167 cm., 50 kg.
Blonde hair, blue eyes, light skin.

Int.	51	Sen.	48
Agl.	62	Cor.	49
Con.	45	Str.	54
Per.	29	App.	56
Brv.	70	Wil.	68

Perception:	57
Base Speed:	17
Damage Rating:	3
Mass Factor:	1.3

Equipment:

Prior to arriving in D.C., Katza has the 213 in a white panel truck. She has two fully loaded Steyr AUGs (30 rounds each), a Desert Eagle .44 (7 rounds), and a Ruger Service-6 (6 rounds) in the truck, along with plenty of additional ammo for each. Katza always carries a Walther PPK with a silencer and 14 rounds. Once she arrives in D.C., she will have access to all of the equipment in the Alexandria apartment.

Weapon	Roll	DF/DD	Dam. Type
Desert Eagle	82	19	Hyd. Shock
Ruger Serv-6	78	17	Hyd. Shock
Steyr AUG	93	19	Hyd. Shock
Walther PPK	78	15	Hyd. Shock

Acting	50	55
Con	25	80
Aim	40	45
Autofire	20	65
Smallarm	20	65
Longarm	10	55
Diplomacy	60	65
Lying	30	95
Prying	10	75
Coercion	15	80
Drive	45	50
Automobile	20	70
Motorcycle	10	60
Electrics	45	50
Electronics	22	72
Engineering	60	65
Chemical	30	95
Civil	10	75
Germanic Languages	54	60
German	27	87
Hiding	40	45
Concealment	20	65
Shadowing	15	60
Military Science	30	35
Tactics	15	50
Hardware	15	50
Perception	50	
Unarmed H-to-H	45	51
Dodge	20	71
Punch	22	73

free, if it weren't that she also enjoys making clients pay for it. Unlike Willoughby, Katza is not truly mercenary—she is picky about the jobs she will take, and prefers those that appeal to an anarchist in her.

Katza has been Bardon Willoughby's lover for almost two years. They originally met in Angola in 1993, and began a serious relationship after working together on a Colombian car-bombing in 1995. Since then they have almost always worked together.

Anastasi is working in the US under the alias "Karen Atkins." She speaks English with an accent, but the accent is slight, and an inexperienced listener will be unable to determine her nationality.

Bardon Willoughby

Bardon Willoughby is a professional mercenary and terrorist. Of Australian descent, Willoughby is tall and stocky, with very short blonde hair and a dark tan that make him look like a pro surfer. He has a powerful jawline, a hard look in his eyes, wire-framed glasses that look distinctly out of place on his face, and a moustache. The glasses are fake, and will be discarded, along with the moustache, if Willoughby goes on the lam.

Willoughby joined the Australian army in 1978, at the age of 18. He became airborne and ranger qualified and found himself, in 1982, in Beirut, Lebanon as part of the U.N. peacekeeping force. It was there that he had his first combat experience, and where he first came into contact with the CIA. When his enlistment ended in 1984, he began working for the agency.

Agent Norborne "Nobby" Beville
 41 year-old male. 195 cm., 100 kg.
 Black hair, brown eyes, dark skin.

Int.	78	Sen.	52
Agl.	43	Cor.	38
Con.	55	Str.	57
Per.	43	App.	42
Brv.	58	Wil.	50

Perception:	51
Base Speed:	13
Damage Rating:	3
Mass Factor:	0.7

Equipment:

Beville is armed with a Smith & Wesson 1076 (9 rounds). He has available to him the resources of the F.B.I. office or local police station wherever he goes.

Weapon	Roll	DF/DD	Dam. Type
S&W 1076	74	18	Hyd. Shock

Acting	30	34
Con	15	49
Aim	35	40
Smallarm	17	57
Diplomacy	55	60
Lying	20	80
Prying	27	87
Coercion	15	75
Drive	45	50
Automobile	22	72
Hiding	40	45
Concealment	10	55
Shadowing	20	65
Law	60	66
Criminal	30	96
Perception	55	
Photography	35	39
Police Science	65	73
Forensics	32	105
Unarmed H-to-H	30	35
Dodge	15	50
Punch	15	50

careful, highly mobile criminals like Willoughby and Anastasi, and to link this information with seemingly unrelated data from other sources. For this reason, Beville might conclude that the characters are BlackEagle operatives after just one encounter, and will certainly suspect it if he runs into them in more than one city.

When dealing with the public, Beville masks his natural sense of humor behind a serious, tough-guy attitude. Combined with his bulk, this makes him an impressive figure, and while he never actually threatens violence, he has successfully intimidated countless suspects and witnesses into cooperation. He will use this tactic if he wants something out of the operatives, singling out one character. Although Beville respects BlackEagle operatives in general, or at least their capabilities, he will not let this get in the way of his tasks. As a last resort, he will have characters arrested for obstructing a federal investigation, if they are too big a nuisance.

Beville has been working with Perry Marx for almost two years. Despite their seeming incongruity, they have a good partnership. With Beville's mass and Perry's disturbing quietness, they do a great "bad cop, worse cop" routine, and Marx's forensics knowledge and criminal insight complement Beville's deductive capabilities nicely. Beville keeps an eye on Marx, however, because his partner's apparent instability runs deeper than most people know.

Perry Marx

Agent Perry Marx is Beville's assistant in the Willoughby/Anastasi investigation. Marx is Beville's opposite in almost every regard. A thin man, Marx's lean, angular features, combined with his dark glasses and wild hair, make him look like he might play lead guitar in a punk band during his off hours. Marx is a quiet man, only contributing sly comments and dry jokes

Agent Perry Marx

29 year-old male. 182 cm., 70 kg
Blonde hair, brown eyes, pale skin.

Int.	55	Sen.	45
Agl.	67	Cor.	68
Con.	43	Str.	60
Per.	30	App.	41
Brv.	60	Wil.	45

Perception:	45
Base Speed:	18
Damage Rating:	3
Mass Factor:	1.0

Equipment:

Marx is armed with a Smith & Wesson 1076 (9 rounds) and a switchblade (10 cm. knife). He has available to him the resources of the F.B.I. office or local police station wherever he goes.

Weapon	Roll	DF/DD	Dam. Type
S&W 1076	105	18	Hyd. Shock
Switchblade	83	1.4	Cut

Aim	55	61
Smallarm	27	88
Armed Hand-to-Hand	50	55
Block/Parry	20	75
Swing	25	80
Computer Operations	40	45
Civil Systems	20	65
Diplomacy	40	44
Lying	20	64
Prying	20	64
Drive	50	56
Automobile	25	81
Hiding	40	44
Shadowing	20	64
Miniature Mechanics	50	55
Locksmithing	25	80
Perception	50	
Police Science	64	69
Forensics	32	101
Unarmed H-to-H	40	45
Dodge	20	65
Punch	15	60

to Beville's conversations or questions. His quiet manner, quirky actions, and skewed looks frequently make people uneasy, and in fact, there are some in the Bureau who wonder about Marx's stability.

Paula Stern

Paula Stern is GA's vice-president for development. An electrical engineer by training, she rose to her position in upper management through talent, hard work, a no-nonsense attitude, and more than a few dirty tricks. Stern is thirty-seven years old, tall, with a presence of authority and competence. Her air, however, is distant, and she is not one to spend much time talking, especially when she can have a subordinate do the talking for her.

Stern began her rise into senior management in 1994, when she was transferred from Techtonics' Military Automation Development Center to Global Autotechnics, a small company recently acquired by Techtonics. Before the transfer, she copied and then trashed her boss's computer records and backups, which covered their recent work on ground-breaking neural architecture for high-speed computer chips. Shortly after the transfer, she applied the advances they had made to one of her own projects, and her career was set. Her ex-boss, Jesse Mirada, was never able to bring forward enough evidence to go after Stern, and although he did continue to climb the corporate ladder, Stern's career left him in the dust.

Although the thought has crossed her mind, Stern has completely discounted the possibility that Mirada could be behind the theft. To begin with, Mirada could not benefit from stealing the 213, as jealous of its success as he might be. She also doubts he has the guts to try something so daring. And, of course, neither the face nor either of the voices appearing on the 213's recordings are his.

Brendan Sarabande

Sarabande is Global Autotechnics' chief legal representative. He normally works from GA's corporate headquarters in Washington, D.C., but has come down to Florida for the investigation. Sarabande is fifty-one years old, has a thin but distinguished face, and dresses conservatively and impeccably. He is a careful speaker, an excellent lawyer, and a crafty man.

GA has sent Sarabande to Florida to make sure that the Nightwalker is recovered. Although Sarabande will allow the operatives to believe that Stern is in charge of the assignment, the truth is that Sarabande really has the most authority in this case. It is he who decided to bring BlackEagle into the picture, and he who authorized the hefty fee offered the operatives.

Sarabande will act as a liaison for the characters, and will help them with any requests they may have. However, he has no desire to manage the investigation himself, and will direct the characters to his subordinates (Geoff Hunt in particular) whenever possible.

Geoff Hunt

Geoff Hunt is the head of security at the Sarasota GA facility. Hunt is thirty-four years old, a good-looking, easy-going guy of medium build. He is clean-shaven, has light hair, wears wire-rimmed glasses, and manages to look casual even in the stuffiest of business suits.

Hunt has been in the security business for several years, but he's only worked for GA for about three months. He is competent, honest, and open, and his staff thinks highly of him. He will do everything he can to help the characters with their work, giving them access to any areas, information, or personnel they need, subject to the security concerns (the operatives will not be allowed access to high-security areas or information not connected with the theft unless they can state an important need). In fact, Hunt will have much of the information the operatives request on hand waiting for them when they first arrive at the GA compound.

Lorraine Alibert

Lorraine Alibert is a computer programmer who began working for Global Autotechnics in January of 1999. Prior to then, she worked for GA's parent company, Techtonics, under Jesse Mirada. Alibert is twenty-eight years old, and is intelligent, somewhat good-looking, and active. She is a good programmer, respected by her co-workers, and she enjoys her work.

When Alibert worked for Mirada, he told her how Stern stole his neural chip designs. Alibert respects and believes Mirada, and in fact would prefer to continue to work for him. Unfortunately, Techtonics is reducing its robotics program, turning more work over to GA, and Alibert was given little choice but to transfer. On the 3rd of June, Mirada contacted her about copying the security disks. Alibert was reluctant at first, but with a little coercion, Mirada talked her into it. She made the copy on the evening of Saturday, the 5th, when she and a bunch of other staff members were working overtime to put the finishing touches on the 213. She sent it to Mirada by overnight courier on Monday, the 7th.

Alibert is part of the 213 project, so if the operatives ask to question members of the staff, she will be one of the first they talk to. She knew nothing about the actual break-in plan, and will answer all questions about it truthfully. If the operatives ask about the past few weeks in general, they

will have to make a Diplomacy/Prying roll with a -30 modifier to get any hint that she was involved. If their questions get too specific, however, Alibert will need to make a Diplomacy/Lying roll to avoid giving herself away. If she is caught, her job and her security clearance are at stake, so she will deny everything for as long as possible.

If Alibert learns that Mirada is dead, she will make all subsequent Diplomacy rolls with a -30 modifier, while the operatives will gain a +30 when dealing with her.

Jesse Mirada

A brilliant engineer moving into upper management, Jesse Mirada has neither forgotten nor forgiven the theft of his life's work by Paula Stern, and his desire for revenge has been the driving factor in his life for five years. Although Mirada was never able to put together any significant proof that Stern stole his work, he has over the years quietly assembled a small following that believes his claim.

Although he will probably be dead before the operatives can meet him, a lot can be learned about Jesse Mirada. At his office he was known as an innovative engineer and a hard worker. He was easy to get along with, but intense and prone to occasional cynicism. He had no romantic interests, and his only family nearby is his sister, who lives in Fort Worth. There are a few in his office that know about Stern and the neural chips, but none that know about his plan concerning the Nightwalker.

Eric Rydell

Eric Rydell is a software engineer working for Techtonics' robotics program under Jesse Mirada. Rydell is a member of the small circle that knows the truth about Stern and the neural chips. As such, it was not difficult for Mirada to recruit him into his conspiracy, especially because the challenge of breaking onto the GA facility really appealed to Rydell.

Gideon Libra

Gideon Libra is a software engineer specializing in robotics. Libra is tall and gangly, with wild hair covering a growing bald spot, thick glasses, and a constantly disheveled look.

Because of his experience with robotics and his research in operating systems similar to that of the Nightwalker, Libra is well-equipped to get the 213 running. Like Rydell, Libra immerses himself totally in his work, and is motivated more by its challenge than by a salary or loyalty to a company or nation. Mirada recruited Libra after talking with some mutual friends, and Libra asked few questions about the end result of their work together.

Imbrahim Coulibalih

Coulibalih is ostensibly the Sudanese Special Envoy for Agricultural Affairs, but his real job is Head of Intelligence Gathering in the U.S. for the Ministry of Security. In this role he acts not only gathers information for his government, but also acts as a front man for other third-world intelligence agencies. His involvement with the Nightwalker began when he was asked to broker a deal between Willoughby and the North Korean government.

Coulibalih is not interested in any conflict that could get him in trouble. While he carries a pistol to protect his life, he will not use it to defend Willoughby, the 213, or the money he brings to the meeting site. If confronted, he will cut his losses and leave.

Nightwalker CA-213

The CA-213 Nightwalker is a fully automated combat machine. Although designed to be used primarily in groups of three or four, in tandem with conventional infantry or other units, the Nightwalker is capable of operating in a hostile environment entirely under its own control. On the battlefield, it discriminates between friends, enemies, and non-combatants in much the same manner as soldiers do—based on uniform, equipment, and actions—but with probably even greater accuracy. The Nightwalker can follow relatively complex sets of orders and instructions, and can be remotely instructed by a radio operator with the proper authorization codes.

The Nightwalker was stolen with two other pieces of important equipment. The first is the Remote Operations (RO) unit—a glorified radio remote control. The second is the 213's support module. This piece of computer equipment is used to program and analyze the 213.

The RO unit is a hand-held device about twelve inches tall, eighteen inches wide and four inches thick. It looks like a combination of a laptop computer and a model airplane controller. On the face are three LCD monitors, each about four inches across, two joysticks, medium-sized, and a keyboard. One of the monitors carries video of the walker's "vision." This is either standard, light-enhanced, or thermal imagery, whichever the walker is using at the time. The second carries the walker's radar awareness, which might be active or passive. The third carries telemetric data or radio messages to and from the walker. The joysticks control the walker's direction of travel and weapon target selection, respectively. The keyboard is used to send radio instructions to the walker, as well as to toggle its various functions. The RO unit controls and monitors the Nightwalker during testing. It is also used to track the walker even if the user isn't communicating with it, by sending transponder queries which give a bearing to the walker's current location. It is possible, although difficult, to disable or remove the walker's transponder. The RO unit has a range of about one-hundred kilometers.

The support module looks like a very large portable computer. Unlike the RO unit, which is only for testing, the support module is designed to go out on the battlefield, a fact betrayed by its rugged construction. The support module has a large video monitor, a keyboard with a trackball, a CD read-write drive, and a slew of I/O ports. It is used to send messages to the walker when it is in the field, to run diagnostics on it when it requires maintenance, and to initialize and program it in the manner described below.

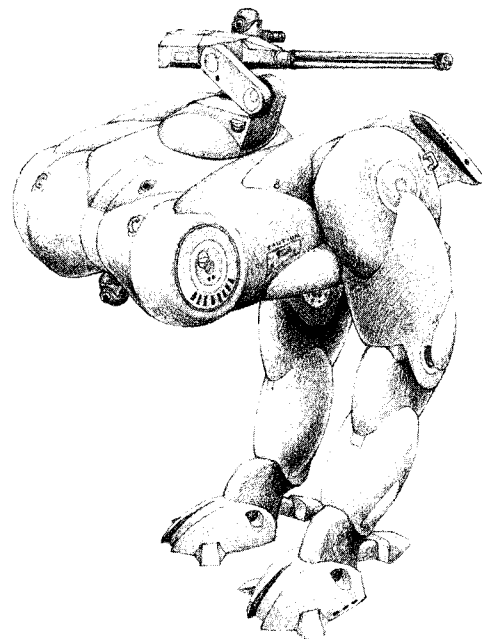
Before the Nightwalker can be used, it must be initialized. This process involves powering up the Walker and running a complete diagnostics check, then implementing its system software. In design, this should only be required after overhauls or major nervous system repairs—the Nightwalker can be routinely powered down and back up again without re-initialization. However, the 213 prototype in this scenario has been undergoing isolated systems testing, and will require initialization before it can be used for anything other than a twenty-million-dollar paperweight.

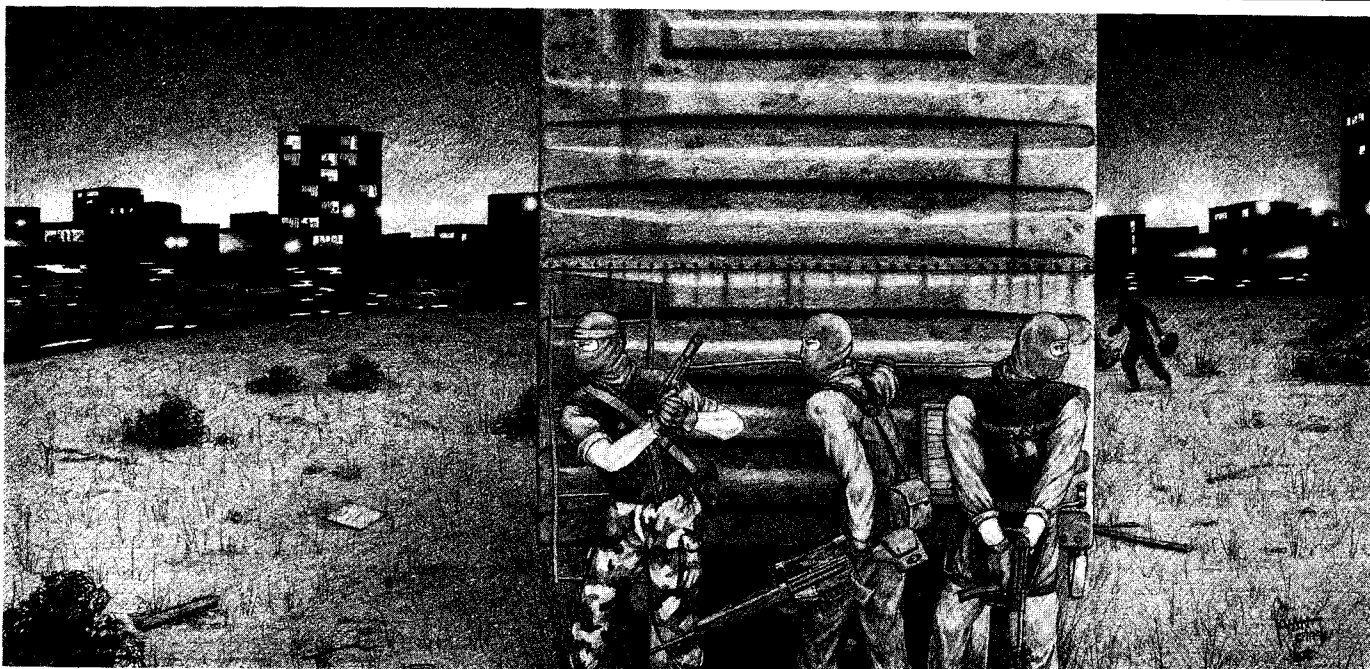
Initialization requires a skilled character to make two successful Computer Operations/Civil Systems rolls, followed by two successful Computer Operations/Programming rolls. All of these will be at a -30 point penalty unless the character has detailed instructions (not included with the stolen prototype) or has done it before. The process takes about thirty minutes or so for each roll made—about two hours if done right the first time. Gideon Libra may initialize the walker and get the RO unit operational, if Willoughby and Anastasi get to him, but he will not program it to carry out any tasks.

In order to fulfill the complex missions for which it was designed, the Nightwalker needs some programming as well as initialization. In the field, these programs can be set up in the support module, then dumped into the 213. At a minimum, the Nightwalker needs an environmental factors report (EF), an order of battle (OB), and an operation order (OpOrder). These reports tell the Nightwalker what the battlefield is like, who is in it (friend and foe), and what its job is. Setting up these programs from scratch is a long process, which Libra can't carry out. Without them, the Nightwalker cannot act on its own, although it can accept simple instructions from the RO unit.

Initialized and given its EF, OB, and OpOrder, the Nightwalker is ready to go. It will carry out any task in keeping with its instructions. Given the proper support equipment the CA-213 is perfectly capable of loading its own ammunition, recharging its own batteries, and even performing some types of minor repairs and maintenance—in short, if resupplied, it can conceivably live on its own indefinitely. In combat, the 213 utilizes a 12mm three-barreled gatling gun with three types of ammunition that the walker can select. Lightweight, ultra-high-speed discarding-sabot rounds are used against soft targets such as open troops. Ranged-fragmentation rounds are used against troops dug-in or behind cover, and depleted-uranium discarding-sabot rounds are for vehicles and light armor. The Nightwalker is also capable of using many other weapons which can be fitted to its hardpoints. One such weapon is a 40mm grenade launcher designed especially for the CA-213. Four Copperheads, six Stinger IIs, six Broadsword Anti-armor missiles, or some combination thereof can be fitted with adapter units.

The CA-213 Nightwalker is mat grey in color, stands 175 cm. at the shoulder (195 cm. at the top of the gun) and weighs 975 kg. In a resting stance, it is 120 cm. wide and 140 cm. long, not including the gun barrel. The central body area is really one flexible hip joint, allowing the walker to negotiate difficult terrain and to right itself if knocked over. Its ceramic and composite armors give the walker an AV of 23 on the gun mechanism and the front and bottom of its hip (or body) area, 17 on the top and rear of same, and 21 on the legs.





The Villee Affair

An old client, Alexander Villee, returns to the Miami BlackEagle office with a new assignment. Villee is in legal trouble—again. Two of his employees have disappeared, after ransacking the office. They may be the link that keeps Villee out of jail. Where have these men gone, and what were they looking for? Can they be found in time to save Villee? The answer lies deeply hidden in this story of treachery and doublecross.

Note: There is important information on page 82 that the GM should read before running this assignment.

The Assignment

It is Tuesday, July 6th. The characters are enjoying the second of two weeks leave after a particularly long and difficult assignment. Independence Day was hot and clear in Miami, but Tuesday has dawned humid, and heavy clouds are gathering over the Atlantic. In the early afternoon, the cell leader gets a call from the office: a new assignment has come in, and despite their vacation, the characters have been specifically requested by the client.

The client is Alexander Villee. He has asked for a 2:30 meeting, and when the characters come in, he is already there, trying to lay his charm on the receptionist. As usual, he is dressed in dapper clothes and his ever-present smile. He seems somewhat relieved to see the characters walk in.

“I am very glad you could come to take my assignment,” Villee says, as the group moves into the conference room. As always, his speech is smooth, maybe a little too smooth, and carries a slight spanish accent. “You see, after the last time, I knew exactly who to come to for this one. Nothing but the best, that’s how I do business. This is a very important job, and I don’t want to trust it to just anybody, that’s why I got to have you.”

“Well, now I get straight to the point. You probably read it in the papers. South Dade Imports is just about shut down. The federal government, they are a little concerned about my business practices, and they send a few people around, asking questions and whatnot. Tends to scare the clients. Now, you can see I am not too concerned. Why? Because I know that when it is all behind us, I will be vindicated. Okay, so I bend a few rules here and there, but it’s no big deal. All will be put straight in the end.

“But now it comes to my attention that maybe something has been going on at South Dade that I should be concerned about. Seems maybe a couple of my employees have been doing unethical business under my licenses. Course, I don’t know nothing about it, but still, I could be in some trouble. These guys—Goebel Zender (he’s kind of like my partner) and Billy Orme—they get called to go in front of a grand jury hearing. But now, they’ve completely disappeared. Plus somebody broke into my office, and I think it was them. So now I’m a little concerned, cause it’s gonna be my butt if they don’t show up for the hearing. They’re skipping bail, and South Dade put up the bonds. That’s my money. Besides, I’ll be accountable for their crimes, ’cause I own the company. I need you all to find these guys, and turn them in to the cops.”

At this point Vilee will take any questions the characters have. If they ask about the break-in, Vilee will say this: “Somebody went into my office sometime between Saturday afternoon and this morning. It must have been Goebel, ’cause the alarm didn’t go off, and he’s the only one besides me with a key. He took a record book, which contains some sensitive information. It also looks like he went through my desk and my files. I don’t know what he was after there, though, ’cause I didn’t find anything else missing.” If the operatives ask for more details, Vilee will fill them in on how the break-in occurred (see **The Real Scoop**), without mentioning Orme’s visit (he doesn’t realize that there were two incidents). If the operatives suggest that federal investigators entered, Vilee will shrug. “I don’t know where they would have got a key,” he says, “besides, you know that’s not how they work. No, I think it was Zender.” If asked about the record book, Vilee will say it was a ledger that he used to keep accurate track of his business transactions. “Sometimes it just isn’t possible to keep all the paperwork straight, and you have to fudge what you tell the government a little. I like to keep a second ledger, so I can set the record straight later.” The ledger was hidden and only he, Zender and their secretary knew where it was. The federal investigators have not yet seen it, despite several subpoenas and visits to the office. Vilee will not come out and say that he is doing anything illegal, but he will admit to bending the rules a little. If questioned to aggressively on the matter, Vilee will steer the conversation to another subject.

If the operatives ask about the missing employees’ most recent appearance, Vilee will explain: “They were both in on Friday. I sometimes come in to work on the weekends, and Saturday I went in, and Goebel was going to meet me there. But he didn’t show up. So I thought, that’s not like him, but then I thought that maybe he forgot, or went to the beach or something. Monday was the holiday, so of course we were not working. But then they didn’t come in today, and I was worrying. So I call their houses, and they aren’t there either. Then I think that there’s a problem, like maybe they are skipping out on me. So I call you.”

If the characters ask about Vilee’s relationship with the missing people, Vilee will expand on what he has already said. “Goebel is the Vice-President at South Dade. We got about ten people working there—mostly

at the warehouse, or driving trucks. That's what Orme did. I didn't know him too well, but he was kind of a big guy, not too much upstairs, you know? But Zender was always reliable, and he was good at making deals, getting business. I didn't know he was up to anything really illegal, but I guess it doesn't surprise me—he's kind of a sly guy. Now it looks like him and Billy Orme, they were making a few bucks on the side. But since it is my company, I'm the one in trouble if these two don't show up before the hearing."

Villee will talk about the investigation if asked. "These feds, I guess they can't find a better way to spend the taxes we pay. We got all these problems with the drugs and the gangs and all that, and they spend all their time breaking up honest businessmen, scaring away their clients. We got these hearings for the grand jury on the 19th. They are charging South Dade with import violations, that kind of thing. The investigation is on Zender and Orme, mostly, but they name me too 'cause I own the company. We all got bail, of course, and a court order not to leave Miami. I want to cooperate fully with the investigation and the court, to clear my name, but I guess those other two had different ideas."

When the time comes to set up the contract, Villee will start the bidding at \$10,000. He will put up only token resistance to higher counter-offers, and in fact, may go up to \$30,000. He will not, however, pay more than \$5,000 up front, insisting that cash-flow problems won't allow it, and that besides, he is a valued and trusted client. He will insist that Zender and Orme be found and returned by the 16th of July (a week from Friday). He will accept a drop-dead date of Monday the 12th (meaning that if the characters cannot find any leads by then, they have the option of dropping the case). Villee is an excellent negotiator, and will work hard to get the contract he wants.

The Real Scoop

Alexander Villee is a man with much on his mind. He and his company, South Dade Imports, are under investigation by the Justice Department and Customs. Several of his clients, fearing that the investigations could lead to them or that their orders will be impounded, have stopped doing business with Villee. Worst of all, he and his business partners have been conspiring to kill a BlackEagle cell, but it looks like the others may be leaving Villee to fend for himself.

Villee has been under intense scrutiny from the Justice Department for several weeks. He was already being investigated when the characters worked for him previously (the Wake of the Sagitterian), and the Sagitterian incident only sped things up. Now the investigation is open, charges have been filed, and grand jury hearings are about to begin. Villee, Zender, and Orme are being charged with a number of import violations and racketeering charges. These charges are all based on things which happened before he was involved with the player characters. Villee is convinced that additional charges are being prepared for him, as a result of the Sagitterian incident. Based on how the Villee Affair ended, these may include the murder of a federal agent (this narrative assumes that it does—see the GM note at the end of the adventure). Villee believes (falsely) that the federal investigators

are going to contact the player characters to get them to testify against him. Furthermore, he believes (probably falsely), that the operatives would cooperate with such a request. He is desperate.

Fortunately for him, Vilee is not the only one in trouble. He has two associates at South Dade who are also under the spotlight of the federal investigation. Most of South Dade's employees were not knowingly involved in the company's illegal activities, but these two were in up to their eyebrows. Goebel Zender, the vice-president of South Dade, and Billy Orme, an employee, are the other two in trouble, and Vilee is hoping to use that fact to save himself. These two were not involved with the Sagitterian incident, and only know what Vilee has told them about it. They don't know that Vilee may be in much deeper trouble than they, and Vilee is trying to use that ignorance, and the player characters, to defend himself.

Vilee is quite certain that Zender and Orme, given the chance, would do anything they could to pin all wrongdoing on him. He also knows that if they found out that he was under suspicion for murder, they would probably cooperate with prosecutors in a plea-bargaining arrangement, which would leave Vilee in a bad position. So of course, Vilee hasn't told them about the shooting of Agent Boland. In fact, Vilee has lied to Zender and Orme about the Sagitterian incident, deceiving them into thinking that the operatives stumbled across lots of evidence concerning South Dade's activities—evidence incriminating all three of them. For the past several months, it has been clear to all three that somebody has been tipping off the authorities about South Dade's activities. Although this anonymous source is in fact Maxwell Tawney (see *The Wake of the Sagitterian*), Vilee has let the others believe that the operatives are the leak. Using this as leverage, Vilee has convinced them (he thinks) that they must act together against the operatives to keep themselves out of jail. In fact, Vilee is getting them to do the dirty work in saving him from murder charges.

Vilee decided to get rid of the operatives. After telling Zender and Orme that the characters were preparing to testify at the grand jury hearing about South Dade's illegal trade, incriminating all of them, it wasn't hard for Vilee to get the other two to go along with the idea. A plan was devised.

The Plan

The plot set up by Vilee, Zender, and Orme called for the latter two to go on the lam before the grand jury hearing for which all three had been subpoenaed. Orme and Zender would disappear, leaving a pre-determined set of clues to be followed by the BlackEagle cell, which Vilee would hire. The clues would lead the operatives to believe that Orme and Zender were planning to meet a boat at the marine stadium on Virginia Key on the 9th of July, the fourth night after their disappearance. The cell would (it was hoped) attempt to intercept Zender and Orme at the meeting. In fact, they would be ambushed there.

Vilee put this plan together carefully, making sure that it seemed like a group effort, even though he really made most of the decisions. He set it up so that he had an escape route and plausible deniability should something go wrong. Vilee's job was to keep track of the characters, and keep Zender and Orme informed about their progress. Zender and Orme were to hole up in a hotel in downtown Miami, not far from the Rickenbacker Causeway (which leads to the Marine Stadium and Key Biscayne). When the

characters were ready to move in on the two, Villee would warn them. They would set up the ambush, and Villee would follow from the rear, closing the trap.

Alternative Ideas

None of the three conspirators had any intention of following the plan. From the moment it was put into motion, each began following his own agenda, in the hopes of escaping legal persecution by leaving the others holding the bag.

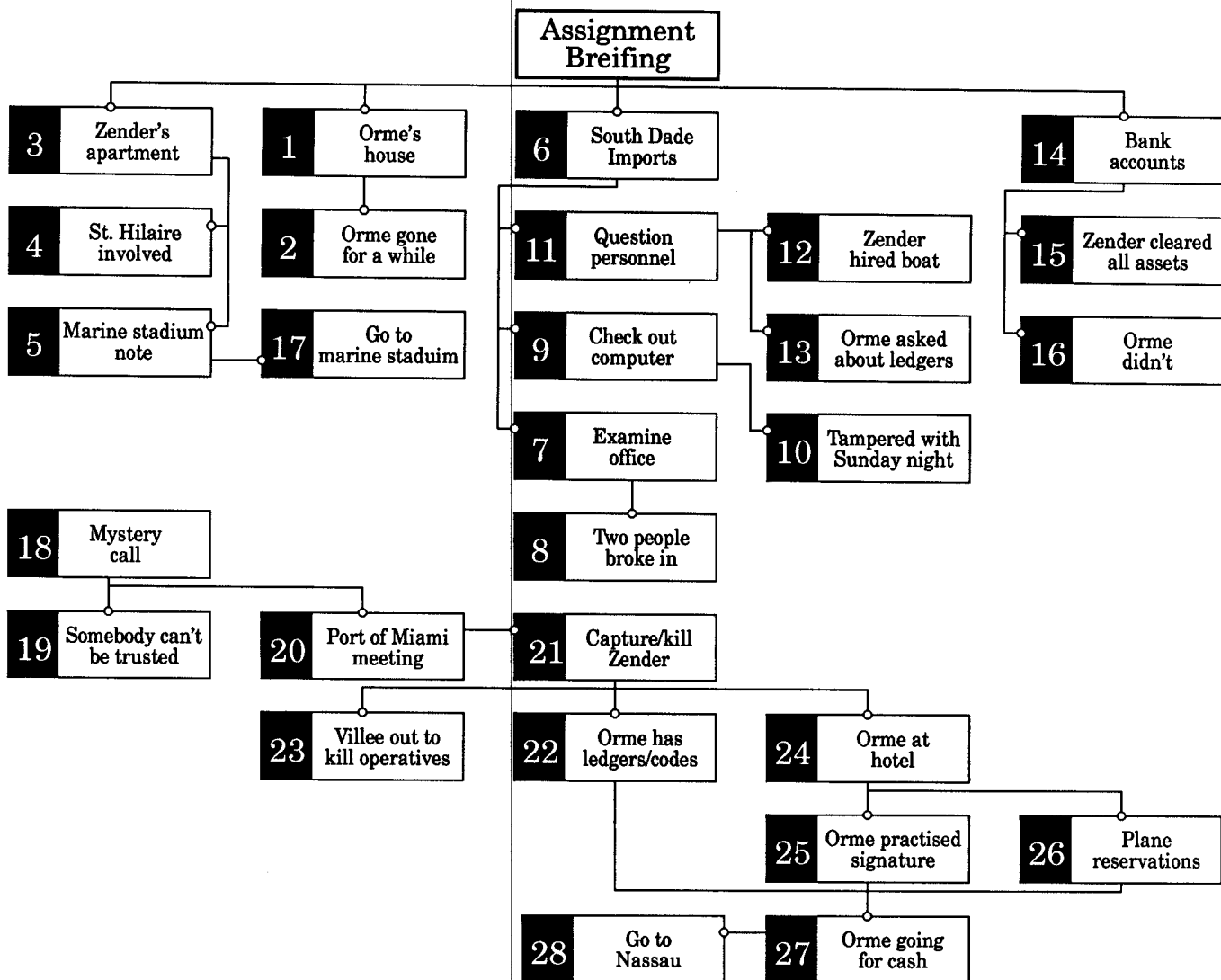
Zender knows Villee well, and over the past few weeks, has realized that what Villee told him about the Sagitterian incident was not the whole truth. He doesn't know anything about Boland's murder, but he suspects that Villee is trying to protect himself from something, perhaps by setting up Zender and Orme for a bigger crime. He believes Villee's line that the characters are a mutual threat, but he noticed that this plan was created largely by Villee and based entirely on Villee's information, and he knows how trustworthy Villee really is. Zender has decided to cut and run—to get out of town. But he isn't going to leave until he can grab a little of the cash he and Villee accumulated through their questionable commerce. Unfortunately, most of the cash is kept in numbered accounts in Bahamian banks. Three things are required to get at it—the account numbers, which Zender knows, an authorized signature, which Zender's is, and the account access numbers, which only Villee has. Zender has decided to get those numbers before leaving the country.

Billy Orme is also making a few changes to his part of the plan. Zender and Villee both think that Orme is naive and not particularly bright. They are, to some degree, correct, but they are dangerously underestimating him. To give himself an ace, Orme began to do some research as the plan was being put together. He knew that South Dade maintained two sets of ledgers, which kept track of their business activities. The first was a set that showed what they wanted the I.R.S. and other federal authorities to see. It didn't show any illegal activities or profit. The second set contained the truth. Orme discovered where the second set was kept, and plans to use it as leverage, to make sure his co-conspirators don't pull a fast one.

Villee, of course, has tried to optimize his position. He is concerned about what he thinks the operatives know, and has set up their murder, but by other hands than his own. Although the plan calls for him to bring up the rear in the ambush, he has no intention of helping kill the characters unless absolutely necessary. Instead, he plans to bring along the gun that he used to shoot Charles Boland. If the opportunity arises, he will kill his associates (after they kill the operatives), then set up the crime scene so that it will look as though the operatives and Zender and Orme all killed each other. The gun will be left with Zender, to lead investigators to believe that it was he that killed Charles Boland.

Into Hiding

The three conspirators set up their plot the last week in June, and it was put in motion on Saturday, the 3rd of July. Zender and Orme left their homes and met downtown. They both cleared their bank accounts, to give them



plenty of untraceable cash to spend, and to make it look to investigators like they were planning to skip town. Then they checked into the Flamingo Shores hotel, and began their wait until Friday, when the ambush would occur. Although they kept a low profile, they had no intention of spending six entire days in a hotel room, and each went in or out on occasion. It was for this reason that each was able to slip away on Sunday to visit South Dade.

On the evening of Sunday, July 4th, Orme entered Vilee's office at South Dade. He had realized early in the planning stage that he was being forced to do the dirty work, so he made his own plans to protect himself. He found out where the second set of ledgers was kept by asking a few quiet questions and looking around, and he pilfered Vilee's keys long enough to make some copies. Using the keys, he had no trouble getting into the office, and he was able to find what he was looking for in just a matter of moments. He took the ledgers to the Golden Glades Bus Terminal and left them in a rented locker.

Zender also broke into the South Dade office on Sunday, looking for the access codes to the Bahamian banks. He, too, had no trouble getting in, because, as Vilee mentioned, he had his own set of keys. After going through Vilee's desk and the company safe, he found the computer disc with the access codes. He made a copy, using Vilee's computer, and put the original back where he found it.

On Tuesday, Zender began making plans to get out of the country. He contacted a drug-runner that he knew had a fast boat, and made a deal to get from Miami to Nassau. From there he hoped to catch a plane to South America, after emptying South Dade's numbered accounts. The deal was to meet the boat at Dodge Island, in the Port of Miami, on Thursday, at 11:00 p.m.

Billy Orme was only away from the hotel for about forty-five minutes Sunday night, and Zender, thinking that Orme was something of a simpleton, suspected nothing. But Zender was out for more than two hours, and Orme knew better than to trust him. When Zender went out again, Orme followed. He overheard Zender make his arrangements to leave the country, and decided to do something about it. He started by switching the discs in Zender's bag, replacing the access codes with a Randy Travis CD. While Orme knows what the access codes are, and what they're worth, he doesn't know which banks hold the accounts, or even how to withdraw money from a numbered account. Furthermore, only Vilee and Zender are authorized to withdraw money from the accounts, so Orme would have to forge one of their signatures, something he's never been good at.

It didn't take Vilee long to figure out that somebody had been in his office. Although Zender had been careful, he had gone through most of Vilee's desk drawers, a fact that was clear to Vilee as soon as he came into the office on Tuesday morning. Vilee checked the office safe and the ledger's hiding place immediately. The safe was apparently undisturbed, but the ledger was missing. He assumed that Zender was the intruder, and said nothing about the break-in to anyone except the operatives.

The Action

This seems at first to be a fairly routine missing-persons case. The investigation won't get very far, however, before the operatives find things moving out of their hands.

Missing Persons

The players will probably begin this assignment by taking several standard steps for finding missing people. These include visiting their homes and the office, talking to friends, coworkers, and relatives, and trying to trace credit card and bank transactions.

- 1 Billy Orme lives with his mother in North Miami Beach. Mrs. Orme knows nothing of Billy's illegal activities—in fact, she doesn't even know that he has been charged in the South Dade case, and that he is out on bail. He told her that he would be out of town for a few days, and that it had something to do with his job. If the operatives have a look around the house,
- 2 with or without Mrs. Orme's permission, they will find signs that Billy left

and plans to stay away for at least a few days—his toiletries are gone, as are some of his clothes. Mrs. Orme, who doesn't even have a clear idea of what Billy does for a living, can only say that he left on short notice, and has never disappeared like this before.

The operatives are likely to learn more investigating Goebel Zender's apartment, which he shares with his girlfriend. Elise Saint-Hilaire is almost the opposite of Orme's mother. She knows exactly what Zender does for a living, and more or less what he is up to now. In fact, she's assisting with the plot, although she knows few of the details, and will help steer the operatives to the marine stadium meeting. She will pretend to be unaware of Zender's illegal activities, and will defend his innocence against all charges. If asked about Zender's whereabouts, she will tell the operatives that Zender just disappeared, and will produce a scrap of paper, which she says Zender left by the phone on Saturday. On it is written "Stadium n. seawall 10:30 7/9" It is in Zender's handwriting, but Saint-Hilaire will claim to have no idea what it means. A character making a Perception roll with a -10 modifier can tell that she doesn't believe what she says about Zender's innocence.

Saint-Hilaire doesn't know Zender's actual plan, which includes blowing her off when he leaves the country via Port of Miami. If she learns or suspects this at some later point, she may approach the operatives with new information (see her character description on page 82).

If the characters visit South Dade Imports, they may find evidence that the place was entered not once, as Vilee thought, but twice. In neither case are there any traces of anybody coming or going—since both Zender and Orme had keys, they didn't have to actually break in. Both left fingerprints all over the place, but that shouldn't be a surprise. Orme took only one thing, the ledger, which was hidden behind a false back in a filing cabinet. Vilee will show the operatives the hiding place.

Orme was not the only one who snuck into South Dade. Later that same evening, Zender also broke in, and went through Vilee's office with a fine-toothed comb. He found what he was looking for in the company safe—which he had the combination to, though Vilee doesn't know it. Although he tried to be fairly neat, it is pretty clear when Vilee points it out that his desk and files have been rifled through. If a character checks out Vilee's computer and makes a Computer Operations/Civil Systems roll with a -20 modifier, he can discover that the machine was used on Sunday night, at 10:37 p.m., but that none of the files on the harddisk were opened.

In addition to a physical examination of the office, the characters may question personnel. Out of seven employees (not counting Zender and Orme), there are only two people who know anything at all useful. The first is a warehouse worker named Mark Garcia. Garcia overheard Zender talking to somebody on the phone, about meeting a boat on Friday night. He will be glad to share this information with the operatives. Garcia is telling the truth, even though there was no such call—Zender and Vilee set him up to hear a fictitious conversation just to leave a false clue for the operatives. The second person who can help the operatives is Vilee's secretary, Collette Villalobos. She knows nothing about the conspirators' plot, but she does know that the company has two sets of ledgers. If questioned specifically about them, she will recall that Orme was in the office the previous week, asking a few odd questions about the ledgers. She didn't think much about it at the time, because she knows that Orme is involved in the same shady

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business as Villee and Zender, and Villee hasn't brought up the subject with her. If she isn't asked specifically about the ledger, she won't think to mention the incident.

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After checking out South Dade, the operatives may do a little research into Zender and Orme's finances. Neither has used a credit card since the weekend. In fact, Zender has totally liquidated all his assets, as he intends to leave town. Orme cleared out his checking account, but didn't close it, and he hasn't touched his savings. This may appear odd to the operatives, but it doesn't get them any closer to finding Orme or Zender.

15, 16

Villee and Saint-Hilaire are both working to make sure that the operatives learn about the alleged marine stadium rendez-vous, and Mark Garcia is their unwitting accomplice. The operatives should have little trouble learning about the meeting, with all these things working in their favor. Villee will, as always, want to participate in the planning of the

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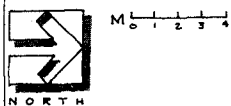
South Dade Imports is a misnomer, because in actuality the company is located in the northeast corner of Dade county, in North Miami. The business is housed in two side-by-side one-story brick buildings. Offices occupy the smaller of the structures, with the other being a warehouse.

The office building is divided into seven rooms. The first is a reception area and lobby. It is adjoined on one side by a conference room and administrative area, and on the other by three private offices. Two belong to Zender and Villee. The third is shared by two sales personnel. Behind the reception area is a break room for the employees. Six people work in this building: Villee, Zender, two sales reps, and two secretaries.

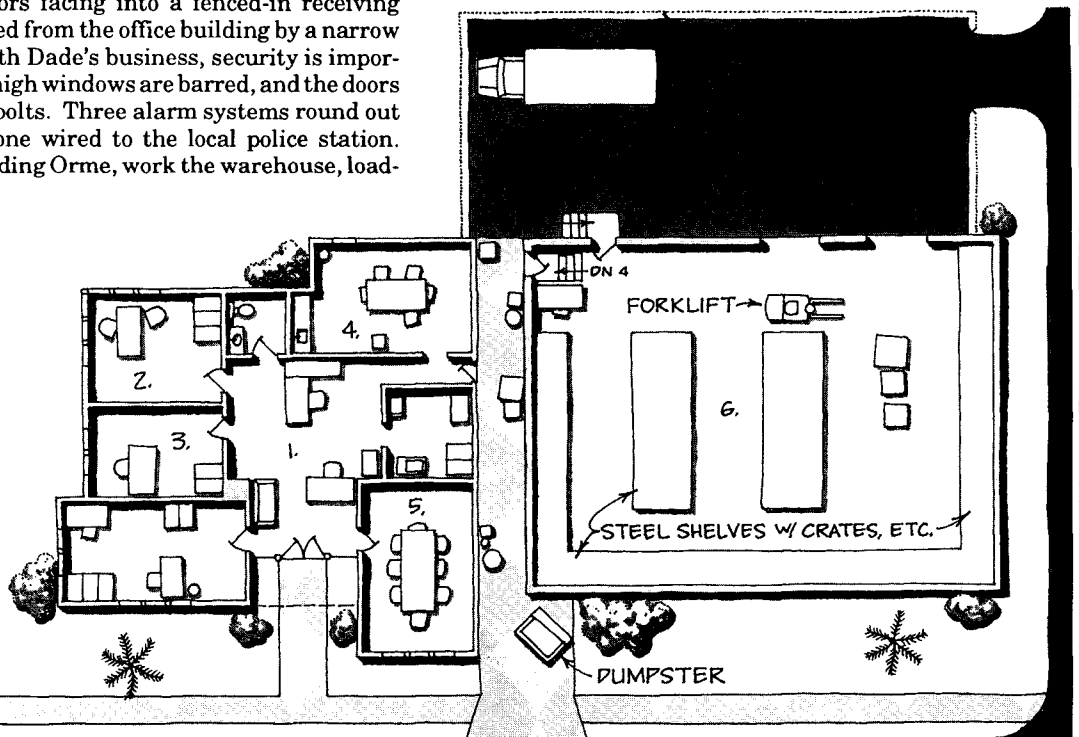
The warehouse is relatively small. It is a single room, with large roll-up doors facing into a fenced-in receiving area, and it is separated from the office building by a narrow alley. Because of South Dade's business, security is important. All of the small, high windows are barred, and the doors are steel with sturdy bolts. Three alarm systems round out the protection, with one wired to the local police station. Four employees, including Orme, work the warehouse, load-

ing, keeping stock, and making deliveries with South Dade's two trucks.

Villee's office will be the most interesting for the operatives. It is here that Goebel Zender copied the access codes, and here where Orme stole the ledger. Later, Orme will come back here looking for the banking information. The access codes were kept in the office safe, located near Villee's desk. Villee thought he was the only one with the combination, but in truth, Zender had known it for some time. When he broke in, Zender found the codes, kept on a disc in the safe. He used Villee's computer to copy the codes onto another disc. The ledger had been kept in a small hollow in the back of a filing cabinet in Villee's office. Villee will show this hiding place to the operatives when they examine the office.



- 1. RECEPTION AREA
- 2. VILLEE'S OFFICE
- 3. ZENDER'S OFFICE
- 4. BREAK ROOM
- 5. CONF. ROOM
- 6. WAREHOUSE



capture of Zender and Orme. Given the opportunity, he will suggest that the operatives not use a boat, pointing out that whoever is picking them up will be more concerned about the Coast Guard and Harbor Police than any interception from the land, and that they probably will have a faster boat than any that the characters can get ahold of. In fact, Villee is trying to get them to go in by land, which would be the most convenient for an ambush. Villee is cagey, however, and the GM should be careful not to give this fact away.

A Mystery Voice

In the wee hours of the morning on Thursday the 9th, Billy Orme will make a telephone call. He will call one of the operatives (chosen by whim) at home, at about 2:15 a.m. If all of the operatives' numbers are unlisted, he will call the BlackEagle office later the same morning, when the characters are likely to be there. He will issue a brief and mysterious warning about the Port of Miami meeting (see the sidebar), after which he will hang up, without responding to any questions. If Orme reached an operative at home, chances are the operative will have been asleep, and the GM may want to request a Willpower roll, to prevent the character from missing the first few words of the message due to grogginess. In any event, unless the message was recorded (it will be if it goes to the office), it should be read only to the player in question, and only once. If the characters have the telephone number checked out (most phones have caller-ID), it will be traced to a public telephone downtown.

If the characters tell Villee about the call, the GM should allow a Perception roll to notice his surprise. If they do, and confront Villee about it, he will shrug it off, simply saying that he didn't think the operatives would get results so quickly. If asked who the mystery caller might be, and why he called the operatives and not him, Villee will state that Zender and Orme probably have plenty of enemies (that's the nature of the business) and that many people—South Dade employees, friends and relatives of Zender and Orme, and anyone else the operatives spoke to—might be able to figure out that a BlackEagle cell was hired. Villee is a good liar, and it will take a Psychology/Deviant roll with a -30 modifier to be certain that he is lying now. Of course, the players may suspect anything they like.

Villee knows that somebody broke into his office and took his private ledger, and he may learn that the intruder stole his bank codes as well. Villee assumes it was Zender, and now it appears that he and Orme are about to leave the country. Villee isn't sure what's going on, but he's pretty certain that his associates are turning on him. Thursday afternoon, Villee will try to contact Zender at the Flamingo Shores, as they had pre-arranged. During the conversation, Zender acts as if everything is going as planned, and Villee, not wanting to show his hand, does the same. Villee learns nothing from the conversation, but his suspicions grow.

Port of Miami

On Thursday evening, the operatives will move in on the alleged Port of Miami meeting. If he knows about it, Villee will follow along behind, as originally planned for the stadium ambush. He isn't certain about what's

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Billy Orme doesn't want Goebel Zender to slip out of the country, leaving him to take the rap with Villee. When he learns that Zender plans to do just that, he decides to warn the operatives, to prevent Zender's escape. In the early morning of Thursday, Orme will make a call to one of the operatives, chosen randomly.

When the phone is picked up, Orme will waste no time with pleasantries. In a whispery voice, he will recite his short message and then hang up.

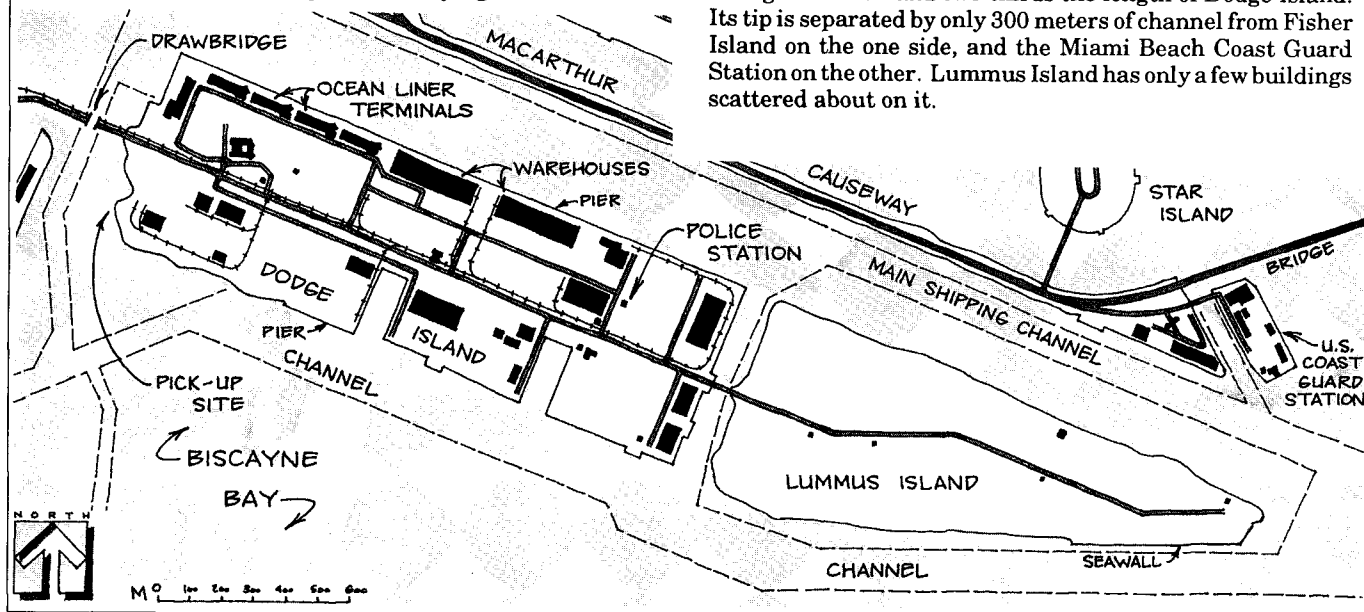
"The people you are looking for are meeting a boat on Dodge Island south of the seaplane base at 11:00 tonight. Stop them or they'll leave the country. And watch your back. You don't have as many friends as you think."

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When looked at on a map, the Port of Miami seems to be a strange name for this area. In actuality, the "port" consists of two man-made islands, situated between downtown Miami and the southern tip of Miami Beach in Biscayne Bay. Despite its proximity to Fisher Island, Miami Beach, and the MacArthur Causeway, the Port of Miami is connected only to the mainland, by two parallel bridges, one carrying a rail line and the

other a road. The main part of the Port is Dodge Island, a rectangular island almost two kilometers long by half a kilometer wide. Large warehouses crowd this isle, which also contains a series of cruise-liner terminals, the famous Chalk's seaplane base, and a tangle of roads, alleys, rail-lines, and parking lots. Beyond Dodge Island lies Lummus Island, a triangular bit of land two-thirds the length of Dodge Island. Its tip is separated by only 300 meters of channel from Fisher Island on the one side, and the Miami Beach Coast Guard Station on the other. Lummus Island has only a few buildings scattered about on it.



going to happen, and he wouldn't want to miss any opportunities. If the characters go by car, the GM should allow a Perception roll with a -30 modifier to notice Vilee following (unmodified if the operatives suspect they are being followed). If the operatives take another route, Vilee will still approach by car, doing his best to time his arrival close behind the characters.

The operatives will probably want to approach the Port of Miami through some route unexpected by their target. As mentioned earlier, Vilee will have mentioned the disadvantages of using a boat back when the marine stadium was being discussed. However, there are other methods of surprising Zender. The operatives could, for example, arrive at the pick-up area several hours ahead of time, and hide out until Zender arrives. The GM will have to field the tactical situation according to how the operatives approach it.

Zender is meeting a boat close to the southwestern corner of Dodge Island, near a rail depot. He will arrive at about 10:40 p.m., and wait in the shadows of some boxcars. The boat will arrive at 11:00, cruising quietly by the rendez-vous point with its running-lights off. If it makes a pass and sees no danger, it will pull in to pick up Zender. If the operatives do not intervene, Zender will board, and the boat will head south, entering the Atlantic Ocean south of Key Biscayne. Orme will be on the roof of a nearby building, with a pair of binoculars and a portable phone. If Zender gets away, he will call the Coast Guard and tip them off, and Zender will be stopped and arrested. Otherwise, he will not intervene, and the operatives are unlikely to even know that he was there. The GM should allow a Perception roll to see him

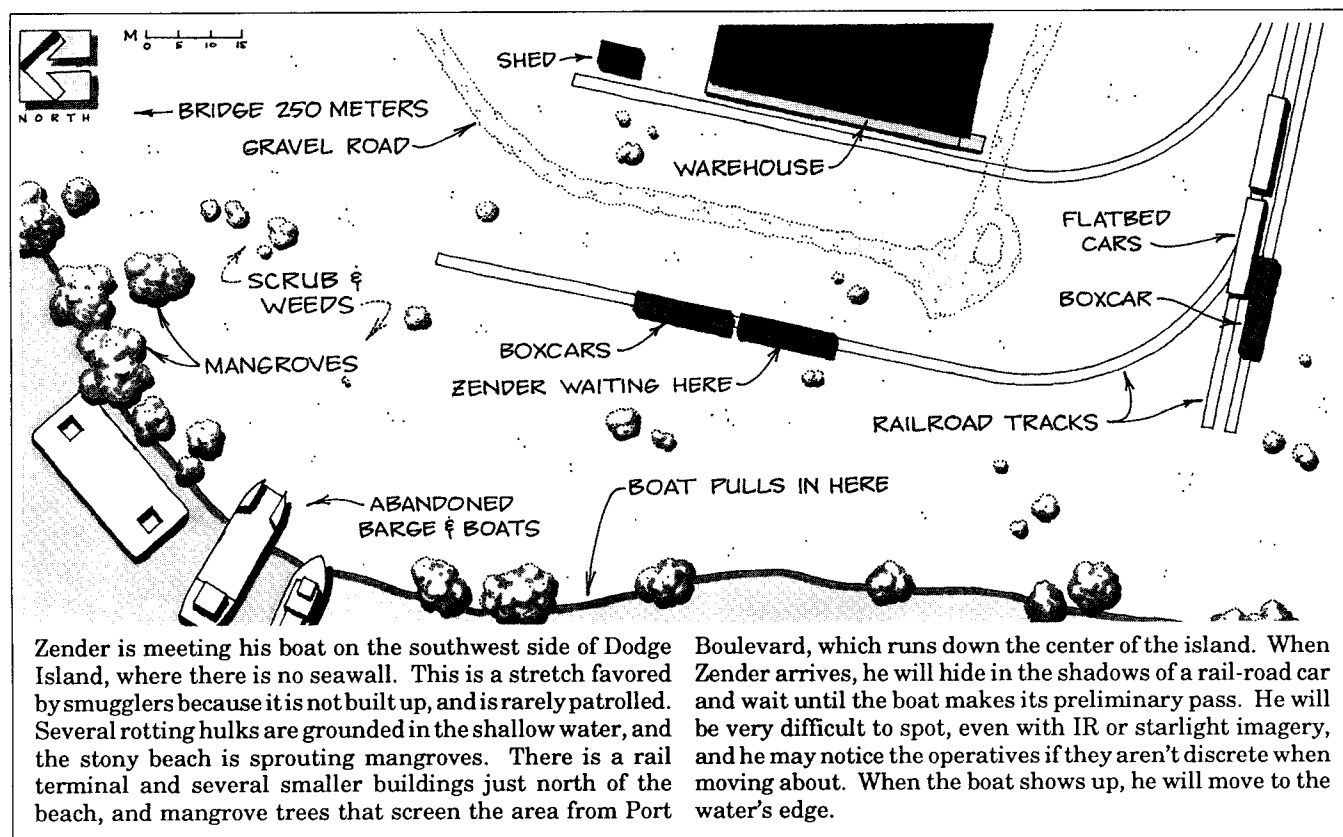
only if the operatives deliberately scan the area, and then at a -40 modifier if with the naked eye, or a -20 modifier if starlight or IR gear is used.

If the operatives move in on Zender, he will resist. He isn't an idiot, however, and he won't get himself killed fighting his way out of an impossible situation. On the other hand, the gangs and drug smugglers often active in the area rarely take prisoners, so Zender isn't likely to give up unless it is clear that it would be a good idea. If the shooting starts before the boat moves in, the driver will simply pull away, leaving Zender to deal with the situation. If Zender is already on the boat, one person aboard will return fire with an AK-47 (roll: 106, minus modifiers for movement and darkness) in addition to Zender's Beretta 92F.

There is a police station on Dodge Island, at the far end. The police do not patrol often, however, and the station is over a kilometer away from the action. The GM should allow five minutes to pass after the first gunshot before seeing if the police respond. From that point, he should roll dice every minute, giving the police a 10% chance of realizing that something is going on. Once they do, they will arrive in a couple of minutes, their sirens and lights giving the characters a minute or so of warning. The Port of Miami is frequently used by drug smugglers and gangs, so the police will come prepared for a fight.

Tracking Down Zender

There are three possible outcomes of the Port of Miami meeting. The first is that Zender will get away, to be picked up by the Coast Guard ten



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kilometers off Key Biscayne. The second is that Zender will be killed trying to get away. The third is that he will be captured by the operatives.

If Zender gets away, he will be arrested and held without bail until the hearings begin. Villee (and maybe the operatives) will visit him on Friday afternoon, after his arraignment, to find out what he was up to, what he has told the authorities, and what he did with the ledger. Zender will admit that he copied the access codes, but say that Orme stole them. He claims no knowledge of the ledger. Villee will accept this information reservedly—he doesn't believe that Orme is that gutsy or clever, and he thinks maybe Zender stashed the disc and ledger, hoping to retrieve them later. Still, Orme is a potential threat, and the operatives' next target.

If Zender is killed, much of the same evidence will come to light. A quick look at Zender's bag will reveal that he does not have the ledger, but that he does have a CD from Villee's office. Or at least a jewelbox—the contents have been replaced. Villee will come to the same conclusions as above.

Zender's capture is the most interesting possible conclusion. The same evidence will be available as with his death. Additionally, Villee will be in a difficult position with Zender in the hands of the operatives. He doesn't actually want Zender to be turned in, even though that's what he hired the operatives to do, because it will give him a chance to plea-bargain with a prosecutor, or to expose the plot against the characters. He will request a chance to speak with Zender alone, at which time he will offer Zender a major portion of the Bahamian bank contents in exchange for his silence on the issue. Zender will hold out for his freedom, and the access codes, or he will threaten to tell the operatives about the whole plot. Villee will make several counter-offers, up to the entire contents of the disputed Bahamian accounts, but is unwilling to let Zender go. If any of the operatives are listening, the GM should allow a perception roll. A close success means that the character can hear the argument, but cannot tell what it is about. Only a roll made by 30 or more lets the operative know that Zender is threatening to tell the operatives something. What that something is does not come out in the argument, but may if the characters question Zender.

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If Zender is captured, Villee will do his best to keep him quiet, if he can. If the characters speak with Zender, he will tell them about the plot, and about Villee's true plans. However, he will be surly and obnoxious, and if the conversation is at the county jail, he will be hauled away by the guards before finishing his story. Villee, on the other hand, will be smooth and careful as he denies everything, pointing out that Zender is likely to say whatever he thinks is damaging to Villee, and that Zender may have hidden the ledger and disc somewhere. The GM should use this opportunity to build player suspicion of all parties, being careful not to provide any hard evidence of the truth.

Looking For Orme

With Zender caught or killed, Billy Orme is his own man. He no longer has to pretend, to Zender, Villee, or anyone else, that he is cooperating. Whereas before he had been only trying to protect himself from doublecross, he now has all the cards. He will vacate his room at the Flamingo Shores and get an airline ticket to Nassau.

Villee, and probably the operatives too, will question Zender about Orme's location. If offered nothing in return, Zender will be a hard nut to crack. He is a businessman, however, and will be willing to cut a deal with his questioners. He wants his freedom, and the access codes. He is a perceptive man, and the GM should give him a Perception roll to notice if the operatives are lying to him, modified by the success of their Diplomacy/Lying roll. If Villee isn't around (or maybe even if he is), Zender will openly offer to double the operative's fee if they'll release him and get him the codes. In any event, it shouldn't take too long for the operatives to learn about the Flamingo Shores hotel.

24

If the characters visit Orme's room at the Flamingo Shores, they will discover two important clues. Orme has left, but he didn't check out, a fact that won't be discovered by the hotel staff until Sunday afternoon. Until then, the room won't be cleaned. Orme left the waste-can overflowing with wadded-up paper. He had spent hours trying to get Villee's signature right. If the operatives put two and two together, they will realize that there is only one reason Orme would need to forge Villee's signature—he has the access codes. If they check with the hotel staff, they can also discover that Orme booked an airline seat through the hotel's travel service, on a flight to Nassau leaving Friday night.

25

26

Orme didn't take the flight, and he never intended to. The reservation was left as a red herring, to get the cell off his back. In actuality, although he had the access codes and Villee's signature, Orme was missing a single important factor—he didn't know the account numbers or even the name of the bank. He knew that the only way he could get them was to go back into South Dade Imports.

Clever operatives will check with the airline to see if Orme boarded his flight. If they don't, they will probably fly to Nassau, and try to intercept Orme at the bank. Sooner or later, they will realize that Orme hasn't been there, and isn't on the island.

Although he isn't leaving Friday night, Orme can't afford to drag his feet. Once he realizes that Orme has the account codes, Villee can get on a plane and fly to Nassau, to get the cash out of the accounts himself. If Villee gets there first, Orme won't get a cent. He plans to fly to Nassau Saturday, and to get to work on the banks at opening time Monday. In all likelihood, Villee won't be able to get there any faster. Neither can access the accounts without being at the banks in person, during banking hours. The banks are not open on Saturday.

27

Orme will go back to South Dade on Saturday morning, early. This time, he will have to actually break in, as Villee had the locks changed Tuesday. He will do so at about 3:45 a.m., and it will take him about thirty

Zender and Orme shared a suite at the Flamingo Shores Hotel. This moderately high-priced tourist stop is located near Point View, along the edge of Biscayne bay just south of downtown Miami. The Flamingo Shores is a large high-rise hotel, with all the amenities of a small resort. Despite the depression, the hotel is well-maintained, and has a large staff.

The conspirators checked in Saturday evening, and pre-paid a week's stay in cash. They maintained a low profile, and if the operatives question the hotel staff about them, they will find that little is remembered. Orme and Zender made few calls and frequently ate in their room.

Orme did make a plane reservation through the hotel's facilities, however, booking a flight to the Bahamas. The reservation was made Friday morning, for a flight leaving that night. The characters can make a few Diplomacy/Prying rolls to uncover this information, however, a couple of failed rolls may get them in trouble with the hotel detective.

If the characters check out Zender and Orme's suite before Sunday afternoon (when it will be cleaned), they will discover the mounds of paper left by Orme after practicing Villee's signature. Other than that, the conspirators left little of interest. It is clear that both beds were slept in, and the refrigerator in the kitchenette has been emptied.

minutes to find the information he needs. He will make no attempt to be neat this time, ransacking Vilee's office and files. If the operatives foresaw Orme's break-in, they may catch him here. Otherwise, they will have to catch him either at the airport or in Nassau.

The operatives may resort to that dreaded but important facet of investigative work, the stake-out. If they have the personnel, they may decide to spend the entire weekend watching Miami's airports. This is the only chance they have of catching Orme as he leaves, because Orme has made reservations under a false name, and all of his transactions have been cash. Miami has four commercial airports offering flights to the Bahamas—Miami International, Opa-Locka, North Perry, and Fort Lauderdale/Hollywood International. In all, there are over forty flights from Miami to the Bahamas between Friday night and Monday morning.

28

If the operatives miss Orme at South Dade and the airports, they can try and catch him on Nassau. Vilee has his money at three banks—Nassau International, the First Bank of the Bahamas, and BPI. Orme will simply guess which one is the best to start with—the GM can determine it randomly. Vilee will start with Nassau International, which has the most money in it. They will both then make the rounds, and the GM can determine where and when they run into each other. If the operatives find Orme, he will attempt to flee, but will not fight.

Getting Orme back into the U.S. shouldn't be a problem. Orme will not really resist, knowing that the Bahamian authorities cooperate closely with the Americans, and that if he made a scene, it would simply alert the court that he had tried to get out of the country.

Orme is unarmed, and will not put up a fight regardless of where he is nabbed. He may run, but only if he has a clear avenue of escape—he doesn't care to get himself shot. He also knows that the ledger is still hidden in Miami, giving him one last ace in the hole.

Returning to South Dade

When Orme is captured, Vilee will request that he be brought to South Dade before being turned in to the cops, so that Vilee can question him about the whereabouts of the ledger. He will tell the operatives to meet him by the rear door to the office—the front is too exposed. His real intention is to kill all present, including Orme. He has two guns with him—his 92F, and the HR Defender used to kill Charles Boland. He plans to kill Orme with the Beretta and the operatives with the Defender, then try and set it up to look like they killed one another, by leaving the Defender with Orme and the Beretta with one of the characters.

When the operatives recover Orme, Vilee will try to arrange a meeting at South Dade. He will tell the operatives that he must question Orme before he speaks with the police or prosecutors, and he doesn't want to be seen doing it. For that reason, he will tell the operatives to arrive late at night (say, 2:00 a.m.), and to wait for him at the back door in the alley. In reality, he hopes to ambush the operatives, trapping them and Orme helplessly in the alley.

At one end is a landing where a small dumpster on a castor sits (see the map on page 72), and this is where Vilee will hide until the operatives go in. The other end has an eight-foot chain-link gate (locked), leading into the receiving area. There is a door into the office building next to the gate, and another into the warehouse across from it. Normally, boxes and crates litter the alley, but Vilee will clear them out when he tries to kill the operatives. The only cover left will be the shallow doorways.

Villee has set things up to his advantage, attempting to catch the operatives in the narrow alley, while he is behind cover. All of the boxes and crates normally crowding the alleyway have been moved out to the entrance, as if awaiting a garbage pick-up. Villee will hide behind the dumpster at the entrance, wait until the operatives go up to the door, then push the dumpster into the alley entrance, blocking it and giving him cover. He will open fire with the Defender, aiming first at the nearest operative. If a guard was left at the entrance to the alley or on the street, Villee will probably notice (+30 to Perception roll), and try to shoot him first.

The GM should allow every operative that walks into the alley a Perception roll with a -40 modifier to notice Villee. If any of the players voice suspicion, the GM should allow a Military Science/Tactics roll to notice the perfect ambush location.

The Players

The three principal characters in this assignment epitomize sleazy business. All three are low-down snakes out to turn a quick buck at anybody's expense. They worked together when times were good and it suited their interests. Now things are falling apart, and they are abandoning one another like rats from a sinking ship.

Alexander Villee

Villee's character is described in the preceding adventure, *The Wake of the Sagitterian*. Little about him has changed since he last hired the player characters. He is quick-witted, cagey, and charming, if a little shallow. He is also devious and totally self-serving.

Villee imagines himself in deep trouble with the law, and he's right, although it's not as bad as he thinks. He believes that the characters will help the government in its case against him, and the prospect of life behind bars or even death row makes Villee willing to kill.

After giving the situation a great deal of thought, Villee lined up all of the factors facing him. He believed that the characters were a grave threat to his future, and that his cohorts—Goebel Zender and Billy Orme—might cooperate with federal authorities, leaving him in the lurch. Villee decided to kill two birds with one stone. With the plot he concocted, he plans to have the operatives murdered by Zender and Orme. This will rid him of the cell, and put Zender and Orme in the same legal boat he's in, forcing them to work with instead of against him. Furthermore, he'd like the opportunity to pin his crimes entirely on the others, and will kill them, too, if it is convenient and he can pin it on the dead operatives.

Villee is a careful and crafty man, even if he seems a little free-wheeling. As his plans come apart, he may be confronted with the operatives' suspicion. He will always meet it head-on, going on the diplomatic offensive. He will deny everything, quickly pointing out why Zender, Orme, federal investigators, or any other source of suspicion might tell lies about him, and generally attacking their credibility.

Alexander Villee

33 year-old male. 187 cm., 68 kg.
Dark hair, green eyes, olive skin.

Int.	76	Sen.	31
Agl.	45	Cor.	38
Con.	50	Str.	39
Per.	67	App.	73
Brv.	81	Wil.	70

Perception: 31
 Base Speed: 14
 Damage Rating: 2
 Mass Factor: 1.0

Equipment:

Drives a Nissan 300-ZX automatic. Carries an HR Defender with 5 rounds, keeps a fully loaded (15 rounds) Beretta 92F in his car, and another in his desk at his office.

Weapon	Roll	DF/DD	Dam. Type
HR Defender	77	16	Hyd. Shock
Beretta 92F	81	17	Hyd. Shock
Punch	50	2	Impact

Notable skills:

Acting	45	48
Con	22	70
Aim	40	44
Smallarm	20	64
Business	60	67
Management	30	97
Finance	25	92
Diplomacy	60	67
Lying	30	97
Prying	10	77
Coercion	15	82
Drive	55	59
Automobile	27	86
Powerboat	10	69
Hiding	30	33
Concealment	5	38
Shadowing	10	43
Law	40	47
Civil/Business	20	67
International	20	67
Perception	30	
Romance Languages	55	62
Spanish	27	89
Unarmed H-to-H	35	40
Dodge	15	55
Punch	10	50

Billy Orme

Billy Orme is a large man. While neither muscular nor fat, Orme is of heavy build, and this, combined with his slow speech and clumsy manner, make him easy to underestimate. The truth is that though Orme lacks the cunning of Goebel Zender and the charm of Alexander Villee, he is both perceptive and intelligent.

The least influential of the criminal threesome, Orme was just one of many employees at South Dade. Despite the fact that South Dade carried

Billy Orme

26 year-old male. 190 cm., 90 kg.
Blonde hair, brown eyes, medium skin.

Int.	55	Sen.	62
Agl.	33	Cor.	26
Con.	52	Str.	49
Per.	44	App.	38
Brv.	67	Wil.	47

Perception: 48
 Base Speed: 12
 Damage Rating: 3
 Mass Factor: 0.8

Equipment:

Has a bag with a couple days worth of clothes, his toiletries, a portable CD player, a portable video game, and a dozen or so CDs and game cartridges. Also has newly-made copies of Villee's office keys, portable phone, binoculars and about \$2,000 in cash.

Notable skills:

Aim	45	50
Longarm	22	72
Smallarm	20	70
Throw	22	72
Diplomacy	40	46
Lying	20	66
Drive	50	55
Automobile	25	80
Hiding	20	26
Concealment	10	36
Perception	40	
Romance Languages	25	30
Spanish	12	42
Run	30	35
Swim	55	60
Unarmed H-to-H	50	55
Dodge	15	70
Punch	25	80

out all sorts of illegal activities, most of the employees were kept pretty much in the dark. Orme, however, was one of a few who knew most of the truth, and who participated in the actual criminal activities. Although Vilee lets the operatives believe that he hardly knows Orme, the two have been working together for almost two years.

Goebel Zender and Alexander Vilee both underestimate Orme, and that will be their undoing. Orme may not seem quick-witted, but he's not stupid, either, and he knows better than to trust his comrades when the going gets tough. Orme was careful to try and protect himself early on, and that paid off.

Unlike Vilee and Zender, Orme is neither a career criminal nor even a particularly bad person. He lives with his mother, whom he shields from his illegal activities. Orme does not carry a firearm, and won't resist if he is captured. This experience has, however, been very exciting for him, and he may throw a bit of a temper tantrum when finally caught.

Goebel Zender

Zender is Vilee's second in command, vice-president of South Dade Imports. He is of average build and looks, but his face is made distinctive by a subtle sneer constantly present. Goebel Zender is a crafty man and good with business, but in their years together, none of Vilee's charm has rubbed off on him.

Whereas Vilee is primarily greedy, Zender is downright bad. The use of violence does not bother him at all—in fact, he tends to be cruel. His manner is arrogant, and he has a violent temper.

If caught, Zender will resist if it seems it will do him any good. He will not fight to the death, however. Given an opportunity, he will tell the operatives about Vilee's plot, especially if he thinks he might get free by it. His attitude does not lend him credibility, however.

Goebel Zender				Notable skills:			
36 year-old male. 180 cm., 72 kg.				Aim	55	60	
Blonde hair, blue eyes, light-tan skin.				Longarm	27	87	
Int.	69	Sen.	45	Smallarm	15	75	
Agil.	55	Cor.	39	Business	40	47	
Con.	51	Str.	44	Management	20	67	
Per.	38	App.	44	Diplomacy	60	65	
Brv.	72	Wil.	76	Lying	30	95	
				Coercion	20	85	
Perception:	50			Drive	40	45	
Base Speed:	16			Automobile	20	65	
Damage Rating:	3			Hiding	40	45	
Mass Factor:	1.0			Concealment	20	65	
				Shadowing	15	60	
				Law	50	57	
				Civil/Business	10	67	
Equipment:				Criminal	25	82	
Has a bag with toiletries and clothes. Also has a CD jewelbox from South Dade, however, after Monday afternoon, it contains a Randy Travis CD. Has about \$12,000, and carries a Beretta 92F (15 rounds) with two spare magazines in his bag.				International	20	77	
				Perception	60		
				Romance Languages	30	37	
				Spanish	15	52	
				Unarmed H-to-H	30	36	
Weapon	Roll	DF/DD	Dam. Type	Dodge	15	51	
Beretta 92F	92	17	Hyd. Shock	Punch	15	51	
Punch	51	3	Impact				

Mrs. Orme

Billy Orme lives with his mother in a tiny house in North Miami Beach. Mrs. Orme is a small woman passing from middle age into her autumn years. She is kind, a little meek, and totally innocent of her son's activities. If visited by operatives questioning her about her son's disappearance, she will invite them in to discuss the issue over tea. She is worried about Billy, but confident that he will return home any day.

If questioned about Billy's activities, she can say little. She knows Villee only as an occasional friendly voice on the telephone. If the operatives suggest that Billy might be into something unpleasant, they run the risk of hurting and offending Mrs. Orme. As long as they are diplomatic, however, she will cooperate, even letting them have a look at Billy's room and the rest of the house.

Elise Saint-Hilaire

Elise Saint-Hilaire is Goebel Zender's girlfriend, and lives with him in their upscale Surfside apartment. She is a good match for Zender—intelligent, even cunning, and a little cynical. A bank manager by trade, Saint-Hilaire is also athletic and very good-looking.

Saint-Hilaire is cooperating with Villee's plot, and will do her part to steer the operatives to the marine stadium meeting. She will pretend not to know what goes on at South Dade, and will cooperate with the operatives, even letting them look around the apartment if they ask, and giving them Zender's phone message. She does not know that Zender is leaving the country, however, and if she learns this, she may tell the operatives about the plot against them, especially if approached a second time. Revenge against Zender and Villee is enough of a motive, but if she sees an easy opportunity for material gain, she will try to trade what she knows for it. Saint-Hilaire doesn't know many specifics about the plot, only that Zender and Villee were working together to get the operatives out to the marine stadium.

Important GM Note

This adventure is designed as a sequel to *The Wake of the Sagitterian*, presented earlier in this text. In order for the events in this assignment to make much sense, it is important that the players first play *The Wake of the Sagitterian*, or an adventure that has much the same results (see the GM Note following that adventure).

It is assumed throughout this adventure that one or more of the player characters witnessed Alexander Villee killing Customs Agent Charles Boland. If that event did not occur during *The Wake of the Sagitterian*, or if the characters did not witness it, the GM must use his judgement when preparing to run this adventure. What is absolutely crucial is that Villee has good reason to believe that something witnessed by one or more characters is very threatening—threatening enough to make Villee kill. If this situation does not reasonably exist, the GM must modify or abandon this adventure.

NIGHTWALKER/ THE VILLEE AFFAIR

Three assignments for the

M I L L E N N I U M ' S

Contemporary Roleplaying Game System

Sorry, this page is unavailable

NIGHTWALKER/ THE VILLEE AFFAIR

Three assignments for the

M I L L E N N I U M ' S

Contemporary Roleplaying Game System

Sorry, this page is unavailable

ability, its potential battery life of several weeks (substantially less if fully active), and its ability to support a variety of other weapons systems.

The disc closes with a final demonstration. The Nightwalker, now shrouded in cammo netting and branches and sporting six rocket tubes heavily on its shoulders, trudges through two feet of Florida swampwater (it has now become apparent that the machine is a good five feet tall at the shoulder). Suddenly, a helicopter appears over the treeline. The walker sidesteps into the shadow of a large cypress, narrowly avoiding the dummy rocketfire that the chopper rains

into the swamp. The helicopter comes around for another pass, and at the last minute the Nightwalker steps away from the tree, firing a missile and a withering volley of machine-gun fire. The helicopter explodes and falls burning into the swamp.

As the image fades, the voice concludes the presentation. *"Even our own engineers are continually amazed at the CA two-thirteen Nightwalker's capabilities. The Nightwalker is a weapon destined to determine the look, and the outcome, of combat throughout the twenty-first century."*



Nightwalker Footage Disc

This five-inch disc is marked with a stick-on label with "copy limited op status 6/19 edited to declassify" written on it. A second label reads "Sensitive material—do not copy." When played on a video unit, it shows only blackness for several minutes. Then an image flickers on. It appears to be the interior of a warehouse or repair shop. The walls are white cinderblock lined with workbenches and steel shelves, and the room is uniformly lit by florescent tubes. A double door is in view to the right, at the top of a tall metal staircase, and various pieces of electronic and machining equipment are visible scattered around.

After about a minute of this image, during which time nothing moves, the door starts to open. Instantly, displays and measurements appear along the bottom

and periphery of the image, but black rectangles cover most of the data. A head peaks around the door just above floor level, and a small box forms around it. The head surveys the room, then disappears, and reappears as a male figure in a business suit with an assault rifle. The figure enters the room and crosses it diagonally towards the camera, tracked all the way by the small box. A second male figure, similarly dressed, and unarmed but carrying a dufflebag, enters. Another box forms on him. He quickly closes the door and scurries off to the right, disappearing. A muffled voice, apparently his, says, "I don't even know if I can get all the right stuff." The first figure, now almost off-camera to the left, turns and answers, "just do it." As he turns, his whole face becomes visible. He is tanned, with a heavy jaw, hard eyes, very short hair, a moustache and wire-framed glasses. He goes off-screen, and a few seconds later the screen goes dark.

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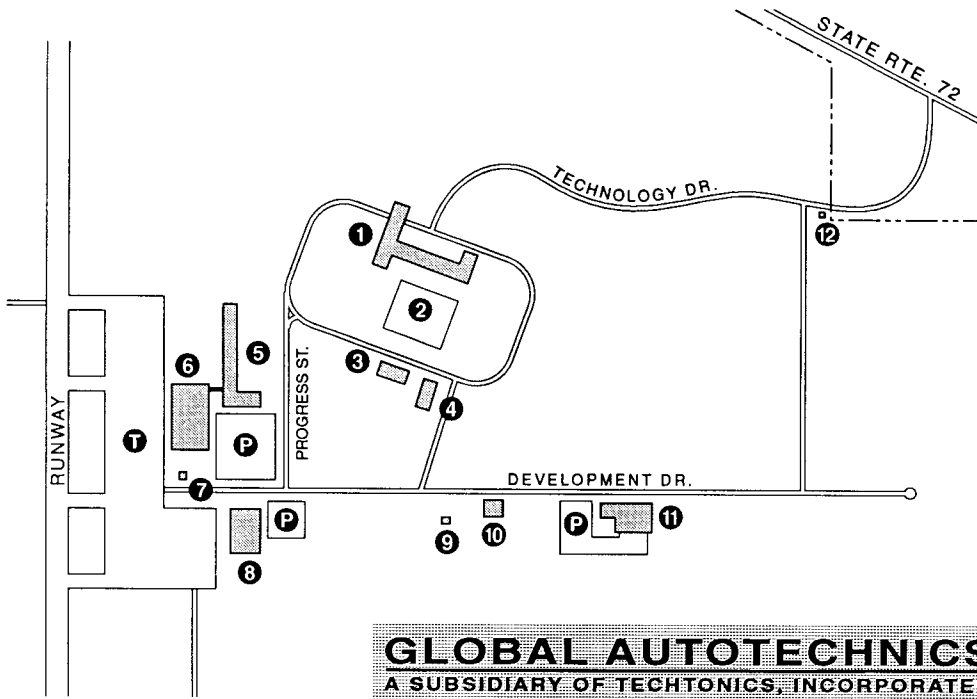
Reply to: Lyn Crayton <CRAYTONL@OPUS.AUT3.DEV>
Sender: Lyn Crayton <CRAYTONL@OPUS.AUT3.DEV>
Subject: Automation Unit 3/CA-213 Nightwalker Project Staff List
To: Geoff Hunt <HUNTG@SEC.ADMIN>
Message ID: 8414629.OPUS.AUT3.DEV

Geoff--

Here's the list you asked me about. These are our technical personnel on the Nightwalker project. I've left off the administrative staff because they can't get into Bay Six, but all of these people have the necessary clearance. You can get to their personnel files through PER.ADMIN. Let me know if you have any more questions, and keep me informed of how things go.

Name	Emp #	Position
Lyndon Crayton	4148	Project Manager
Kurt Fitzgerald	5211	Team Leader
Hae Youn Kim	5723	Team Leader
Caroline Espinoza	5980	Senior Engineer
Micheal Horne	5564	Senior Engineer
Gary Ushijima	6213	Senior Engineer
Doug Kare	6100	Senior Engineer
Lorraine Alibert	8814	Team Engineer
Jerome Atkinson	7254	Team Engineer
Anne Clark	7004	Team Engineer
So Yip Fong	6350	Team Engineer
William Hamilton	7132	Team Engineer
Anna Ng	6813	Team Engineer
George Wollenweber	6542	Team Engineer
Christina Adanau	7561	Designer/CADD Operator
Dennis O'Brien	5841	Designer/CADD Operator
Thomas Sumner	6632	Designer/CADD Operator
Micheal Woodard	6577	Designer/CADD Operator
Lawrence Kyle	7418	Technician
William Plymale	7789	Technician
Stephanie Miller	8228	Technician

Page 1 of 1
Doc 1 CRAYTONL@OPUS.AUT3.DEV
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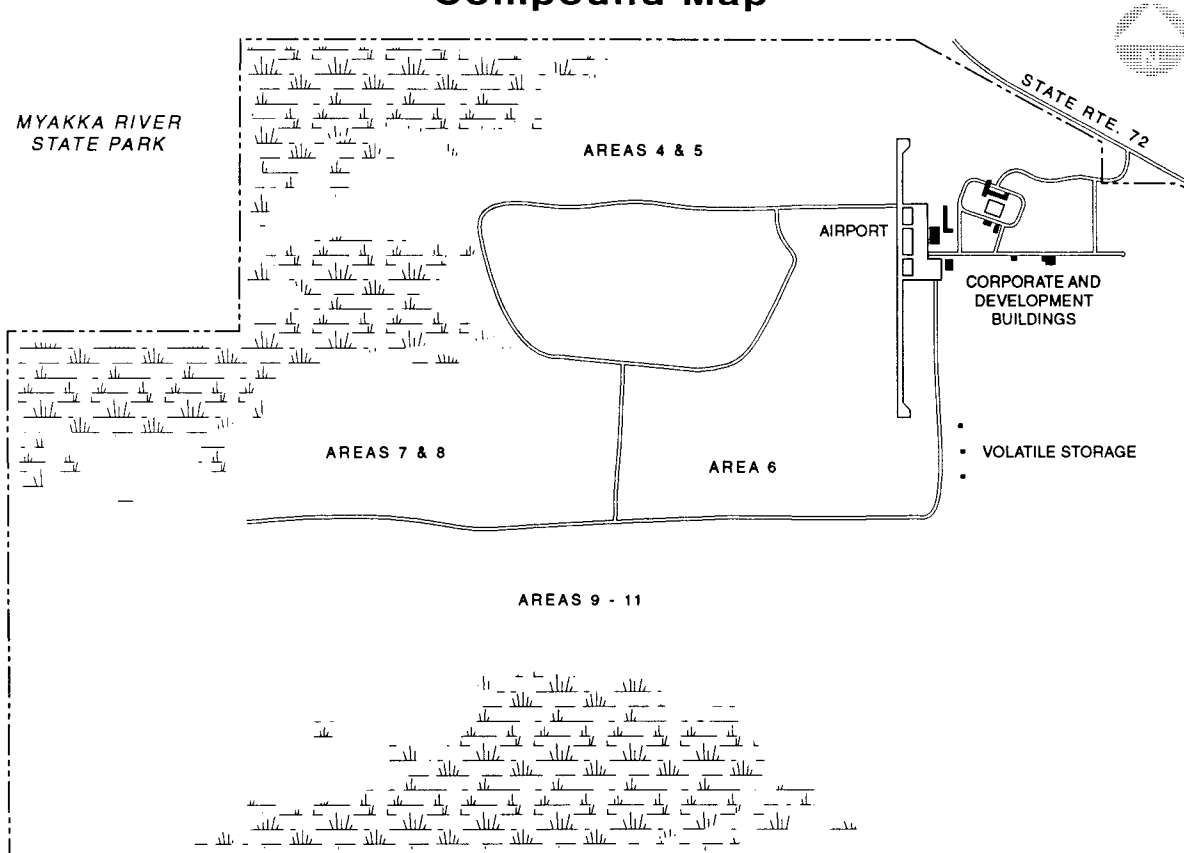


CORPORATE AND DEVELOPMENT FACILITIES

- ① Corporate Headquarters (inc. Security Center)
- ② Parking Garage
- ③ Administrative Annex
- ④ Building 5 (Development)
- ⑤ Building 11 (Development)
- ⑥ Area 3 (Testbed)
- ⑦ Airport Control
- ⑧ Area 2 (Testbed)
- ⑨ Building 8 (Development)
- ⑩ Building 7 (Development)
- ⑪ Building 9 (Receiving and Machine Shop)
- ⑫ Security Gatehouse
- T Airport Tarmac
- P Parking Lot

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 Sarasota, Florida
 SCALE 1 cm. = 100 m.
 SCALE 1 cm. = 400 m.

Compound Map



June 22, 1999

BlackEagle/BlackEagle Logistics & Procurement Branch, Data Support Section

To: Morris Wiley, L&P Coordinator Miami
From: Desiree Johnston, L&P Support Atlanta
Subject: Photographic Database search

Results of Photographic Database Search:

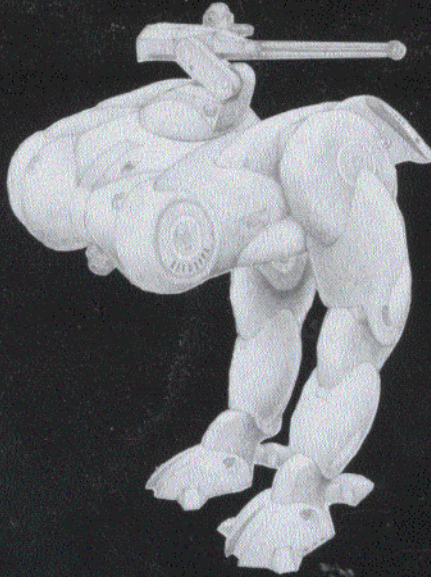
Tallis, Carl	14 match points	file #LL9472903	file attached
Willoughby, Bardon	9 match points	file #LL8954730	file attached
Hertzfeld, Lon	9 match points	file #LL2854872	file attached

End Search

<p>Tallis, Carl Edward #LL9472903 Source: Interpol, Lyons, France Name: Carl E. Tallis Sex: Male Born: August 3, 1962 Height: 180 cm. Weight: 75 kg. Eye Color: Blue Hair Color: Blonde Additional Physical Descriptions: Pierced ears, skull tattoo on upper l. arm</p>	<p>Criminal Convictions: Assault, Norway, 1985 Criminal Charges: Illegal Poss. of Weapon, Norway, 1984 Possession of Stollen Property, Sweden, 1993 Suspected Criminal Activities: Auto Theft, Germany, 1990 Conspiracy to Sell Stollen Technology, Sweden, 1993 Last Reported Contact: Stockholm, Sweden, August 1997 AKA: Carlos Tallis Carl the Swede</p>	<p>Known Associations: Olefson, Bjorn</p>
<p>Willoughby, Bardon #LL8954730 Source: F.B.I., Quantico, VA Name: Bardon Willoughby Sex: Male Born: February 27, 1960 Height: 185 cm. Weight: 95 kg. Eye Color: Brown Hair Color: Blonde Additional Physical Descriptions:</p>	<p>Criminal Convictions: None Criminal Charges: Illegal Entry, Angola, 1986 Poss. of Firearm, Kenya, 1993 Crim. Trespassing, Rep. of Ukraine, 1997 Suspected Criminal Activities: Weapons Import Violations, Cambodia, 1994 Assassination of Colombian Justice Minister, 1997 Last Reported Contact: Suspected entry into E.C. through Lisbon, Feb. 1999 AKA: Bill Waverly</p>	<p>Known Associations: Anastasi, Katza Goosemore, William</p>
<p>Hertzfeld, Lon Henry #LL2854872 Source: F.B.I., Quantico, VA Name: Lon Henry Hertzfeld Sex: Male Born: May 28, 1954 Height: 173 cm. Weight: 100 kg. Eye Color: Hazel Hair Color: Brown Additional Physical Descriptions:</p>	<p>Criminal Convictions: Interstate Trans. of Stolen Goods, 1975 Consp. to Forge Federal Documents, 1981 Racketeering, 1995 Criminal Charges: Racketeering, 1993 Suspected Criminal Activities: Conspiracy to Illegally Distribute Pornography, 1991 Last Reported Contact: Brushy Mountain Federal Penitentiary, 1983-present AKA: Lonnie Hertzfeld Hammerhead Hertzfeld</p>	<p>Known Associations: Bellami, Roberto Smith, Jeffrey H. Spinelli, Gregory</p>

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Nightwalker/The Vilee Affair is an adventure supplement for the *Millennium's End* game system containing three complete detailed assignments for the BlackEagle campaign.

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Alexander Vilee is a shady Miami arms merchant who hasn't always operated to the letter of the law. Now Customs is taking a close look at his business, starting with his next shipment. Vilee needs to get the cargo off the ship before it comes in to port. It's a tricky assignment, in an area of intense drug-interdiction surveillance, and he's come to the only people who can pull it off.

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