

SEQUOTIA RIDGE

An Assignment for *Millennium's End*

Having recently completed BlackEagle's basic training and eager to jump into the middle of a complicated assignment, a group of rookie operatives is instead sent on a camping trip to "get to know one another." But the operatives may get more than they bargained for when their trip embroils them in a terrorist plot that only they can stop...

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The operatives, fresh from BlackEagle's basic training, are instructed to report to Alex Walker, Seattle's Senior Cell Leader. After the new cell has had a chance to meet briefly, Alex calls everyone into his office. The room is full of enthusiasm as the cell awaits initiation into the world of the professional BlackEagle operative. The assignment is simple, Alex chuckles, go camping, get to know each other, and have fun. Sounds easy, doesn't it?

THE ASSIGNMENT

After spending a relaxing week hiking, camping and hunting in the cool, verdant forests of the Pacific Northwest, the team is in its base camp. It is late in the day, and since you plan on returning to Seattle in the morning, everyone is busy cleaning equipment, cooking dinner or packing the Jeep.

Jokes abound about your strenuous first 'assignment.' Each of you agree, though, that the weekend was worth it. It has given everyone a chance to get comfortable, and that's important, considering there may come a time when your lives depend upon each other.

Last night, everyone started talking about the BlackEagle office. Somebody started a pool to guess the age of Senior Cell Leader, Alex Walker. Most of you placed him in his mid-40's. Alex's relaxing, but intense nature set everyone at ease early on, and you're all looking forward to working with him in the future. He was even nice enough to let the Cell borrow his Jeep for the trip, along with a bunch of camping equipment—including a portable satellite telephone built into the Jeep.

Unexpectedly, one of the operatives' cell phones ring. When the operative answers the phone, he or she hears a voice recognizable as one of the administrative personnel from the Seattle office saying, "This is the Seattle office. On Sequotia Ridge—" The voice cuts off, leaving only static on the phone.

After this, if the operatives investigate, none of their cellular phones or cellular modems work. Each displays a "no service" message. Walker's Jeep has a portable satellite telephone. If the operatives think to use it,

they'll be able to call any number in any part of the world except for Washington state. When they try and call into Washington state, they receive a recorded message that states "all circuits are busy."

THE REAL SCOOP

A group of terrorists has attacked the Sequotia Ridge GenNet relay station, killed the few technicians that were there, and used the station to begin disrupting the telecommunications within Washington state. The terrorists are working for the Worldwide Islamic Jihad, though in order to add to the confusion, they've claimed to represent a different terrorist organization: Gaia's Fist. They plan to use the chaos as a distraction in order to steal a shipment of weapons-grade plutonium. They will infect GenNet with various viruses and programs designed to disrupt the communication network in an act of techno-terrorism similar to the attack on Washington D.C. in 1994. As Gaia's Fist, they publicly demanded that the U.S. open up investigations into two major oil tanker companies, trumping up many unsupported charges about various environmental infractions they have committed. These tanker companies both do a large amount of business with the Nigerian government and, by forcing this attention on them, it may cause some tension on their relationship with Nigeria—WIJ doesn't expect anything major to result from this demand, but they won't pass up the opportunity to cause as many problems for their enemies as they can.

The attack on Washington D.C. in 1994 was alarming and costly but resulted in little loss of life. Since GenNet was created in 1995, the world has grown more dependent on its computers to run every aspect of life, including hospitals, law enforcement, traffic control, airline navigation, and businesses. The group of terrorists on Sequotia Ridge has decided to make a multi-pronged attack on Washington state. If successful, by next morning, patients in hospitals could be dead from malfunctioning life support equipment or incorrect medicines given because of corrupted medical records. The terrorists plan to disrupt computer-controlled traffic equipment, and then hit emergency dispatch systems. Washington state will experience blackouts caused by computers controlling the power grid. Airline services will be disrupted as their network of computers is tampered with. Airplanes dependent on computer controlled flight equipment that literally take the cockpit crews out of the loop from taxiing to landing will be targeted. By morning hundreds of people and businesses could fall into bankruptcy, and the effect on the stock market could spread across the world. Disrupted communications will trouble people throughout Washington. With all but the most rural sheriff's departments using cellular phones these days, law enforcement will be paralyzed.

But even through a major GenNet junction, spreading a large number of malicious programs and attacks on computer systems takes time. An alert hacker operative at the Seattle BlackEagle office happened to spot one of the terrorist's electronic attacks in progress, and traced it to its source. She immediately tried to contact the team near Sequotia Ridge. Unfortunately, communications systems received the highest priority for the techno-terrorists' attacks.

While this attack on the country's infrastructure would be bad enough in itself, it's actually just a cover up for a much more dangerous crime: the theft of a shipment of weapons-grade plutonium from the

Starting Equipment

Each operative has:

- 1/2 of a two man hiking tent
- A sleeping bag
- A frame backpack
- 2 dehydrated backpacking meals
- A canteen with cup
- A magnetic compass
- A topographical map of the area
(the players map)

In addition, Alex Walker's Jeep is packed with some basic hiking and camping equipment, including a machete, a hand axe, rope, a camping hammock, three lanterns with extra gas, and several extra blankets.

The players should be able to find most of what they would need for a camping trip here. Because this is a vacation, the operatives didn't have any reason to take tactical equipment or lots of weapons with them. They have no firearms with them.

Seattle international airport. The plutonium is being shipped from Kihrgizistan, an old Soviet republic that is scrapping their nuclear weaponry, to a storage site in Wyoming. The plutonium transport was hijacked by a second group of terrorists on Interstate 90 and driven to a small town south of Seattle called Winlock. Normally, such a hijacking would be short lived; but with GenNet and all communications in the area down, the terrorists stand more than a good chance of completing their plan to smuggle the plutonium out of the area without leaving any trails behind.

If the operatives figure out that the relay station might be the problem but decide to wait for reinforcements, let them know that without the GenNet, hospitals, the stock market, law enforcement and other vital resources will be disrupted. Reinforcements may not arrive until a lot of damage has been done—if they arrive at all.

THE ACTION

There are several objectives that the operatives might try to achieve, including taking control of the Sequotia Ridge Relay Station and then intercepting the terrorists at the bridge in Winlock. The action begins as evening closes in, and as time progresses it will grow increasingly dark. When the operatives reach Winlock, time will have progressed into the late hours of the night.

Sequotia Ridge

Sequotia Ridge is on the operatives' maps, about a half an hour's drive away. The ridge has a county road running beside it, and the map shows one gravel service road leading up to an antenna array on top of the ridge. There is also another gravel road leading up the western side of the ridge.

All of the operatives' cellular phones are dead. The satellite phone is working, but any attempts to dial into the northwestern U.S. are met with the recorded message that "all circuits are busy."

The Jeep's satellite phone has several numbers listed in memory dial. One of these numbers is listed as the BlackEagle Office in Miami. It's a direct line to Joanne Mallory (see page 50 of the *Miami Sourcebook*). She's got caller ID and, if the operatives call her from Alex's Jeep, she'll want to know who they are, and why they're using Alex's phone. Once the operatives identify themselves to her and explain the situation, she'll confirm that all computer and telephone connections in the Northwest are inoperative. She knows that a group of eco-terrorists called Gaia's Fist has claimed responsibility, and they are demanding that the government open investigations into two major oil tanker companies that have been recklessly endangering the water systems along the pacific coast. She'll ask for a brief report from the cell, and offer what help she can. Unfortunately, she's unable to provide any real assistance other than the exchange of information. She will suggest that the operatives investigate Sequotia Ridge.

The only easy access to Sequotia Ridge is the county road that runs along the south side of the ridge. The first unimproved road that runs up the western end of the ridge dead ends at an old, collapsed house, and there is nothing to be learned there. Further along the ridge is the turn-off for an improved gravel service road leading up the ridge to the GenNet relay station. There is an official looking sign at the turn-off.

The service road is covered with packed gravel but is muddy from rain. If the operatives stop and look, a Perception check at +10 will reveal recent tire tracks on the service road.

There are seven terrorists at the relay station. The group is lead by Afshin Aha'zan (see Non-Player Characters), an Iranian computer expert working for the Worldwide Islamic Jihad. He is accompanied by three other Iranians, each of them very good at hacking into computer systems. Two free-lance American hackers work for Aha'zan as well, providing extra assistance in order to get the job done within a tight time schedule—use five Cyberterrorist Stereotypes (page 124 of the *Terror / CounterTerror Sourcebook*). They're each armed with an AMK and a Browning High-Power. The last terrorist is an American mercenary hired to keep watch, and drive the van—use a Cheap Thug Stereotype (page 156 in *Millennium's End v2.0*).

The operatives can approach from several directions, but there is only one road leading to the station. The American mercenary is acting as a sentry, lurking somewhere in the woods along the road up to the relay station. This sentry will fire on any unknown intruders (using an AKM) after reporting their presence to Aha'zan via a walkie talkie.

Require Perception rolls for the operatives and the sentry to see if they spot each other. Keep in mind that the sentry will be difficult to spot from the road (-30 to Perception rolls), but he has a good view—he won't miss the operatives if they travel down the road in the open.

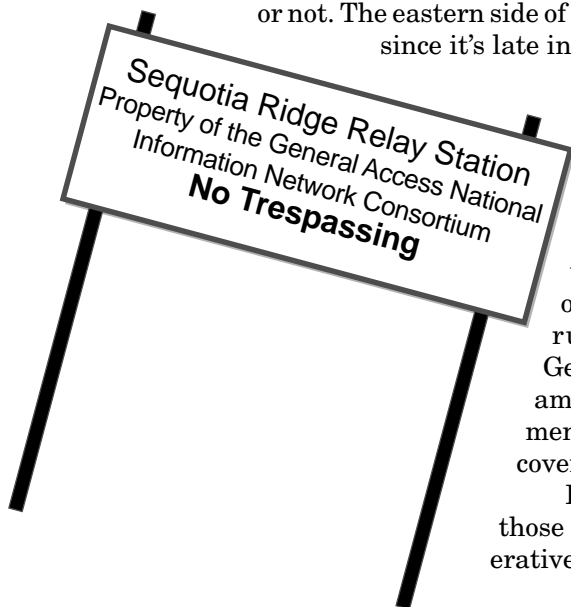
If the sentry is able to ambush the operatives on the road, he will spray them with a full clip from his AKM. If he doesn't disable them all, he'll retreat to the relay station, running out of the woods and into the open when he nears the gate. If he is ambushed by the operatives in the woods, the sentry will fire a few bursts from his rifle and try and retreat to the relay station.

When the operatives reach the relay station, they find three large satellite dishes and a brick building with a large antenna tower on top of it. The whole complex is surrounded by a three meter high chain link fence topped with barbed wire. Near the southeast corner of the fence, a gate stands open. On the eastern side of the building is a gravel parking area with a GenNet service truck and a mini van parked in it. The mini van's windows are tinted black—making it difficult to see if anyone is in the van or not. The eastern side of the brick building is in shadow, since it's late in the day.

The Relay Station

Inside the brick building, Aha'zan and the other hackers are busy in the workroom using laptop workstations and other hardware to download and run their programs on the GenNet. There's a considerable amount of heavy electronic equipment in the building to provide cover.

If the sentry was able to alert those inside the compound, the operatives will have to move fast in order



to capture any of the terrorists. Two of the hackers, one American and one Iranian, wait near the building's east door, using it for cover while they watch the gate and the parking area. They'll stay in position and fire on anyone they don't recognize while Aha'zan and the other three hackers escape through the generator room.

Once outside, Aha'zan and two of the Iranian hackers will sneak through a hole cut into the fence. They'll travel down an old trail for almost two kilometers, eventually reaching a mini van parked near an old road. They'll get into the van and drive off quickly.

The American that escapes through the generator room with Aha'zan will not follow him through the hole in the fence. Instead, he'll jump into the van parked at the relay station, squeal around in front of the brick building—pausing just long enough to give the two terrorists inside a chance to get into the van—and then take off through the gate and down the dirt road. This plan was devised to cause some confusion for any attackers, making it more likely for one or both of the groups to escape capture.

Eventually, someone at GenNet will be able to track down the source of the problem and reinforcements will be sent to Sequotia Ridge. The GM can send these reinforcements earlier if the operatives are doing poorly in the firefight. Once the station has been captured, there will be a lot of evidence for the operatives to find.

Four of the seven terrorists are Iranian, and this should tip off the operatives that something is not as it seems—if they know anything about terrorism, they'll know that Gaia's Fist isn't a middle-eastern group.

Each terrorist is wearing a small red disk pinned to his clothing. The disks are radiation detection devices—they monitor accumulation of radiation—and are standard issue for anyone working in a nuclear power plant, or areas that are suspected to have been contaminated by low levels of radiation. An extra radiation sensor can be found laying on the floor underneath one of the tables, so the operatives might find one even if they don't capture any of the terrorists.

One of the laptop computers remains intact, and the operative might notice that it's uploading files onto an unknown server. If the operatives choose to stop it from uploading, they will probably notice (Perception roll at +30) a small reminder flashing in the upper left corner of the screen. It reads "*Meet at Bridge-3:00 a.m.*"

An analysis of the remaining computers shows that the shut-down attacks were specifically targeted. Three major cities—Seattle, Tacoma, and Portland—were all selected, along with a small town south of Seattle called Winlock. The State Police office on I5 in between Seattle and Portland has been completely closed down. No other small towns or Police Departments were specifically affected, but there is no obvious reason why Winlock was singled out.

If the operatives capture the van, it contains two face masks, two body suits, and two pairs of gloves—all designed to handle radioactive material—as well as several boxes of spare ammunition, a few walkie talkies, and a map of Washington state.

If any of the American computer terrorists were captured, persuasive operatives could convince them to talk. Captured Iranians will not reveal anything, remaining arrogant and self-righteous, even in the hands of the operatives. The American hackers will know they were hired to cover up for some other operation, but they won't know the specifics. They'd know to meet at the bridge near Winlock if they were split up.

The Bad Guys

There's a total of seven terrorists on Sequotia Ridge. Afshin Aha'zan's stats are listed in the Non-Player Character section of this adventure. Accompanying Aha'zan is a group of five hackers, three of them are Iranians working for WIJ, the other two are American freelance hackers hired by Aha'zan. Use the Cyberterrorist Stereotype (page 124 of the *Terror/CounterTerror Sourcebook*) for these five hackers. The last member is an American mercenary, hired to drive the van and guard the entrance to the relay station—for his stats, use a Cheap Thug Stereotype (page 156 in *Millennium's End v2.0*). Each of the terrorists are armed with an AKM and a Browning Hi-Power.

The hackers each have a laptop workstation, a variety of electronic hardware for hacking, and headset radios. Aha'zan carries a 10km Mil-spec hand transceiver.

There are a total of six terrorists involved in the hijacking of the plutonium. Nessim Haasani's stats are listed in the Non-Player Character section of this adventure—for the other five use High-End Grunt Stereotypes (page 157 of *Millennium's End v. 2.0*). Each of them is armed with a Browning Hi-Power. Four of them carry AKMs and the fifth carries a Rheinmetall MG42/59. The terrorist with the machine gun has one belt with 100 rounds of ammunition left. All five of the hijackers are wearing Class II ballistic vests with inserts. Nessim will be driving the semi-truck, which is clearly marked as carrying radioactive materials. The others are following in a Chevy Suburban.

Winlock

If the operatives have one of the hackers' radios and leave it on, they may catch some of the terrorists' radio communications. When they're within a half-hour from reaching the bridge they'll hear "Phoenix, bridge secure soon." If Aha'zan or any of the other hackers escaped from Sequotia Ridge, the operatives will hear a reply ("Affirmed. Rebirth compromised. Be cautious."), otherwise there will be no reply, unless the operatives make one. By this time, it is late in the evening, nearing 2:45 am.

If the operatives reply to the radio message with a short sensible response, they might fool the terrorists (Acting/Con at +20). The hijackers will be waiting at the bridge. If the operatives don't respond at all or do something to make the hijackers suspicious, the hijackers will have assumed the worst for the hackers and will not wait for them long. If that is the case, the BlackEagle operatives arrive at the bridge just in time to see the hijackers pulling away and heading south. There is only one bridge in this small town, so there won't be much difficulty finding the terrorists once the operatives make it to Winlock.

If they haven't been tipped off, the hijacker's Suburban will be parked in the road about ten meters behind the semi containing the plutonium. Both vehicles are facing south. The Suburban's engine is running. There are a total of six terrorists here. Three terrorists are sitting in the Suburban—two Americans and one Iranian. Another terrorist is positioned in the woods, just out of sight. Nessim (see Non-Player Characters) and one other terrorist sit in the front of the truck. They all have their AKMs handy. The terrorists in the Suburban keep their weapons out of sight, but within easy reach. The passenger in the truck has his AKM sitting in his lap. They're all wearing Class II undercover ballistic vests and have concealed Browning High-Power pistols stashed in shoulder or leg holsters. Use five High-End Grunt Stereotypes (page 157 of *Millennium's End v2.0*) for the terrorists assisting Nessim in hijacking the plutonium.

If any of the terrorists from the Relay Station escaped from the Operatives, they will arrive at the bridge about a half an hour after the operatives get there. Chances are that the scene will have played through, and they will arrive to find a big mess. If this is the case, they'll bolt. If the players decide to wait around to see if they show up, then they'll have the opportunity to prepare an ambush—assuming that police officers don't show up and make a big deal about the whole mess.

The hijacker with the machine gun has positioned himself in the woods on the west side of the road about thirty meters behind the Suburban and five meters off the road. He has hidden himself behind a tree and is in a good position to cover the rear of the terrorist convoy. Since the road is raised about one meter above the surrounding forest floor, the machine-gunner cannot cover anything on the east side of the road. The river banks are about one meter below the surrounding forest floor—two meters below the bridge. They also are hidden from the machine gunner.

It is night and the surrounding forest is dense, so visibility is limited. Shooters firing at targets near the vehicles, but outside of headlight beams, should suffer a -20 Aiming Modifier for bad light. Targets away from the vehicles or in the forest will be protected by the -40 Aiming Modifier for darkness. The plutonium hijackers will use cover and other advantages as much as possible. The machine gunner is deliberately set up to ambush the hackers in a crossfire from the rear if they cause trouble. The hijackers will resort to such tricks as shooting at the operatives legs

under vehicles, disabling the operatives vehicle and driving away, or coming under the bridge to come up from the river on the east side of the road and catch the team in a three way crossfire. The hijackers' primary goal is to insure that the semi manages to escape safely. To do this, they must prevent the operatives from following the semi when it begins to drive south.

The plutonium is encased in a crash-resistant armored container that will not break unless it is struck by something at least as powerful as an anti-tank missile. Thus, Nessim won't worry much about driving with caution, as he is confident that the plutonium is safely packaged and won't rupture after a high speed turn or impact with another vehicle.

When the operatives arrive, one of the American terrorists climbs out of the passenger-side door of the Suburban. Using the name Jake Long, he'll act as though the truck had broken down, and try to convince the operatives that "We'll be fine, I might have to go into town to pick up some parts, though. Ain't this my luck. Is there enough room for you to squeeze by?" Of course, there's plenty of room for the operatives to pass the truck. Jake isn't openly carrying firearms, but a highly perceptive operative (Perception at -30) may notice a telltale bulge that hints at hidden handgun.

If the operatives get too nosey, or start acting suspicious, Jake will back off. The driver of the Suburban will squeal the car around, so that it blocks off the entire bridge. The terrorist in the woods will open fire on the operatives and Nessim will take off in the truck.

The truck, being large, heavy, and old, doesn't have the best acceleration, and it will take several seconds before it picks up enough speed to disappear down the road. If the operatives haven't disabled the truck by the time it begins to disappear out of sight, they might hear (Perception roll at -10) a gunshot from the front of the truck. Nessim has taken the opportunity to eliminate the only obstacle that will stand between him and getting the plutonium to the alternate pickup site (see Nessim Haassani).

The operatives won't be able to set up an ambush at the bridge unless they arrived there far earlier than the hijackers. If the operatives take too long to reach the bridge or do something to alert the hijackers, they will arrive at the bridge just in time to see the semi driving south away from the site. If the operatives decide to chase the hijackers, the terrorists in the Suburban will do whatever they can to keep the operatives from crossing the bridge. They will stay to fight it out with the cell, allowing the semi to get away and end the scenario.

Aftermath

Unless the team can pass the hijackers in the Suburban and stop the semi carrying the plutonium, they will have failed to prevent the theft of the plutonium (however they may still be able to provide authorities with vital information that will lead to the terrorists' apprehension). If they can get to the semi at any time and stop it by any means, they will have prevented WIJ from stealing the plutonium. The plutonium is in a crash-proof container and nothing less-powerful than an anti-tank missile will cause it to break open.

Non-Player Characters

These two characters are the primary leaders of the WIJ terrorist group sent in to steal weapons-grade plutonium. Afshin leads the hacker's assault on the Relay Station, while Nessim leads the plutonium theft.

Afshin Aha'zan

Int	72	Sen	58
Agi	47	Cor	62
Con	44	Str	58
Per	38	App	50
Bra	57	Wil	60

Perception	64
Base Speed	14
Dam. Rating	6
Mass Factor	0.9

Aim	55
Autofire	75
Longarm	82
Smallarm	80
Computer Ops	62
Networks	76
Programming	65
Security	65
Unarmed H-to-H	50
Dodge	60
Grapple	60
Punch	75

This 29 year old Iranian tactician spent six years studying computer technology at MIT. When he returned to Iran, he joined WIJ — an Islamic terrorist organization (see page 86 in the *Terror/CounterTerror Sourcebook*). He was chosen to lead the group of hackers invading Sequotia Ridge in order to help WIJ obtain the plutonium. He believes in his cause enough to fight and die for it, but he won't hang around if he thinks that his mission has already been successful.

Nessim Haasani

Int	51	Sen	48
Agi	68	Cor	48
Con	45	Str	53
Per	34	App	56
Bra	64	Wil	68

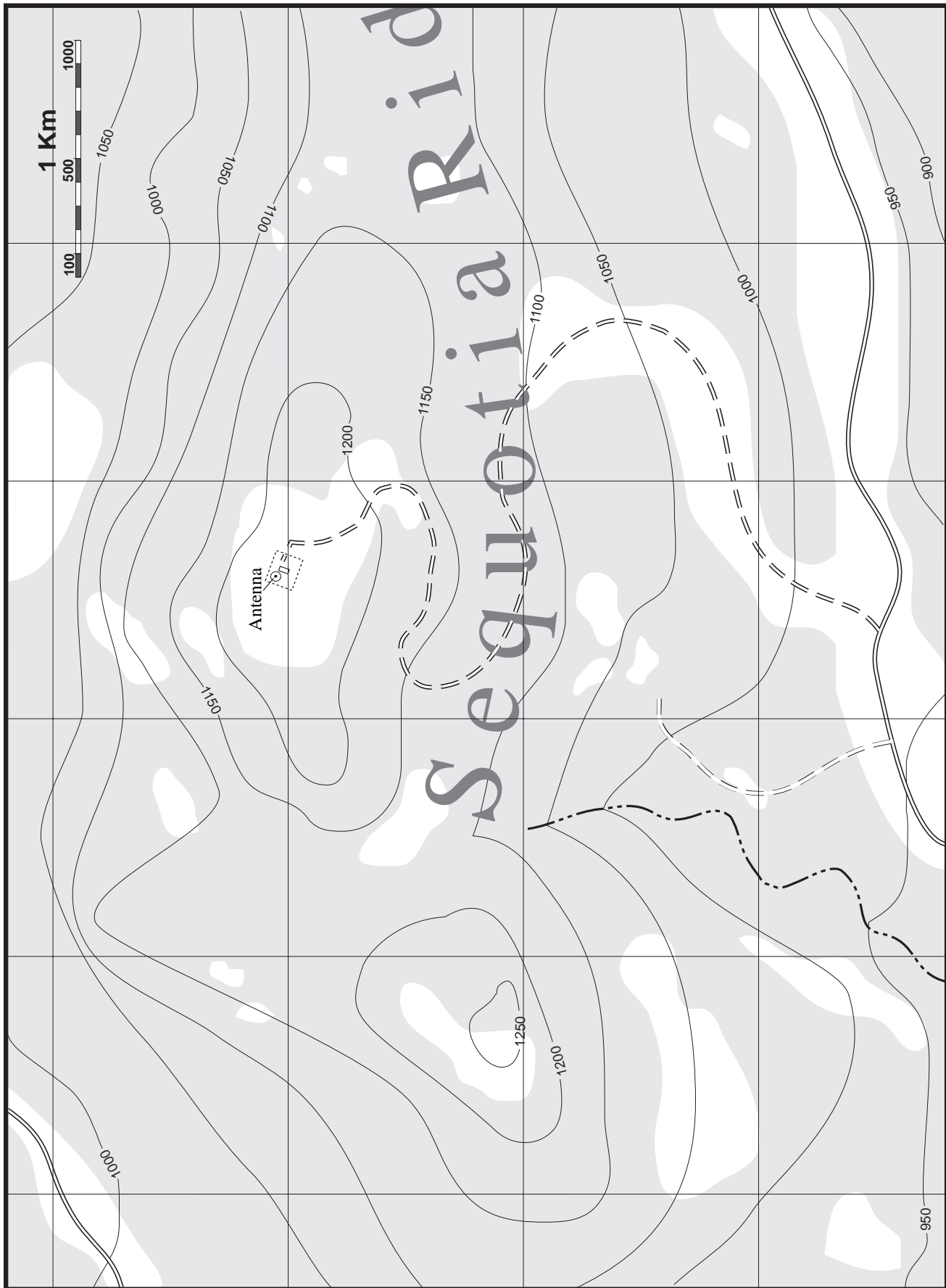
Perception	63
Base Speed	17
Dam. Rating	5
Mass Factor	1.0

Aim	40
Autofire	60
Longarm	50
Smallarm	60
Drive	45
Automobile	65
Unarmed H-to-H	45

Grapple	65
Punch	67

Tactical espionage is an old friend to Nessim. He's been working in the field for twelve years, taking care of covert actions for the Pakistani government. Recently, he's infiltrated WIJ and learned of their plans to steal the plutonium. The Pakistani government has instructed him to support the plan and convince Aha'zan to work with him on the mission. An alternate pickup site (one for the Pakistani government, not WIJ) has been set up, in the chance that Nessim will be able to liberate the plutonium from the WIJ agents. Haasani's tactical expertise made him a prime choice. WIJ has no idea that the plutonium they are going to steal may end up in someone else's hands. Nessim will be driving the semi containing the plutonium when the operatives arrive at the bridge in Winlock.

Relay Station Map I



Bridge Map



Relay Station Map II

