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#4

New Top Secret adventure
by Merle Rasmussen
Playing with missile fire
Randomize your realm



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Operation: Rendezvous Oasis

Top Secret game designed by Merle M. Rasmussen
“The Administrator”

Operation: Rendezvous Oasis mission design and writing by
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Vehicle, desert equipment, and lethal weapon assistance by
Jim “Crazy Eyes” Meek

Cartography by Diesel LaForce

**CODE NAME:
SCORPION STING**

Reconnaissance

People: Arab, Population: Uninhabited except at oases; Altitude: 1,640 feet to 3,281 feet above sea level; January Temperatures: Warm; July Temperatures: Hot (120 degrees F. to 130 degrees F.); Average Yearly Rainfall: Light (0 – 20 inches); Trade winds: Mostly from Northeast; Major Climate: Desert; Animals: Aoudad, Dromedary, Jerboa and Vulture; Plants: Date Palm; Land Use: Barren; Mining and Manufacturing Centers: None; Possible Natural Resources in Rocky Regions: Oil, Uranium, Iron Ore, Coal, Copper, and Phosphate; Transportation: No Railroad, No Automobile Road, No Inland Waterway, No Port, No Airport; Colonial Influences: Chad (British, French and German), Libya (British and Italian), Sudan (British).

Agent mission briefing

(to be read aloud to the team):

“Good morning. The United States Army and Central Intelligence Agency have lost two microdrones on Middle East surveillance missions. The missing microdrones are two daytime, hovering “hummingbirds.” Recovery missions have not found any evidence of microdrone malfunction or disintegration. Internal device tracking shows each microdrone was successfully launched and on its way to its target when it ceased to follow remote control directions. Each moved laterally from the line of flight and to the proximity of Ahmed Pursun El-Karriah. Moments later the tracking systems stopped functioning and camera functions went blank.

El-Karriah is a known non-lethal arms and military surplus equipment dealer. Sources have learned he will be attending the annual rendezvous for battlefield scavengers. This year the rendezvous will be held at an oasis located where the borders of Chad, Libya, and Sudan meet. The remote oasis is far from known ground and aerial routes and satellite imagery shows little except irrigated date palms surrounded by a Sand Ridge.

It is believed that if El-Karriah has the microdrones, he will sell them to the highest bidders. If the microdrones fall into enemy hands and are reverse engineered, the US fears the loss of its high-tech surveillance edge.

Your cover will be as proxies for clients who prefer not to reveal their identities. Your “clients” are interested in purchasing less-lethal weapons and surveillance equipment. If pressed, you can “reveal” that you are American intermediaries or mercenaries hired by a currently unpopular regime.

Your mission, should you decide to accept it, is to attend the rendezvous and retrieve the two microdrones. If possible, find out how the microdrones are being intercepted and by whom. As always, should you or any of your Top Secret force be caught or killed, the Administrator will disavow any knowledge of your actions. This tape will self-destruct in five seconds. Good luck.

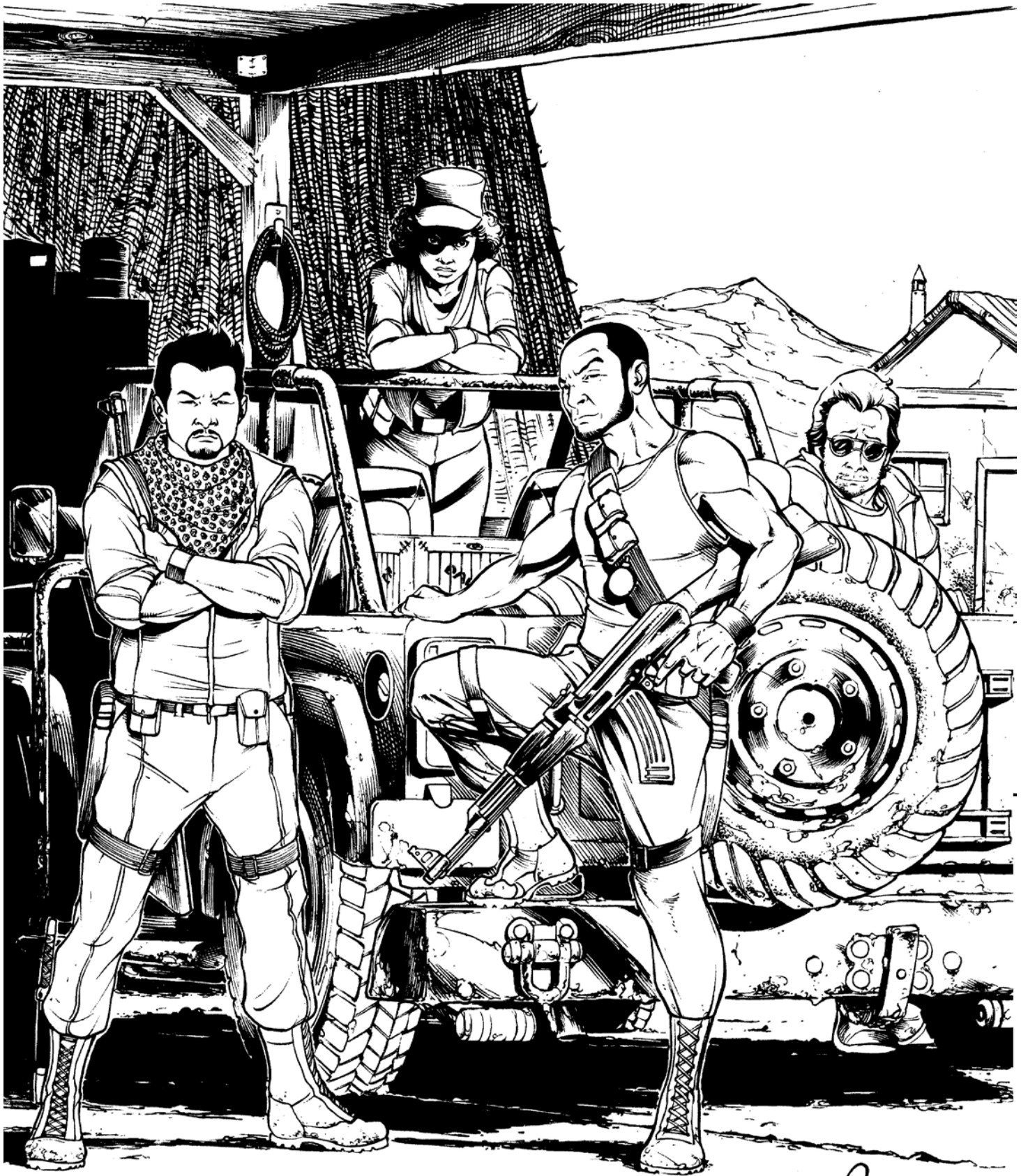
TARGET

AHMED PURSUN EL-KARRIAH:

El-Karriah is believed to be from somewhere on the Arabian Peninsula but his exact origin of birth is unknown. He is probably a Bedouin, part of a predominantly desert-dwelling Arabian ethnic group traditionally divided into tribes or clans. Bedouin translates in Arabic as “nomad” or “wanderer.” His marital status is unknown. His hobbies are also unknown. He has at least one close colleague, Ali Gori Kahli, who acts as a servant. El-Karriah’s personal interests are believed to be electronic technology and camel racing. He speaks Arabic, French and English. His personal wealth is believed to be in the millions of U.S. dollars.

BUSINESS AND CULTURAL BRIEFING

Do not refuse offers of hospitality. Use your right hand for holding, offering, or receiving materials. Do not expose the soles of your feet when sitting. Never point at or beckon an Arab. An Arab may stand close to you in conversation. Avoid expletives. Never use the word, “God,” in any context. Do not inquire about wife or family. Refer to their ancient history and many contributions to world history. Do not praise home or office possessions for they may feel compelled to give you what you admired and you would have to give back an equally handsome present. Praise the home or office interior in general. An Arab is easily offended so avoid teasing and arguing. Men should wear dark but light-weight clothing, white shirts, and lace-up shoes. Women should dress very modestly. Women should cover their arms from shoulder to wrist, avoid clothes that reveal body contours, and avoid slacks. Have patience in business dealings. Take constantly offered tea or coffee. Engage in small talk, such as soccer, until the Arab is ready to talk business. It is rude, unfeeling, and counterproductive to try to hurry things along. Do not offer liquor or wine. Do not smoke unless your Arab host does. Arabs are extremely generous gift givers. Allow the Arab to be the first to present a gift. When you reciprocate, try to match the Arab’s gift in elaborateness and cost. Do not bring food since it can be construed as a criticism of the host’s hospitality.



Q's

Prevailing Wind:

During the course of this mission, the wind will be blowing intermittently from the northeast unless interrupted by a dust storm from the same direction.

Rumors:

Roll one 10-sided die per agent and tell that agent a rumor from this list in private. They can choose whether to share accurately their rumor with other team members.

1	You will be woven a tale of area denial.
2	The metalworker has a ringing in his ears.
3	The leatherworker will bring tears to your eyes.
4	The shish kebabs are dangerously good.
5	The sweets seller's goods taste better than they smell.
6	El-Karriah is training birds to hunt his hunters.
7	El-Karriah has more interests than the Sport of Sheiks.
8	El-Karriah is interested in breeding hybrid camels.
9	El-Karriah is a technophile.
10	"I against my brother, my brothers and I against my cousins, then my cousins and I against strangers." – a widely quoted Bedouin saying.

Code Phrases:

Roll one 10-sided die per agent and tell that agent a code phrase from this list in private. They can choose whether or not to accurately share their code phrase with other agents.

- 1 **SCARAB** = Daytime, wall-climbing microdrone of unknown national origin.
- 2 **MAV** = Micro Air Vehicles are small drones resembling birds or insects.
- 3 **ROBOTEDARY** = Solar and battery-powered single humped robotic camel for African and Middle Eastern use.
- 4 **ROBOTRIAN** = Solar and battery-powered double humped robotic camel for Asian use.

5 **VAMPIRE BAT** = Nocturnal, flying microdrone with night and infrared vision of unknown national origin.

6 **ALBATROSS** = Solar-powered Long-Range Surveillance Drone for ocean use.

7 **VULTURE** = Solar-powered Long-Range Surveillance Drone for desert use.

8 **PEPPERBALL** = Paintball-like .68 caliber frangible plastic sphere filled with oleoresin capsicum, the active ingredient of pepper spray.

9 **CIA** = Central Intelligence Agency.

10 **SPORT OF SHEIKS** = Camel racing.

Equipment:

All equipment is assigned a number from 00 to 99 to assist with determining random gains or losses during the mission. The vehicle itself starts with a 0 as the ten's digit and each part with a one's digit. The results of each part being shot are also listed.

VEHICLE:

A solitary agent will be issued one off-road vehicle. Two to eight agents will be issued two off-road vehicles. Each vehicle has an enclosed passenger compartment. Each agent is issued an ignition, door, and spare tire key to their assigned off-road vehicle. Each vehicle comes with one spare tire mounted on the back.

- 00 Light. If shot, light destroyed but vehicle has no other damage.
- 01 Window. If shot, hole produced and safety glass fractures in place. No other damage.
- 02 Spare Tire. If shot, air lost but vehicle has no other damage.
- 03 Cooling/Heating System. If shot system fails but vehicle has no other damage.
- 04 Body/Chassis. If shot, hole or dent produced but vehicle has no other damage.
- 05 Motor. If shot, speed reduced 50%.
- 06 Steering/Suspension System. If shot, driver cannot control.
- 07 Brake System. If shot, vehicle cannot move.
- 08 Tire. If shot, tire loses air and vehicle crashes.
- 09 Fuel Tank. If shot, fuel in tank explodes and upholstery catches fire.

Each vehicle contains Camping Equipment (10-19), Cooking Equipment (20-29), Electronics (30-39), Photography Equipment (40-49), Recovery Gear (50-59), Spares / Mechanical Tools (60-69), plus Weapons (70-79), Special Devices (80-89), and Luggage (90-99) for each agent.

CAMPING:

- 10 **Rooftop tent or ground tent**
- 11 **Case for spare clothes** (stored on roof rack for easy access from tent)
- 12 **2.5 gallon water can – blue**
- 13 **5 gallon water can – desert sand**
- 14 **Solar powered shower system**
- 15 **Folding camp chair** (2, someone always forgets theirs)
- 16 **Sleeping pad** (for ground tent only)
- 17 **Medical Kit Expedition Bag**
- 18 **Water Filtration System**
- 19 **Camp bowls**

COOKING:

- 20 **2 burner propane grill with two 16.4 oz. propane cylinders**
- 21 **Nesting cooking pot, plate set, and reusable plastic eating utensils**
- 22 **2.5 pint kettle with assorted seasonings including kosher salt, pepper, steak seasoning**
- 23 **Large stirring spoon with double walled stainless steel mug**
- 24 **Roll of aluminum foil with 7.5" propane burner**
- 25 **Collapsible cooking table with 1 box strike anywhere matches** (waterproof)
- 26 **Fire starter and Spatula**
- 27 **Tongs and Can Opener**
- 28 **Dish soap and Roll of Paper Towels**
- 29 **Seven days (3 meals per day) Food Rations for each Team Member**



ELECTRONICS:

- 30 Flexible solar panel and Solar controller
- 31 400 Watt inverter and Batteries
- 32 Personal computer and GPS device with USB tether cord
- 33 Computer case and 12 volt map light
- 34 Telephone with FM transmitter/charger
- 35 Topographical software with local topographical maps loaded
- 36 250 Gigabytes redundant storage kept in padded divider case
- 37 42 quart refrigerator/freezer
- 38 12 volt map light
- 39 Laptop mount

PHOTOGRAPHY:

40-49 Handheld device. Each agent is issued one handheld device. The camera feature and memory will work if the device is energized. See Communications for Handheld device limitations.

RECOVERY GEAR:

- 50 "High-visibility recovery bag" and four Rated D-Rings or "bow" shackles
- 51 48" Jack and Pully Block (1)
- 52 Winch damper and Traction aids (*sand mats*)
- 53 Leather palmed work gloves and Winch remote control (*not wireless*)
- 54 30 foot 17,500 pound recovery strap (1)
- 55 Winch (*rated to 1.5 times Gross Vehicle Weight*) and Winch line extension (1)
- 56 Tire repair kit and Tire deflators (*kept in center console for easy access*)
- 57 15 pound compressor tank with tire gauge
- 58 Kinetic recovery strap and Shovel
- 59 Ground anchor and Synthetic winch rope (*100 feet*)

SPARES/MECHANICAL:

- 60 Roof rack with wind deflector to reduce wind noise. Roof rack has mesh floor and 7 solid steel can holders.
- 61 14 plastic jerry cans (*21 quarts fuel each*). This is enough fuel plus what is in the tank for a roundtrip from Argo, Sudan to the target and back to Argo, Sudan plus 111.5 miles.

- 62 Metric ratcheting wrench set (*8 – 19mm*) and assorted screwdriver bits
- 63 Metric wrench set (*with extra 10mm, 13mm and 17mm wrenches*) and Hand drill
- 64 Spare bulbs, fuses, belts and hoses, 2 quarts of oil, a 1 quart of 90 weight gear oil
- 65 1 quart automatic transmission fluid and 1 roll of fiberglass reinforced tape
- 66 Wobble socket extension and Ratcheting screwdriver
- 67 Pneumatic 3/8" impact gun and Wrench set
- 68 1/4", 3/8" and 1/2" socket wrenches and corresponding standard and deep well socket sets
- 69 Pry bar and Latex Gloves

WEAPONRY:

Each team will be issued the following weapons. It will be up to the team to determine which weapon will be assigned to each agent.

- 70-71 Glock 19 with 3 magazines holding 15 rounds each of 9 x 19mm Parabellum cartridges.
- 72-73 12 gauge Remington M870 Mk 1 shotgun with 7 flechette rounds.
- 74-75 Taser with stun capabilities and 3 charges.
- 76 Swiss Army Knife
- 77 Hand Axe
- 78 Pickaxe
- 79 Steak knives (4)

SPECIAL DEVICES:

Each team will be issued the following special devices. It will be up to the team to determine which special device will be assigned to each agent.

- 80 Satellite Uplink: This battery-powered device comes packaged in an attaché case. It can send and receive voice messages for an unlimited range if the dish antenna is focused on the agency's communications satellite. Any calls will be routed to the nearest regional office.
- 81 Night Goggles: Light amplifiers can be used while driving using only star and moonlight.
- 82 Citizen Band Radio: This battery-powered device can send and receive public voice messages up to 50 miles away.
- 83 Briefcase: This locked briefcase contains \$100,000.00 in bundled \$100 bills to be used if necessary to buy back the missing microdrones. The agent carrying the briefcase is issued the only key.

84 Commlink, Earphone, Throatmike: Each agent receives one battery-powered set and all are tuned to the same frequency so team members can communicate simultaneously up to 1 mile apart.

85 "Name Brand" Sterling Silver: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

86 "Name Brand" Porcelain: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

87 "Name Brand" Globe: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

88 "Name Brand" Crystal Bowl: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

89 "Name Brand" Linens: This is a business gift for El-Karriah to thank him for the return of the missing microdrones.

LUGGAGE:

Suggested packing for each agent for a desert expedition:

- 90 Loose-fitting cotton trousers, Cotton t-shirts, and Long-sleeved cotton shirt
- 91 Comfortable walking shoes with thick soles, Sandals, and Cotton socks
- 92 Warm jacket, especially for winter nights (*Nov/Dec/Jan*) and Sunglasses (*2 pair, good ones that block UV rays*)
- 93 Moisturizing eye drops, Sunblock lotion, including lip lotion, and a personal medical kit
- 94 30 degree sleeping bag (*required*) and Rugged water bottle(s)
- 95 LED head lamp, with extra batteries and Water purification tablets
- 96 A good hat or cap. You should probably also buy a turban locally, to protect you from the sun, the wind and blowing sand.
- 97 Quick dry micro fiber towel, Personal toiletries (*including toilet paper*) and Down pillow
- 98 Backpack and personal water system worn on the back
- 99 Luminous wristwatch and 1 piece jumpsuit/coveralls

INFIL or Embarkation

NON-RECOMMENDED INFILS:

A HALO (*High Altitude Low Opening*) parachute drop is not recommended because team must find a means of EXFIL. A camel, horse, or mule caravan expedition is not recommended due to the time it takes to reach the target and return. There is also a lack of electricity-generating capability to operate equipment.

RECOMMENDED INFIL:

It is recommended that one or more off-road vehicles be used to haul all necessary personnel and equipment to the target. Due to rugged terrain it is estimated off-road vehicles will travel 100-200 miles per day. The vehicles will be placed for your pick up in the settlement of your choice:

<u>Settlement</u>	<u>Country</u>	<u>Kilometers</u>	<u>Miles</u>	<u>Direction to Target</u>	<u>Fuel</u>
At-Taj	Libya	515	320	South	30 gals.
Argo	Sudan	676	420	West	39 gals.
Al Atrun	Sudan	322	200	Northwest	19 gals.
Fada	Chad	354	220	Northeast	20 gals.
Ounianga Kebir	Chad	378	234	East	22 gals.

Each off-road vehicle has a 13 gallon tank and a miles-per-gallon rating of 11. This means each vehicle has an effective range of 143 miles. One standard size 21 quart (5-1/4 gallon) jerry can hold enough fuel for 57-3/4 miles. Fuel efficiency can be reduced due to terrain, tire slippage, cargo weight, running engine while parked, and driving style.

COMMUNICATIONS

GPS:

Sixty-four GPS (global positioning satellites) have been launched and the oldest still in use date back to the 1990s. Any energized GPS device will work during this mission. The agency's regional office will know the GPS device's location when it is active.

the Internet:

Over 30 percent of the world's population uses The Internet. The Internet will be available at the five Settlements listed under INFIL. Once the team leaves these Settlements, there are no antennas so no "bars" will appear on any handheld device or personal computer (PC). This "black out" also means no voice communication with the outside world is available via cell phone or between agent cell phones. The Internet service and voice communication will resume if the team reaches any of the five settlements and their handheld device or PC is energized.

Satellite Uplink:

No one from the agency will be coming to the rescue.

Citizen Band Radio:

There may be no one receiving the message that speaks the same language.

"AGENT MISSION BRIEFING IS COMPLETE. GOOD LUCK!"

(STOP READING ALOUD TO THE TEAM.)

Random Encounters during INFIL or EXFIL:

After blistering monotony during the day and bone-chilling cold at night, more interesting random events may occur. One random encounter occurs per day and each occurs only once. Roll one 10- or 20-sided die to determine encounter. Roll again if encounter has previously occurred.

1. Recent camel track crosses route. If investigated, track leads 1-10 miles to a single rider wearing a turban and robe. He is armed with a rifle and will take 1-10 pot shots at pursuing vehicle. Each shot destroys one random piece of equipment in or on lead vehicle. Roll two 10- or 20-sided dice and refer to Equipment List. If the team circles ahead and waits, the camel and rider can be intercepted. He is a paranoid Terrorist on his way to a secret training camp hidden in the desert 1-10 miles in the direction he is traveling. At the camp there are 1-10 more terrorists each armed with a rifle. Each terrorist will take 1-10 pot shots at lead vehicle. Each shot destroys one random piece of equipment in or on lead vehicle. All of the terrorists are armed with .303 Lee-Enfield bolt-action rifles.

2. A body of water appears 2-1/2 miles straight ahead. When you arrive, the body of water disappears. It was a mirage reflecting the sky.

3. Abandoned oil well derrick surrounded by one to ten 55-gallon oil barrels. If barrels are searched, they contain: **1**=Crude Oil (*Will make a black smoke cloud when burned.*), **2**=Gasoline (*Will power one off-road vehicle for 605 miles.*), **3**=Diesel Fuel (*Will not work to power off-road vehicle. Makes a very black smoke cloud when burned.*), **4-5**=Uranium Ore (*Radioactive but not dangerous until purified.*), **6**=Iron Ore, **7**=Coal (*Ideal heat source.*), **8**=Copper, **9**=Phosphate (*Will work as a fertilizer, but not explosive.*), **10**=Stale water (*Safe to drink or use in radiator.*)

4. Circling vultures 1-10 miles off course. If investigated, they lead to lone camel. A search of its packs reveals: **1**=200 pounds of Barley, **2**=200 pounds of Millet, **3**=200 pounds of Dates, **4**=200 pounds of Firewood, **5**=One camel-hair tent, **6**=Two carpets, **7**=Four camel-hair blankets, **8**=Eight white robes, **9**=See Equipment: Camping List, **10**=See Equipment: Cooking List.

5. Military patrol (Libyan, Chadian, or Sudanese) will intersect with current course 1,000 to 10,000 feet ahead. Patrol vehicles and personnel outnumber team 2 to 1 and each member is heavily armed. They want to know what team is doing in this part of the desert. They are on a reconnaissance mission to guard against border incursion. They are suspicious of terrorists, criminals, especially, and foreign agents. They are not interested in trade.

6. Dust Storm approaching from northeast will strike in 1 to 10 minutes. One random piece of equipment will be lost or destroyed in the 1 to 10 minute Dust Storm. After Dust Storm, roll one 10-sided die. There is a 10% chance the Dust Storm will be followed by a Sand Storm. One to ten (1-10) random pieces of equipment will be lost or destroyed in the 10 to 100 minute Sand Storm.

7. Recent two-track crosses route. If investigated, track leads 1-10 miles to small active camp of people in western dress. Team of four paleontologists is studying, crating and removing fossilized dinosaur skeleton from a rock outcropping. The dinosaur had a big skull, high back vertebra, large claws and sharp, straight teeth. Equipment, except for weapons and special devices, is the same as one off-road vehicle supplied to the agent(s). One half of original water, food, fuel, and other consumables remain. Trade is possible, except for fossils. An agent who makes a successful roll against his or her Biology Area of Knowledge (AOK) can identify the fossil as a 26 foot *Carcharodontosaurus* ("Carcharodon lizard"), named after the great white shark, from the Cretaceous Period. It is worth tens of thousands of dollars to the right natural history museum.

8. The team is being followed. Two and one half miles behind the team are one or more vehicles. When the team stops, the vehicles behind them stop. When the team moves, the vehicles move. If the team hides or circles around and waits, the shadowing vehicles can be intercepted. The number of vehicles and people following them match the number of the team's vehicles and personnel. They have the same equipment with which the team started out. If talked to, they will explain that they are also headed to (or leaving) Rendezvous Oasis. They happen to be following the team by coincidence to the same destination and stopped when they stopped because they did not wish to impose. Their mission is (or was) to buy less-lethal weapons and surveillance equipment for clients they prefer not to reveal.

9. Two and one-half miles away are 1-10 vehicles traveling due north. On their present course the vehicle caravan will intersect the team's course. On closer inspection it appears there are 1-10 women and children in each

poorly provisioned vehicle. If encountered, the women will indicate they are without food and water. They are headed for the Mediterranean Sea from a strife-torn Sub-Saharan country where their men have already perished. Given the refugees' present desperate condition they will not make it alive to the Mediterranean without food, water, and as much fuel as the team can spare.

10. A ten camel caravan will intersect with current course 1,000 to 10,000 feet ahead. A search of each camel's packs reveals: 1=200 pounds of Barley, 2=200 pounds of Millet, 3=200 pounds of Dates, 4=200 pounds of Firewood, 5=200 pounds of Figs, 6=200 pounds of Grapes, 7=200 pounds of Wheat, 8=200 pounds of Corn, 9=200 pounds of Sugar Cane, 10=200 pounds of Oats. Each camel has a driver and each driver is interested in trading for manufactured goods. Each turbaned and robed driver is armed with a rifle, revolver, or dagger and they will fight as a group if any driver is attacked.

DAILY LIFE AT RENDEZVOUS OASIS

DEFENSES:

This location is surrounded by shifting sand dunes and rock at least 200 miles in all directions. From ground level (actually 4'), standing outside the Sand Ridge on a clear day one can see 2-1/2 miles. At 6' above ground level, one can see 3 miles. From the top of the Sand Ridge standing on a clear day one can see 18.75 miles. From the top of a 75' tall date palm on a clear day one can see 46.875 miles. A vulture 600' above the ground could see the horizon 33 miles away.

GOVERNMENT, LAW, AND ORDER AT RENDEZVOUS OASIS:

There is **No** government or law at Rendezvous Oasis. There is a lot of order since everyone appears to be armed.

Oasis Welcome:

Rendezvous Oasis comes into view two and one half miles ahead. Many Rendezvous Oasis locations have different descriptions based on the time of day. Look for **SUNRISE**, **DAY**, **SUNSET**, and **NIGHT** indicators corresponding to when the team encounters the location.

DAY:

Circling above the oasis is a lone black bird. When the team reaches one mile away from the oasis, the black bird makes a beeline towards them even dropping in altitude to about 100 feet above them where it circles using desert thermals to gain altitude. (An agent with a successful roll against his or her Biology AOK will recognize the vulture.) (An agent using

binoculars and with a successful roll against any of his or her Engineering AOKs will recognize that the vulture is a solar-powered camera robot.) It is likely their presence is known by the drone's operator who is probably at the oasis whether or not the drone is destroyed.

NIGHT:

The oasis is dotted with cooking fires, kneeling camels, and Bedouin tents. There appears to be a single sentry patrolling the Sand Ridge surrounding the oasis on foot. He is wearing a robe, turban, and sandals. He is armed with a large caliber rifle or shotgun. If hostilities break out he immediately begins firing one to ten .68 caliber gelatin capsules. Roll one die. The ammunition fired is luminous paintballs that are visible in the dark. The paintballs are fairly quiet but any live firing without a silencer will arouse everyone in the oasis.

RENDEZVOUS OASIS LOCATIONS:

Farmers in the Sahara plant date palms and vegetables in large basins they have scooped deep enough in the sand so the roots can reach the underground water. They must constantly carry sand blown into the oasis out to the ridge so it will not smother the trees and vegetables.

1. Sand Ridge:

This 30-foot high sand wall built completely around the oasis provides protection against wind-swept sand. It can easily be climbed from either side. From ground level to the top of the ridge from the northeast to southwest is 90 feet. On the leeward side of the ridge from the southwest to the northeast is 45 feet.

2. Spring or underground stream:

Fresh, clear water flows from a rugged rock face. It is perfectly safe to drink where it exits the rock. The pool it empties into is 3 feet deep. Any off-road vehicle attempting to cross the pool will become stuck and require Recovery Gear and time to escape.

3. Irrigation ditch:

Starting at a 3-foot deep pool, the irrigation ditch runs the length of the oasis between the date palms continuously growing shallower, narrower, and less drinkable. Any off-road



vehicle attempting to cross the irrigation ditch has a 50% chance of success.

4. **Date palms:**

These climbable trees grow 70 – 75 feet tall with a crown ranging from 20 – 33 feet across. They are cultivated for their edible sweet fruit.

5. **Fruit trees:**

These climbable trees grow 35 – 38.5 feet tall and 10 – 16.5 feet across. They are cultivated for the apricots, figs, peaches, and olives produced.

6. **Ground Plants:**

These plants cover the ground between the trees. The vegetables provide little cover but one could hide by lying down in a patch of wheat, barley, or millet.

7. **Bedouin Camel Seller Tent:**

DAY: A cooking fire is found smoldering safely outside the front of the tent. The tent flaps (ruaq) are rolled up. This Bedouin is selling camels and camel hair. He wears a jambiya hanging from a belt around his waist. If contact is successful, the camel seller will tell you he and his wife are members of the El-Karriah tribe. He is their Sheik. If hostilities break out he immediately grabs a sling and three smooth stones from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses (dawashaks) spread on the floor, with pillows (masanad) placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The women's section contains food stores, cooking utensils, and spindles, together with the camel litters in which the women ride. Food includes camel milk, barley, millet, and dates. A woman can be found at the western end of the tent asleep on a mattress and under a blanket. The men's section is always situated at the eastern end of the tent. A man can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside the man is a jambiya. Underneath the sales counter are a sling and three smooth stones. One camel wearing a saddle is tied behind the tent.

8. **Camel Enclosure:**

DAY AND NIGHT: A herd of ten adult camels is kept in a wooden corral. If disturbed, they begin bleating which attracts the attention of everyone in the Bedouin Camel Seller Tent. There are tan, black, and white camels in the pen. (An agent with a successful roll against his or her Agriculture or Animal Science AOK will recognize a working female Dromedary, racing male Dromedary, female F1 hybrid, male Bactrian, female F2 Bactrian hybrid, male F2 Dromedary hybrid, rare female black collectible Dromedary, rare male black



collectible Dromedary, rare female white collectible Dromedary, and rare male white collectible Dromedary.)

9. **Bedouin Sheep Seller Tent:**

DAY: A cooking fire is found burning safely outside the front of the tent. The tent flaps are rolled up. This Bedouin is selling sheep and brown sheep's wool. He wears a jambiya hanging from a belt around his waist. If contact is successful, the sheep seller will tell you he and his wife are members of the El-Karriah tribe. He is their Sheik. They also have found a mechanical beetle. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a daytime, wall-climbing "scarab" microdrone. It is of unknown national origin but will be of great interest to the United States Army and CIA.) If hostilities break out he immediately grabs a sling and three smooth stones from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are

sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The women's section contains food stores, cooking utensils, and spindles, together with the camel litters in which the women ride. Food includes camel milk, barley, millet, and dates. A woman can be found at the western end of the tent asleep on a mattress and under a blanket. The men's section is always situated at the eastern end of the tent. A man can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside the man is a jambiya. Underneath the sales counter are a sling and three smooth stones. One camel wearing a saddle is tied behind the tent.

10. Sheep Pen:

DAY AND NIGHT: A herd of 1-10 brown sheep are kept in a wooden pen. If disturbed, they begin bleating which attracts the attention of everyone in the Bedouin Sheep Seller Tent.

11. Bedouin Goat Seller Tent:

DAY: A cooking fire is found smoking safely outside the front of the tent. The tent flaps are rolled up. This Bedouin is selling goats and black goat's hair. He wears a jambiya hanging from a belt around his waist. If contact is successful, the goat seller will tell you he and his wife are members of the El-Karriah tribe. He is their Sheik. They also have found a mechanical bat. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a nocturnal, flying "vampire bat" microdrone with night and infrared vision. It is of unknown national origin but will be of great interest to the United States Army and CIA.) If hostilities break out he immediately grabs a sling and three smooth stones from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The women's section contains food stores, cooking utensils, and spindles, together with the camel litters in which the women ride. Food includes camel milk, barley, millet, and dates. A woman can be found at the western end of the tent asleep on a mattress and under a blanket. The men's section is always situated at the eastern end of the tent. A man can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside the man is a jambiya. Underneath the sales counter are a sling and three smooth stones. One camel wearing a saddle is tied behind the tent.

12. Goat Pen:

DAY AND NIGHT: A herd of 1-10 black goats is kept in a wooden pen. If disturbed, they begin bleating which attracts the attention of everyone in the Bedouin Goat Seller Tent.

13. Tent weaver:

DAY: Three women dressed in black burqas are gathered here. The spinning of the goat's hair is done by the women of the tribe on a simple drop spindle (maghzal). The thread is then woven on a horizontal ground loom (natui), which is extremely portable and can easily be rolled up and carried when it is time for the tribe to move on. An ancient measurement is

used for the width of the loom, making the cloth strips of a standard breadth. This measurement is based on the length of the forearm. If contact is successful, the women will tell you that they and their husbands are members of the El-Karriah tribe. He is their Sheik. **NIGHT:** No one is here. Only the ground loom and an unfinished cloth strip can be found.

14. Fellaah (farmer) home:

DAY: A man in robes and a turban and a woman in a black burqas live and work at this oasis. This dried mud hut with palm frond roof is the home of the oasis's farmers. A man and woman carry sand outside the Sand Ridge with the help of a lone work camel. They also irrigate the date palms, harvest the fruit, and thresh the ripe grain. The door to their home is surrounded by sacks of produce for sale. Each sack weighs 50 pounds. Roll one 10-sided die to find out how many sacks are available each day. Roll one 10-sided die to determine which crop is available each day: **1** = Dates; **2** = Apricots; **3** = Figs; **4** = Peaches; **5** = Olives; **6** = Wheat; **7** = Barley; **8** = Millet; **9** = Camel Dung (for cooking fuel); **10** = Roll Again. If contact is successful, the farmers will tell you they are members of the El-Karriah tribe. He is their Sheik. In an eastern room, a man can be found asleep on a mattress and under a blanket. He is the single night sentry who patrols the oasis on foot. Lying on the floor beside the sentry is a loaded paint gun. If hostilities break out he immediately begins firing one to ten .68 caliber gelatin capsules. Roll one die. The ammunition fired are luminous paintballs that are visible in the dark. The paintballs are fairly quiet but any live firing without a silencer will arouse everyone in the oasis. **NIGHT:** The humble home is dark and the only door is locked from inside. One to 10 unsold sacks of produce are stored in the room inside the door. The hut's first room furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. A second room contains food stores, farming equipment, cooking utensils, and empty sacks. Available food includes camel milk, barley, millet, and dates. In a western room, a woman can be found asleep on a mattress and under a blanket. In an eastern room, a man can be found asleep on a mattress and under a blanket. Lying on the floor beside the man is a grain flail. Treat it as a nunchuk [or "nunchaku"] in hand-to-hand combat. One camel wearing a saddle is tied behind the hut.

15. Weaver Tent:

DAY: The tent flaps are rolled up and the weaver is open for business. This merchant is selling hammocks, carpets, and camel hair felted pouches. (An agent with a successful roll against his or her Arts and Crafts AOK

will recognize the wares were not produced locally and were probably not produced by this merchant.) If contact is successful, the weaver reveals that he actually deals in area denial weapons and, in particular, a thermal beam weapon. If hostilities break out he immediately grabs a thermal beam weapon from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The weaver can be found in a hammock asleep under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one thermal beam weapon. One locked off-road vehicle loaded exactly like the team's is parked behind the Weaver Tent.

16. Metalworker Tent:

DAY: The tent flaps are rolled up and the metalworker is open for business. This merchant is selling weapons. He is selling a blackjack that can be used in untrained and boxing hand-to-hand combat. He is selling weapons from 1 to 30 centimeters in length: blackjack, caltrop, garrote, hunting knife, jambiya, katar, stiletto, switchblade, and throwing knife which can be used in knife fighting hand-to-hand combat. This merchant is also selling weapons greater than 30 centimeters in length: ax, foil, epee, saber, nunchuk, sai, spear, and sword that can be used in swordplay hand-to-hand combat. (An agent with a successful roll against his or her Arts and Crafts or Metallurgy AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If contact is successful, the metalworker reveals that he actually deals in area denial weapons, in particular, infrared weapons. If hostilities break out he immediately grabs ear protective headphones and an infrasound weapon from under the low wooden sales counter. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The metalworker can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one set of ear protective headphones and one infrasound weapon. Near the sales counter are one of each weapon listed above. One locked off-road vehicle loaded exactly like the team's is parked behind the Metalworker Tent.

17. **Leatherworker Tent:**

DAY: The tent flaps are rolled up and the leatherworker is open for business. This merchant is selling belts, sandals, camel saddles, wallets, purses, pouch, and a white, oversized, padded, right-hand glove. (An agent with a successful roll against his or her Arts and Crafts AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If asked about the pouch, the leatherworker will boast that the Sheik has one just like it for carrying tidbits to reward his pet falcon. If asked about the glove, the leatherworker will boast that the Sheik has one just like it he uses for falconry. It can be made in any color you wish. If contact is successful, the leatherworker reveals that he deals in less-than-lethal spray gasses. If hostilities break out he immediately grabs a gas mask and a spray can from under the low wooden sales counter. Roll one die. The chemical sprayed in the direction of the hostilities is: **1-2** = Pepper Spray; **3-4** = Mace; **5-6** = Tear Gas; **7-8** = Psychochemical; **9-10** = Sleep Gas. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The leatherworker can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one gas mask and five spray cans. One locked off-road vehicle loaded exactly like the team's is parked behind the Leatherworker Tent.

18. **Shish Kebab Seller:**

DAY: The tent flaps are rolled up and the shish kebab seller is open for business. This merchant is selling lamb, goat, and camel on a stick with and without peppers and onions. (An agent with a successful roll against his or her Home Economics AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If contact is successful, the shish kebab seller reveals that he actually deals in less-than-lethal grenades. If hostilities break out he immediately grabs ear protective headphones and a canister from under the low wooden sales counter. Roll one die. The grenade tossed in the direction of the hostilities is: 1-5 = Flashbang (stun); 6-10 = Sting (pain). **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort.

Hammocks are stretched between the tent poles. The Shish Kebab Seller can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one set of ear protective headphones and two grenades. One locked off-road vehicle loaded exactly like the teams is parked behind the Shish Kebab Sellers Tent.

19) **Sweets Seller Tent:**

DAY: The tent flaps are rolled up and the sweets seller is open for business. This merchant is selling a wide variety of candies and sweet confections. (An agent with a successful roll against his or her Home Economics AOK will recognize the wares were not produced locally and were probably not produced by this merchant.) If hostilities break out he immediately grabs a gas mask and a spray can from under the low wooden sales counter. Roll one die. The malodorant sprayed in the direction of the hostilities is: **1** = Bathroom Malodor; **2** = Rancid Dairy; **3** = Who Me?; **4** = Sweat; **5** = Rotten Fish; **6** = Rotten Eggs; **7** = Strong Cheese; **8** = Skunk; **9** = Rotten Meat; **10** = Rotting Carcasses. These concentrated malodors will cause Malodor Involuntary Reactions. **NIGHT:** The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The Sweets Seller can be found at the eastern end of the tent asleep on a mattress and under a blanket. There is a simple sales counter at the front of the tent. Underneath the sales counter is one gas mask and ten spray cans. One locked off-road vehicle loaded exactly like the team's is parked behind the Sweets Seller Tent.

20. **Ahmed Pursun El-Karriah Tent:**

SUNRISE: El-Karriah leaves his tent with a pouch on his belt and an oversized red leather glove on his right hand. He carries a wooden pedestal on which perches a hooded bird of prey. He also wears a jambiya hanging from a belt around his waist. Ali Gori Kahli, his servant, follows carrying a large silver metal box. The two climb to the nearest highpoint of the Sand Ridge. Inhabitants of the oasis not otherwise occupied approach for a better view. El-Karriah plants the pedestal in the sand and removes the hood from the bird. The bird hops from the pedestal onto El-Karriah's outstretched glove. (An agent with a successful roll against his or her Animal Science AOK will recognize a Saker Falcon.) Kahli sets down the silver metal box, opens the lid, and removes a handheld

device with a telescoping antenna. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize the remote control for some electronic device.) Next Kahli removes a small colorful bird from the silver metal box. (An agent with a successful roll against his or her Biology AOK will recognize the hummingbird indigenous to North or South America. An agent with a successful roll against any of his or her Engineering AOKs will recognize the missing microdrone.) Kahli tosses the small colorful bird into the sky and immediately adjusts the handheld device. The small bird hovers a moment and then climbs straight up. A few seconds later, El-Karriah releases the bird of prey. It spirals upward eventually reaching the height of the smaller bird. In a short burst of speed, the bird of prey closes in on the small bird and snatches it with both talons. The audience applauds while calling out the words, "Sheik Ahmed Pursun El-Karriah," as the bird of prey returns to perch on El-Karriah's outstretched glove. El-Karriah rewards the bird of prey with a snack from his pouch and pries the small bird out of the talons. El-Karriah hands the small bird to Kahli who places it back in the silver box. Kahli removes and unfolds a large black bird from the silver metal box. (An agent with a successful roll against his or her Biology AOK will recognize the vulture.) (An agent with a successful roll against any of his or her Engineering AOKs will recognize the Solar-Powered Surveillance Drone.) Kahli launches the vulture into the wind and immediately adjusts the handheld device. The vulture slowly flaps its wings until it finds a desert thermal and begins gaining altitude to circle above the oasis. El-Karriah then transfers his bird of prey to the pedestal and ties on its hood. He carries the pedestal with perched bird down the slope of the Sand Ridge toward his tent. Kahli places his handheld device into the silver box and carries it down the slope behind El-Karriah. El-Karriah enters his tent followed by Kahli.

DAY: The tent flaps are rolled up and El-Karriah is open for business. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize that the tent roof is covered with black flexible solar panels.) Anyone approaching the tent will be met by Ali Gori Kahli, El-Karriah's assistant. El-Karriah will welcome anyone into the central section of his tent using a Code Phrase. See Code Phrases. El-Karriah asks Kahli to provide refreshments and invites the visitors to sit down. The tent's furnishings are extremely luxurious, consisting of thick carpets and plush mattresses spread on the floor, with fluffy pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. After a silver tray holding little cups of mint tea and overly sweet black coffee are served by Kahli, El-Karriah asks what he can do for the team and business negotiations can begin. If the team asks about buying the microdrones, El-Karriah's eyes begin to twinkle. He makes a counteroffer. If any of the agents can outrace his camel, he will give them

one microdrone. Outrace his camel twice and he will give them two microdrones. However, if the team loses to his camel, they must give him one of their off-road vehicles. If they lose two races, they must give him two of their off-road vehicles. To be fair, the team can choose the inside track or outside track for the first race but the opposite track for the second race. If the agents agree to the bargain, El-Karriah smiles and claps his hands to summon Kahli. El-Karriah tells everyone the races will begin as soon as the team has chosen a jockey and a camel from the Bedouin Camel Seller's Camel Enclosure. Everyone will meet outside the extreme north edge of the oasis with their camels on the hour. (See #21: Camel Race Track.) If hostilities break out, Kahli will flee to the west section of the tent. El-Karriah will flee to the east section of the tent. SUNSET: Ali Gori Kahli, El-Karriah's assistant, exits the tent carrying a silver metal box. He climbs to the nearest highpoint of the Sand Ridge. Kahli sets down the silver metal box, opens the lid, and removes a handheld device with a telescoping antenna. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize the remote control for some electronic device.) Kahli adjusts the handheld device. A large black bird circling the oasis changes direction and takes a bee line directly toward Kahli. (An agent with a successful roll against his or her Biology AOK will recognize the vulture.) (An agent with a successful roll against any of his or her Engineering AOKs will recognize the Solar-Powered Surveillance Drone.) The large black bird lands ungracefully on the sand beside Kahli. He folds the large black bird and places it into the silver metal box. Kahli places his handheld device into the silver box, carries it down the slope, and enters the tent.

NIGHT: One locked off-road vehicle loaded exactly like the team's vehicle is parked behind the west end of El-Karriah's Tent. The tent flaps hang down like a curtain at the back of the tent and are sufficiently long to wrap around the entire tent and enclose it at night. The tent's furnishings are extremely simple, consisting of carpets and mattresses spread on the floor, with pillows placed on either side of the owner's camel saddle, so that guests can sit in comfort. Hammocks are stretched between the tent poles. The western section contains food stores and cooking utensils. Available food includes camel milk, barley, millet, and dates. Kahli can be found asleep on a mattress and under a blanket. Lying on the floor beside Kahli is a large caliber rifle or shotgun. If hostilities break out he immediately begins firing one to ten .68 caliber gelatin capsules. Roll one die. The ammunition fired in the direction of the hostilities is: **1-2** = Pepperball; **3-4** = Blue Paintball; **5-6** = Luminous Paintball (*visible in the dark*); **7-8** = Ultraviolet Ink Paintball (*invisible except under black "ultraviolet" light*); **9-10** = Yellow Paintball. There is also a television monitor with controls in this area connected to batteries and cables from the tent roof. (An

agent with a successful roll against his or her Electrical Engineering AOK will recognize a Solar-Powered Video Surveillance System.) The silver box is also stored here. (An agent with a successful roll against his or her Electrical Engineering AOK will recognize a Faraday Cage. The Cage prevents electromagnetic energy from reaching the drone inside.) Inside the silver box are two large folded birds, one black and one white. (An agent with a successful roll against his or her Biology AOK will recognize the black bird as a vulture and the white bird as an albatross. The vulture is indigenous to deserts. The albatross is indigenous to the open ocean.) (An agent with a successful roll against any of his or her Engineering AOKs will recognize both birds as Solar-Powered Surveillance Drones.) Also within the silver box are two small colorful birds. (An agent with a successful roll against his or her Biology AOK will recognize the hummingbirds indigenous to North or South America. An agent with a successful roll against any of his or her Engineering AOKs will recognize the two missing microdrones.) Beside the silver box are a remote control and an aluminum-framed device with a "thorax" about the size of a large book from which extend small hinged arms. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a Battery-Powered Robot Jockey.) El-Karriah can be found at the eastern end of the tent asleep on a mattress and under a blanket. Lying on the floor beside El-Karriah is his jambiya. Standing on two pedestals either side of El-Karriah are hooded birds of prey. (An agent with a successful roll against his or her Animal Science AOK will recognize two Saker Falcons indigenous to the Middle East.) If hostilities break out, El-Karriah pulls two long cords connected to the hoods of each falcon. He then commands the trained falcons to attack the intruders. During the falcon attacks El-Karriah will attempt to exit the room into another section. In that section is an immobile dromedary camel covered in black, flexible squares. Beside it lies a remote control device. El-Karriah exits the tent riding a camel. (An agent with a successful roll against any of his or her Engineering AOKs will recognize a Solar-Powered Robotic Camel.) He immediately gallops to the nearest highpoint of the Sand Ridge shouting, "Help me! Help me!" towards the Bedouin Tents. El-Karriah gallops into the desert away from the oasis. A maximum of five Bedouin men from the oasis mount their camels and immediately follow him into the darkness attacking anyone pursuing their Sheik.

21. Camel Race Track:

Outside the perimeter of the Sand Ridge is an oval track poorly marked with small fluorescent orange flags. The start and finish line is a line scratched into the sand at the extreme north end of the oval. Anytime a race is about to begin the inhabitants of the oasis, not otherwise engaged, climb to the top of the Sand Ridge to watch. Kahli will serve as race starter and judge. If anyone's camel strays inside the orange flags, the rider is disqualified and loses a two-camel race. If anyone jumps the gun, the rider is disqualified and loses a two-camel race.

If the team has agreed to a camel race, they must choose which of them will be the rider. They must decide if they will start on the inside or outside track. They must also choose a camel from the Bedouin Camel Seller's Camel Enclosure. (The color of the Dromedary does not matter.) Camel choices are the first six listed below:

<u>Camel Type</u>	<u>Shoulder</u>	<u>Hump</u>	<u>Short Burst</u>	<u>Sustained Speed</u>
Dromedary, Working	6'1"	Single	20 mph	10 mph
Dromedary, Racing	6'1"	Single	40 mph	25 mph
Bactrian	5'9"	Two	20 mph	10 mph
F1 Hybrid	7'7"	Single large	35 mph	30 mph
F2 Bactrian	6'1"	Two	25 mph	15 mph
F2 Dromedary	5'9"	Single	20 mph	15 mph
Robotedary, Racing	6'1"	Single	35 mph	30 mph

Once the team has arrived, El-Karriah will arrive for the first race with a Racing Dromedary ridden by a Robot Jockey. The Robot Jockey is lighter than any member of the team, therefore the camel runs faster. El-Karriah climbs the Sand Ridge to remotely control the Robot Jockey. When both camels are on the starting line, Kahli fires a paint gun into the air and the race begins.

The Short Burst lasts 1/8 of the distance around the track and can be performed twice during the race. The Sustained Speed lasts 3/4 of the distance around the track and is performed whenever the Short Burst is not being used.

Each race is run counterclockwise around the oasis. Each race is run in eight segments. The agent must roll against his or her Coordination. If successful, the camel stays on track. If unsuccessful, the camel strays from the inside track to the outside or from the outside track farther to the right. The Admin must roll against El-Karriah's Coordination to see whether or not his camel stays on track. If two camels enter the same track, they collide and the riders may be injured (lose 1 Life Level) or knocked off (roll against Physical Strength). Either rider can try to change tracks during the next 1/8th of the race. The faster camel completes the segment first. The faster camel is determined by the speed of the camel minus 1/10th the rider's weight. A robot jockey weighs 2 to 3 kilograms (4.4 to 6.6 pounds). For example, a 150 pound agent riding a racing camel in a short burst can reach 25 mph or at a sustained speed of 10 mph. A robot jockey riding a racing camel in a short burst can reach 39.34 mph or a sustained speed of 24.34 mph.

If there is a second race, the team can choose a different rider or Robot Jockey and any camel. If they chose the inside track in the first race, they must start the second race on the outside track. If they chose the outside track in the first race, they must start the second race on the inside track. The first camel used is tired and incapable of another Short Burst. El-Karriah will arrive for the second race with a Racing Robotedary. He will personally ride the solar-powered robot camel.

EXFIL OR DEBARKATION

After the team has procured the two hummingbird microdrones, or is fleeing for their lives, it is recommended they immediately proceed to one of the five settlements listed under INFIL or Embarkation. Internet service and voice communication will resume if the team reaches any of the five settlements and their handheld device or PC is energized. Any pursuit will also cease if the team reaches any of the five settlements. One random encounter occurs per day and each occurs only once. Roll one 10- or 20-sided die to determine encounter. Roll again if encounter has previously occurred.

NON-PLAYER CHARACTERS (NPCs)

Character	PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV
El-Karriah	90	50	92	99	78	63	81	75	57	71	245	18	147	132
Ali Gori Khali	95	90	94	47	61	96	72	69	93	79	285	19	188	162
5 Bedouin Men	85	93	88	54	95	53	54	74	73	74	226	17	158	147
5 Merchants	40	91	99	86	60	99	93	89	95	80	238	14	135	184

SPECIAL DEVICES AND WEAPONS (ALPHABETICALLY LISTED)

El-Karriah has 8 superior Areas of Knowledge: Animal Science, Biology/Biochemistry, Business/Industry, Economics/Finance, Electrical Engineering, Law, Mechanical Engineering, and Military Science/Weaponry.

Ali Gori Khali has 7 superior Areas of Knowledge: Animal Science, Biology/Biochemistry, Business/Industry, Electrical Engineering, Home Economics, Military Science/Weaponry, and Political Science/Ideology.

Each Bedouin has 10 superior Areas of Knowledge: Agriculture, Animal Science, Astronomy/Space Science, Biology/Biochemistry, Botany, Ecology/Earth Sciences, Geology, Home Economics, Military Science/Weaponry, and Religion.

Each Merchant has 6 superior Areas of Knowledge: Arts and Crafts, Business/Industry, Home Economics, Law, Military Science/Weaponry, and Political Science/Ideology.

Bathroom Malodor:

This stink was developed to test deodorant cleaning product efficiency. This malodor smells like concentrated fecal matter.

Faraday Cage:

The Faraday Cage is an enclosure formed by conducting material or by a mesh of such material. It blocks external static and non-static electric fields. Faraday Cages are named after the English scientist Michael Faraday, who invented them in 1836. The reception or transmission of radio waves to or from an antenna within a Faraday cage is blocked by the cage.

Flashbang Grenade:

This device stuns the victim with a bright flash and loud explosion. This explosion disorients the victim for 1-10 seconds by temporarily blinding and deafening them.

Glock 19

With 3 magazines holding 15 rounds each of 9 x 19mm Parabellum cartridges: The Glock 19 is a reduced-size Glock 17, called the "Compact."

RANGE MODIFIER

PWV	53
PB	-0
S	-50
M	-165
L	X
WS	VF
RATE	1
AMMO	15
COST	450
DECP	-10
A	6
C	5
F	5
P	4
R	6
HWV	43

Adventure Module special insert:

Operation: Rendezvous Oasis

The following two spreads are available in the print edition of Gygax magazine as a fold-out spread for ease of use. In this digital edition, they are located in the regular flow of the PDF. Readers may wish to print the maps on tabloid (11" x 17") paper in order to view them as originally intended.

SECRET

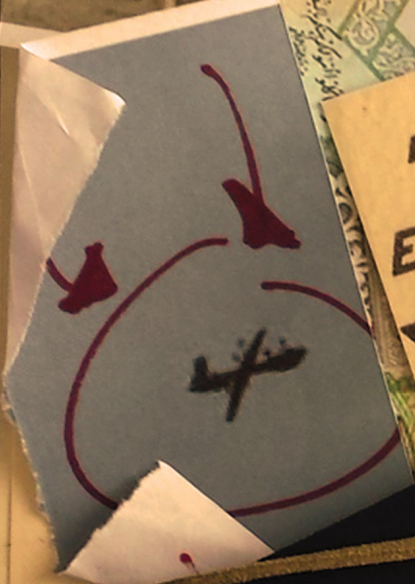


مصر للطيران
EGYPTAIR



بطاقة صعود
BOARDING PASS

793 FLO



ESPIONAGE GAME
OPERATION

RENDEZVOUS OASIS

IBERIA
1992

Vuelo	Destino	Hora limite	Puerta	INFORMACION AL PASAJERO	
BQ 829	BRU	19.50	3	Su asiento	
Flight	Destin	Time limit	Gate	✗	

FOR PASSENGER INFORMATION

MAAS/J

MAD/29JUL | Y 126



Conserve esta tarjeta hasta su destino.
Keep this card until your final destination.

Y 126

AGENCY 006

BEGIN MESSAGE

TO: LOCAL ADMINISTRATORS

RE: REMOTE OASIS

SITUATION: The United States Army and Central Intelligence Agency have lost two microdrones on Middle East surveillance missions.

PROPOSAL: Attend a rendezvous and retrieve the two microdrones. If possible, find out how the microdrones are being intercepted and by whom.

OBJECTIVE: Successfully complete the rendezvous with cover and retrieve the two microdrones. As always, should you or any of your Top Secret force be caught or killed, the Administrator will disavow any knowledge of your actions.

Proceed with operation at your earliest convenience, and don't get heat stroke.

END MESSAGE

FOR USE WITH
THE TOP SECRET®
ESPIONAGE GAME



SCORPION STING

phone

Handwritten black scribbles

Handwritten address and phone number on a torn envelope flap.

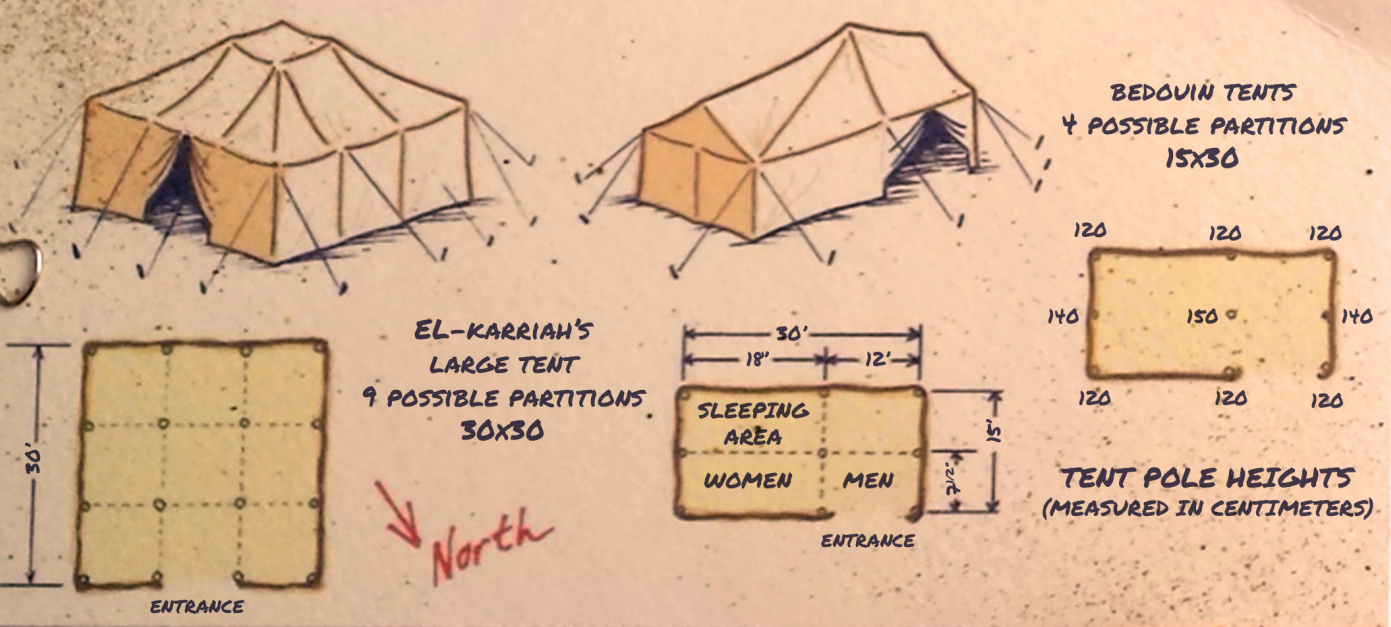
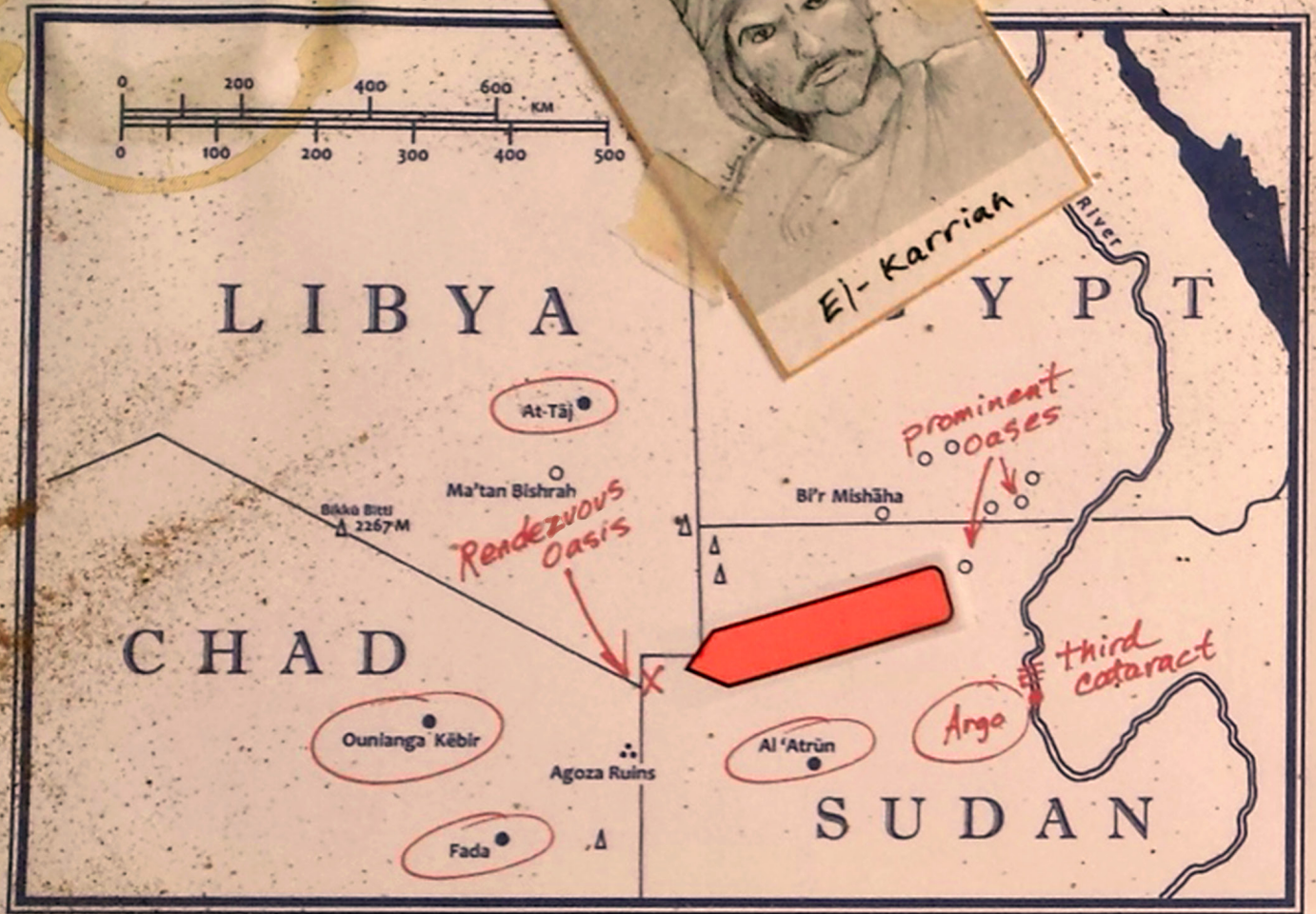
CUSTOMS DECLARATION - May be opened officially by postal administration

Quantity and detailed description of contents	Weight (kg)	Value	
		Commercial sample	Other
		US\$ 0	
		US\$ 0	
		US\$ 0	
		US\$ 0	

For commercial items only if CN 22
US tariff number and country of origin of goods

If the universal, those items not allowed are shown in the list of prohibited items in this declaration, or are prohibited by the customs regulations.

أسرار علي

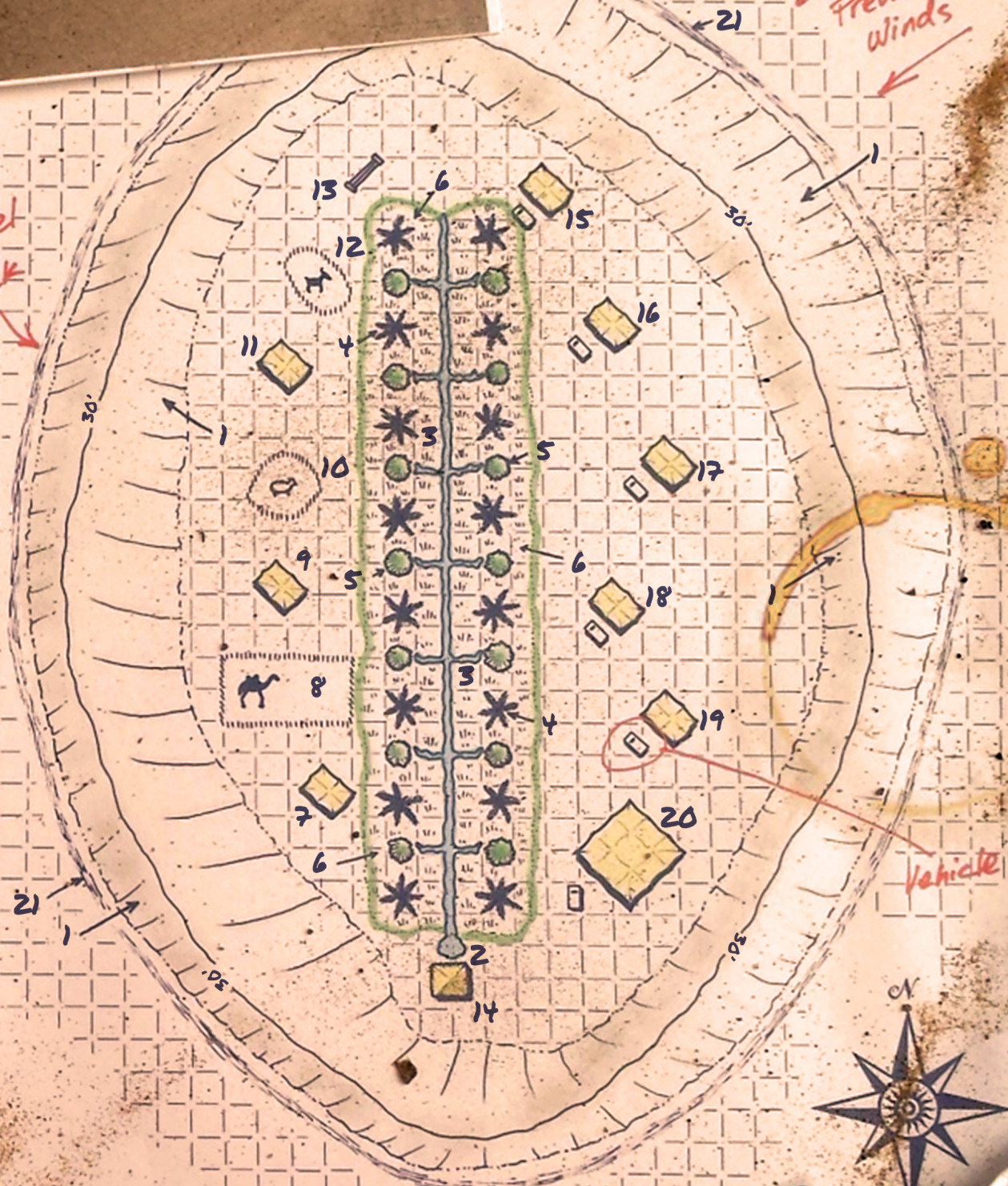


TSN	OPERATION CODE NAME: SCORPION STING	
	PURPOSE: OPERATIVE INFORMATION	
DRAFTING: Diesel		RELEASED: SUMMER 2014
DIRECTOR APPROVAL: <i>R. Taylor</i>		SCOTT TAYLOR
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**RENDEZVOUS OASIS
LOCATIONS**
SQUARES ARE 25 FEET EACH

Camel
race
track

Prevailing
winds



OASIS ELEVATION



شرق الدلتا للعمل والساحة
 روضة سعيدة
 202520



Infrasonic Weapon:

This handheld device is an active denial system. A dish projects infrasonic waves just powerful enough to stimulate the human ear. The infrasonic wave stimulates the nervous system so the victim thinks his or her eardrums are being pierced although no damage is done. Think Taser without the dart or conducting wires. The involuntary reaction is to cover one's ears to block the pain. If the victim covers his or her ears, the Infrasonic Weapon ceases effectiveness.

Jambiya:

This specific type of dagger has a short curved blade that is worn on the belt. It is also known as the Janbiya, Janbia, and Jambia. Since the blade bends toward the opponent, the user need not angle the wrist. It is more comfortable as a stabbing weapon than a straight-bladed knife. Heavy blade inflicts deep wound and cuts through muscle and bone. The blade can be twisted upwards slitting internal organs such as intestines. It can also reach heart, lungs, or liver more easily. The jambiya is a formidable and much feared weapon. This chart shows characteristics for a thrown jambiya with the Hand-to-hand Weapon Value listed last.

RANGE MODIFIER

PWV	-9
PB	-5
S	-41
M	-150
L	X
WS	S
RATE	1
AMMO	-
COST	375
DECP	-7
A	-
C	-
F	-
P	-
R	-
HWV	43

Malodor:

During this mission, the team may encounter up to three concentrated malodors: Bathroom Malodor, Skunk, and Who Me? (Other bad odors will not cause these involuntary reactions.) When an unprotected person breaths in a concentrated malodor, consider the time as 0 seconds. After inhaling they experience involuntary reactions for the next few seconds.



MALODOR INVOLUNTARY REACTIONS

<u>Seconds</u>	<u>1 gas</u>	<u>Seconds</u>	<u>2 gasses</u>	<u>Seconds</u>	<u>3 gasses</u>
0	Inhale	0	Try to Identify	0	Breathe In
1	Hold Breath	2	Hold Nose	3	Try not to Breathe
2	Tear Up	4	Cry	6	Curse/Scream
3	Choke	6	Gag	9	Retch
4	Experience Nausea	8	Vomit	12	Spit Up
5	Panic	10	Fear	15	Apprehension
6	Run Away	12	Flee	18	Take Flight
7+	Stay Away	14+	Avoid	21+	Shun

If the gas is a single malodor, the involuntary reactions last six seconds. If the gas is a mixture of two malodors, the involuntary reactions last 12 seconds. If the gas is a mixture of three malodors, the involuntary reactions last 18 seconds. If the unprotected person is unable to run away, flee, or take flight, they become incapacitated for 1-10 minutes. Concentrated malodors can last 1-10 days.

Paint Gun:

A paintball will sting if it hits bear skin but is primarily dangerous to the eyes if not protected. The paintballs are fairly quiet but any live firing without a silencer will arouse everyone in the oasis.

<u>WEAPON</u>	<u>PAINTGUN</u>
WT	2
COST(\$)	125
DAMAGE	NA
RANGE	10/30/100
AMMO	1
LOAD	100
Modifiers	1

Pepperball:

United State's SWAT teams use frangible plastic capsules, filled with oleoresin capsicum, the active ingredient of pepper spray, as a non-lethal incapacitation method. However, pepperballs make shots more painful for faster incapacitation. Pepperballs can be shot out of lower velocity paint guns.

Pepper Spray:

The active ingredient, oleoresin capsicum (OC), is an active irritant chemical derived from cayenne pepper plants. Each released

capsule or canister reduces Coordination temporarily by 1/3 if the spray enters the eye, nose, or mouth. Consider the effective range to be 10 feet.

Psychochemical:

Psychochemical weapons are psychoactive drugs designed to have a disorienting effect. Each released capsule or canister reduces Coordination temporarily by 1/3 for 1-10 minutes.

12 GAUGE REMINGTON M870 Mk 1 SHOTGUN WITH 7 FLECHETTE ROUNDS:

<u>RANGE MODIFIER</u>	
PWV	69
PB	+9
S	-5
M	-80*
L	X
WS	A
RATE	1
AMMO	7
COST	375
DECP	NC
A	17
C	0
F	2
P	6
R	6
HWV	16

*Note: The Range Modifier for all shotguns at medium range is as follows—at 51-150 feet the subtraction listed is halved, at 150-300 feet the subtraction is as shown, and shotguns have no effect beyond 300 feet.

The flechette rounds do not tumble. Add 10 to shooter's chance to hit. If the target is hit, roll 1d20 and add 1-20 points of damage. The flechette round from the shotgun is very good at shooting through the leaves of trees and hitting snipers.

Robot Jockey:

This device, whose development was initiated by the Qatar government, is used on camels in camel racing as a replacement for human jockeys. The robot jockey is remotely controlled by its operator. This lightweight, rugged robot's small hinged arms control the whip and reins. The robot can also monitor and transmit the speed and heart rate of the camel.

Saker Falcon:

This bird of prey is indigenous to the Middle East. It can be trained to hunt small birds. These two falcons have also been trained by El-Karriah to attack people. Each unhooded falcon has a Life Level of (1-10) minus 2 (minimum of 1). Each falcon inflicts (1-10) minus 2 (minimum of 1) injury points when it attacks. Humans fighting animals get no surprise bonuses. Two falcons attacking with beaks, wings, and talons should provide enough distraction for El-Karriah to escape the room.

Skunk:

This malodor was developed as a non-lethal weapon used for crowd control by the Israeli Defense Forces. Skunk is dispersed as a form of mist which leaves a terrible odor of rot or sewage on whatever it touches. Skunk may be ingested without causing harm.

Sling:

With experience, a 4 ounce smooth stone can be accurately hurled 1,320 feet at a speed of 60 mph. If hit, an unprotected target's Life Level is reduce by 1/2 a point. Twenty accurate stones hurled against an unprotected target with a Life Level of 10 will kill them. An inexperienced agent can sling a 4 ounce smooth stone 13.2 feet for every point of Physical Strength. An inexperienced agent can only aim in the direction of the target with a dice roll less than the Coordination Value. Therefore, an agent could be coordinated enough to sling a smooth stone in the correct direction but not strong enough to hit the distant target.

Sting Grenade:

Instead of metal shrapnel, the sting grenade disintegrates into rubber fragments. The pieces sting, but do not damage the skin. They may cause damage to unprotected eyes.

Thermal Beam Weapon:

This handheld device is an active denial system. A dish projects electromagnetic radiation just powerful enough to penetrate human skin. The radiation stimulates the nervous system so the victim thinks his or her skin is on fire although no damage is done. Think Taser without the dart or conducting wires. The involuntary reaction is to try to look at the "burning" skin and shake off the pain. If the victim covers the exposed skin, the Infrared Weapon ceases effectiveness.

Who Me?:

This noxious fluid was developed by the Office of Strategic Services during WWII as a weapon for use by the French Resistance. The aim was to humiliate German officers by making them smell foul. It is a concentrated malodor simulating spoiled food or rotting carcasses.

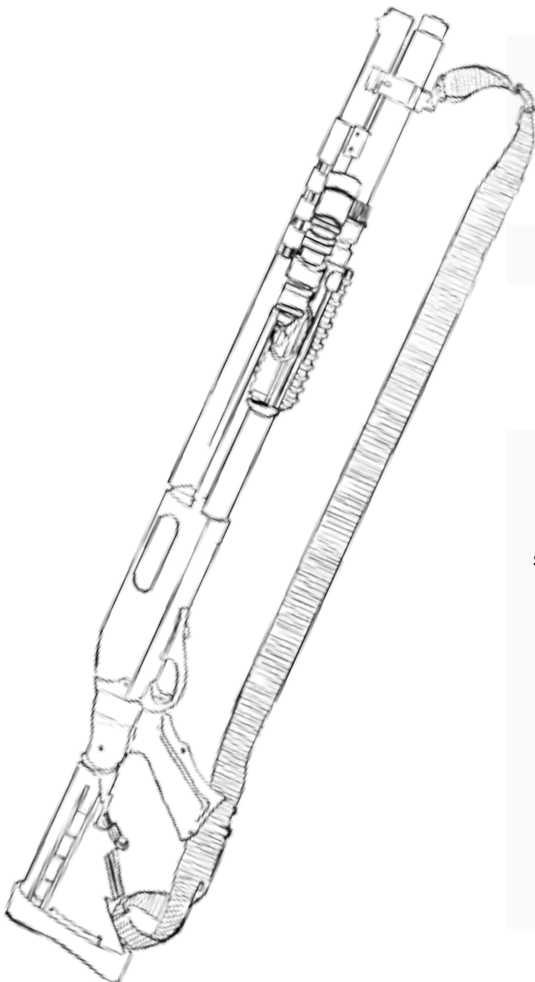
TASER WITH STUN CAPABILITIES AND 3 CHARGES.

WEAPON	TASER
WT	4
COST(\$)	70
DAMAGE	Incapacitation
RANGE	5/20/50
AMMO	1
LOAD	2
Modifiers	1

SURVIVAL IN THE SAHARA

An inactive agent may give off as much as a quart of sweat during a day. A very active agent may give off as much as five gallons. When an active agent exercises strenuously in hot weather, that agent can sweat away as much as two quarts of water in an hour, enough to actually cause his or her weight to drop. When the sweat evaporates, it has a cooling effect.

A gallon of fresh water at room temperature weighs 8.34 pounds, or about 1 pound per pint. Therefore, an agent on foot in the Sahara losing five gallons a day needs to carry 41.7 gallons of water to replace what he or she perspires. The amount of time without water and the amount of water available for each agent should be kept by the Administrator.



	<u>Sahara Survival Limits</u>			
<u>Willpower Value:</u>	<u>0-40</u>	<u>41-73</u>	<u>74-100</u>	<u>100+</u>
<u>Perseverance Rating:</u>	Weak	Average	Strong	Super
<u>Environment</u>				
Cruising around in air conditioned off-road vehicle (water loss in 24 hours):	0.4 quarts	0.73 quarts	1 quart	1.22 quarts
Water weight:	0.84 lbs.	1.52 lbs.	2.09 lbs.	2.56 lbs.
Walking, camel riding, standing in 120-130 F. heat: (water loss in 24 hours):	2 gallons	3.65 gallons	5 gallons	6.1 gallons
Water weight:	16.68 lbs.	30.44 lbs.	41.70 lbs.	50.87 lbs.
Running, camel racing, climbing a date palm, digging, struggling in combat (water loss in 1 hour):	0.8 quarts	1.46 quarts	2 quarts	2.44 quarts
Water weight:	1.67 lbs.	3.04 lbs.	4.17 lbs.	5.09 lbs.



What happens when it is so hot that an agent's body cannot sweat fast enough and cool down enough to maintain a constant body temperature of 98.6°F.? The agent may actually stop sweating entirely, which causes his or her internal temperature to soar to 105° F. or higher—which in turn, causes his or her pulse and respiration rate to double. These are the first signs of heatstroke—and if the agent does not seek medical attention or take steps to cool down immediately, the agent can experience delirium (see Delirium rule below), slip into a coma (see UNCONSCIOUSNESS rule in TOP SECRET rulebook), and even die. Left untreated, heatstroke is always fatal. (See FAME AND FORTUNE rule in TOP SECRET rulebook.)

Delirium:

Because delirium is “a temporary state of mental confusion and clouded consciousness, characterized by anxiety, hallucinations, trembling, and incoherent speech,” the Admin can make up and tell the affected agent whatever he or she is seeing, hearing, smelling, tasting, or physically feeling. The delirious agent cannot tell what is real or imagined. (Hopefully, the agent is unarmed.) Untreated, the delirium can last as long as a coma (see UNCONSCIOUSNESS rule in TOP SECRET rulebook) which may follow. ■

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