

# MINUTES... NOT HOURS



by J.C. Connors

## About the Adventure

*Minutes Not Hours* is a lightly-superheroic *GURPS Action* adventure featuring the notorious antiheroes from DC Comics' Suicide Squad, although the adventure can easily be adapted to other settings. It can also be converted to a straight-up, "dirty-dozen" style cinematic action adventure.

The adventure sends the squad on an international rescue mission, in an attempt to free a reckless U.S. senator from a revolutionary group that has uncovered a powerful, game-changing device.

*Minutes Not Hours* is suitable for four-to-six 250-300 point characters. The end of this adventure includes six pregenerated Suicide Squad characters so GMs can get started right away. To help new players, each character is labelled Novice, Intermediate, or Advanced depending on how complex the character's abilities are to play.

NPCs introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a globe 🌐 are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a skull 💀 are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

## Adventure Summary

Nebraska Senator Mick MacCabe is a blustering, conservative firebrand who has made as many enemies as friends in Washington.

As a ranking member of the Armed Services Committee, Senator MacCabe makes routine trips around the world to assess the United States' military readiness. He also uses these trips to shake hands with provocative foreign military leaders. His whirlwind tours are typically not announced until the last minute, all the better to drum up drama and controversy from the press. He loves the attention.

Six days ago, Senator MacCabe met with the Egyptian Minister of Defense. During a press conference, he stunned the American reporters when he claimed he had uncovered a huge scandal involving illegal arms trading led by one of his liberal senate rivals. Even the Egyptian minister looked shocked. McCabe promised to reveal all the following week when he was back in Washington.

The next day, Senator MacCabe jetted off on an ill-advised, celebratory solo trip to Cleopatra Sands, one of the Mediterranean's most luxurious, offshore casinos. However, three days later, his staff still hadn't heard from him, and he missed his plane back to Washington. Now, intelligence fears that the senator either never made it to the casino island... or something happened to him once he was there.



Unfortunately, the island that holds Cleopatra Sands is officially the sovereign territory of Kahndaq. Kahndaq is a small Middle Eastern dictatorship that has no diplomatic relations with western countries and is dealing with its own bloody civil war. The CIA sent one agent to infiltrate Cleopatra Sands, but the agent also went missing, just hours after reaching the island.

This finally prompted the U.S. government to activate Task Force X – the Suicide Squad – to infiltrate Cleopatra Sands and discover what happened to Senator MacCabe, and recover him if he's still alive.

## The Inside Info

As intelligence suspects, the senator was kidnapped. After losing over a million dollars in the high stakes room, the senator suspected he was cheated. He followed the suspected cheater, Adrian Pintle, back to his suite. There, he overheard Pintle hurriedly getting fed the *exact shuffle* of the next high-stakes poker game. Furious, MacCabe confronted Pintle, not realizing that Pintle was a front-man of **Mal-Aurum**, a well-funded militia fighting to overthrow Kahndaq's dictator, Asim Muhunnad.

Adrian Pintle shot the senator, wounding him badly, and then arranged for Russian mercenaries to fly him to Mal-Aurum's base in Shiruta, the capital city of Kahndaq. MacCabe is now being held captive in the Alms Tower, a defunct skyscraper in the middle of a war-torn neighborhood.

Mal-Aurum's tower holds more than just a secretive revolutionary group. It's also home to one of its propaganda leaders, the metahuman Phobia, whose ability to project fear makes her an extraordinary asset in fomenting rebellion in Kahndaq. The tower also contains a massive data center, run by disgraced computer scientist Griswald Morely, and is impossibly able to see exactly *five minutes into the future*.


Morely's data center is no mere computer science breakthrough. It is connected to a strange device, the *Horologium*, accidentally uncovered during a rocket attack in the city. Morely discovered that the vibrations from the device can be decoded to provide perfect information about the future.

Using this information, Mal-Aurum has been generating millions of dollars in winnings from Cleopatra Sands, which they are funneling into the revolt to overthrow Kahndaq's dictator... and replace him with a worse one.

## The Prebrief

The adventure begins with the squad sitting in a sparse room in the middle of Belle Reve Penitentiary – the maximum security prison in Terrebonne Parish, Louisiana. They are moments from getting their mission briefing from A.R.G.U.S., the government's secret federal agency responsible for resourcing sensitive matters and cleaning up afterwards.

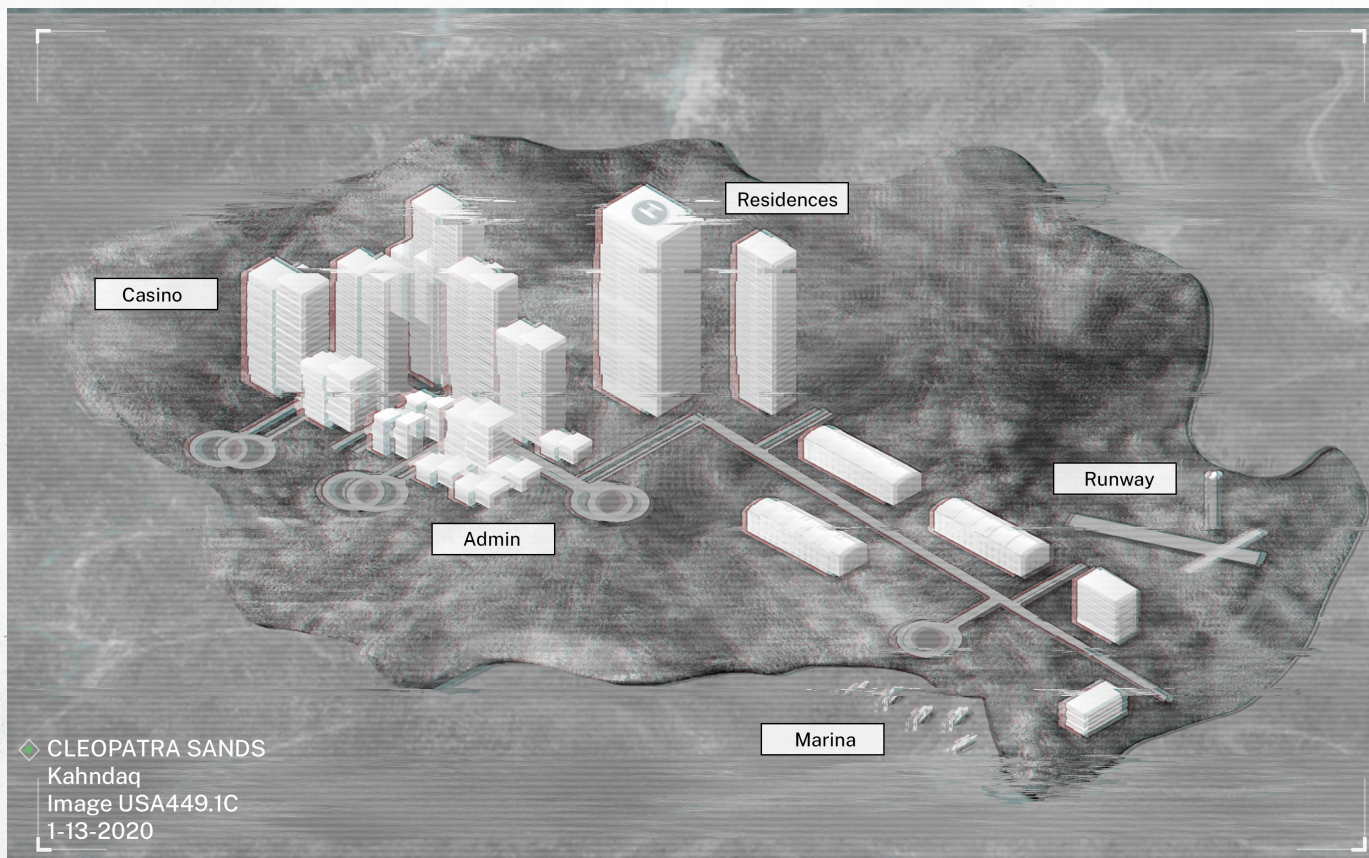
For the PCs who are penitentiary convicts, the usual Task Force X "rules" apply. Complete a crazy black ops mission, get ten years off their prison sentence. Go off script, a cortex bomb in each squad member's skull will end participation prematurely.

 If a "good guy" (like Rick Flag) is present, let that player give the briefing described in **Handout A**. Otherwise, the briefing is presented over video by a senior agent. Either way, the mission's goal is straightforward – recover Senator MacCabe at all costs.

Because the last suspected location of Senator MacCabe is Cleopatra Sands, an island located thirty miles off the coast of Kahndaq, A.R.G.U.S. has arranged air transport to Tel Aviv. From there, a private boat flying under the Egyptian flag will take the PCs to Cleopatra Sands. They'll clear customs using fake Russian passports to avoid suspicion. Frugal hotel rooms have been rented out in the PCs' falsified names at the resort.

- A **CURRENT AFFAIRS (POLITICS)** roll recalls that Senator MacCabe is a firebrand conservative with few ambitions unspoken. He likes using his power on the Armed Services Committee to make influential, foreign friends. He especially loves smiling and shaking hands with petty dictators, all the better to draw media attention.
- A **GAMBLING** roll identifies Cleopatra Sands as one of the biggest casinos in the world. Built in the early 1990s, the casino is over 550,000 square feet and holds over 2,000 slot machines. The casino makes over \$35B in revenue each year. The surrounding resort is also home to a dozen restaurants, luxury high-rise apartments, three spas, priceless art exhibits, and private beaches. It's owned by the Fawzy's, a wealthy Kahndaq family whose name goes back generations. Cleopatra Sands is a popular vacation spot for Russians, and while it is generally safe, there is little recourse for westerners who get themselves into trouble.
- An appropriate **HISTORY** or **LAW** roll knows that Kahndaq is a fairly liberal Middle Eastern country. While there are strict laws for petty crime at Cleopatra Sands, any kinds of formal dress codes or alcohol laws have largely been waived for foreigners there. The island oper-





- ates independently from mainland Kahndaq, which has been fighting a bloody civil war for two years now.
- A COMPUTER HACKING roll uncovers a single still of the senator from a video feed found in temporary cloud storage owned by Cleopatra Sands. It shows Senator MacCabe gambling in the casino (see [Handout B](#)).

All discussion done, the PCs are hurried to the local runway to prepare for their flight. The convicts on the team will find their old belongings waiting for them on the plane.

## Cleopatra Sands

The international flight uneventful, the PCs soon find themselves getting shuffled on to a luxury, Egyptian speedboat that will take them to the Cleopatra Sands' marina. This is the typical way wealthy tourists make their way to the exclusive casino island, although there is also a small, private runway on the east side of the island.

Using their fake Russian passports, the PCs can easily clear customs, although any serious gear has to be smuggled in or left hidden on the boat. **HOLDOUT** rolls should be made to smuggle small weapons through customs. Of course, the PCs may come up with their own creative ways to get on to the island with more of their gear accessible. GMs should allow this, although well-armed casino security will stop anybody

openly carrying weapons or body armor. There is no tolerance for armed violence at the casino (although plenty happens behind closed doors...).

Once through customs, private drivers offer to drive the PCs to the resort casino a mile up the road. PCs can talk up the drivers with various social skills. They won't know anything about the senator, but they all express gratitude that they are not on mainland Kahndaq, which they describe as "fiery mess" since the civil war started a few years ago. Most will express dislike for Kahndaq's dictator, Asin Muhunnad, but fear that any replacement will be far worse.

## The Casino

Cleopatra Sands is enormous. The vast casino floor is multiple rooms and multiple stories and features over six hundred table games, two thousand slot machines, a massive competition poker room, and dedicated rooms for more exotic games, such as Pai Gow and Sic Bo. Private gambling rooms are also available to the wealthiest guests of the casino. And, at any given day, at least one reality show is being shot on the island.

Like all big casinos, security is ultra-tight. Hidden cameras, undercover agents, and other precautions are in place. An **ELECTRONICS OPERATIONS (SURVEILLANCE)** or **Per-based GAMBLING-2** roll easily spots high-tech cameras capable of



zooming into a card hundreds of feet away. Even subtle cheating will catch the eye of the Cleopatra Sands' security team. Similarly, any uncouth behavior will get patrons warned by the security team; dangerous behavior will get guests promptly kicked out and banned from the casino property for life.

Senator MacCabe was last seen in the casino's "Pharaoh's Wish" high stakes room – the most exclusive of the two high stakes rooms in the casino. This is also where ADRIAN PINTLE, the Mal-Aurum agent who initiated the kidnapping of the senator, spends most of his time.

Discovering that the senator was last seen in Pharaoh's Wish can be accomplished in a few ways:

- A CAROUSING roll will identify and befriend one of the senator's casino friends, who knows that the senator was often found in exclusive high stakes room. Good roleplaying and a Good or better reaction roll discovers this information. (See Guest List inset for some NPC and roleplaying ideas.)
- Some of the senior casino staff know that the senator was often preoccupied in the high stakes room. However, they won't easily share this information as they take privacy very seriously. Only great roleplaying and a Very Good or better reaction roll gets this information.
- A COMPUTER HACKING-2 roll can break into the network. A RESEARCH roll then can find footage of the senator gambling in "Pharaoh's Wish". The footage shows him angrily throwing a poker hand on the table and walking

## CASINO SECURITY

ST	12	HP: 12
DX	12	Will: 12
IQ	11	Per: 12
HT	11	FP: 11



Basic Speed: 5.75 SM: 0  
Move: 5 Punch: 1d-1 cr (Parry 9)  
Dodge: 8

**Traits:** Various. Fluent in Arabic, English, and Russian.

**Skills:** Area Knowledge-11; Boxing-13; Guns-12; Intimidation-12; Observation-12.

**Gear:** Normally, security carries stun guns (HT-3(0.5) stun affliction for 20-HT seconds), walkie talkies, and zip ties. When armed, they carry Izhmekh PMM pistols (2d+2 pi, Acc 2, Range 110/1200, RoF 3, Shots 12+1 (3), Bulk -2, Rcl 2, 2 lbs.). If faced with all-out violence, they wear concealable vests (DR 12/5) and carry Izhmash SMGs (2d pi, Acc 3, Range 120/1300, RoF 11, Shots 64 (5), Bulk -4, Rcl 2, 10 lbs.). For emergencies, they also have APHC ammo available – 2d(2) pi- damage.

away from the table. This is followed by him having an argument with a difficult-to-identify dark-haired man, downing a shot, and then following the man out of the casino via the private elevators up to the suites.

- If the PCs already have the security camera still of the

## NOTABLE CASINO GUESTS

There are thousands of minor celebrities gaming at Cleopatra Sands. If the PCs take some time to roleplay, carouse, and meet folks, they'll find some guests that may prove helpful:

**Yuri Yahontov** – Yuri is a filthy rich, amoral, Russian oligarch. He just arrived at Cleopatra Sands with his new, 23 year old wife, Khristina. While Yuri spends most of his day in the Pharaoh's Wish, betting hundreds of millions of rubles away, Khristina is the center of an elaborate photo shoot on the roof of the tallest casino building. He's annoyed she's working while on their honeymoon, she's annoyed he's losing a fortune. Yuri remembers that Senator MacCabe was a fellow connoisseur of the high stakes room, and saw him get into an argument with "a greasy-haired guy named Pintle".

**Kitty Kumbata** – An undefeated Muay Thai boxer, in town for a prize fight vs. Nataly Dashev, the "She-hammer of Moscow." Kitty is recognizable to sports aficionados as a disciplined and

intense fighter. However, she's also a secret member of a collective of global assassins. She's also assigned to find Senator MacCabe, hoping the league can use his recovery for either profit or to sow further discord.

**Zasha Fedorenko** – A young Ukrainian cocktail waitress, Zasha was invited into the high rollers room as Senator MacCabe's "good luck charm". After he got too forward with her, she excused herself, which got her yelled at by her jerk of a manager. She'll happily tell the PCs the senator's last location; she also heard he got into a fight with someone at the bar.

**Basil "Frango" Frangopoulos** – A wealthy, old Greek shipping magnate, Basil enjoys a week at Cleopatra Sands every year. Basil's loud laugh and big personality makes it impossible not to notice him. He had an impromptu dinner with Senator MacCabe the night before the senator disappeared. Lots of folks in the casino will remember seeing them together.



senator, and show it to either a casino employee, or another high roller, they'll recognize the location as from the Pharaoh's Wish room. (Although showing an employee photos that *obviously* looks like stolen security footage might get them reported...)

## Pharaoh's Wish

There are only two entrances into the Pharaoh's Wish high stakes room. The first is via the main entrance, located on the 5th floor of the western-most building of the casino. The second is via a private elevator from the luxury suites on floors 6-8 of the same building; guests need to have a suite to use those private elevators.

Additionally, high rollers need special *golden keys* to be allowed on to the floor of the high stakes room. The keys are small, golden fobs that are embedded with an NFC antennae. To get on to the high stakes floor, guests must scan their key before entering a glass, revolving door. Security guards check the guest's face against the profile registered with the key. If there's a mismatch, guests are politely but firmly asked to leave.

There are three ways to legitimately get a registered, golden key. Wealthy guests simply register with the luxury hotel, pass a credit check that shows a high, million-dollar plus net worth, and then receive a key. Obviously, this route will likely be a problem for the PCs, as they are assigned "frugal" rooms elsewhere in the casino.

The second way to get a key is to be fantastically lucky on the floor. Anyone who wins more than a million dollars on the casino floor is presented with a key for the day. This will take a good plan and some extraordinary GAMBLING rolls! (For simplicity, the GM can assume one roll can double the PC's bet).

Finally, guests with keys can invite one other person with them into Pharaoh's Wish. A successful social influence skill, especially FAST-TALK or SEX APPEAL roll can earn an invitation from the right person (see Guest List for some good targets).

There are illicit ways to gain golden keys as well. A PICKPOCKET or FILCH roll can swipe a key. However, this key won't be registered to the thief's name and facial photograph in the system, so a clever ruse or a good hacking attempt can bypass security. PCs wishing to hack the casino's computer systems must first make a COMPUTER HACKING-3 roll to connect to and breach the network, and then a COMPUTER HACKING-2 or COMPUTER OPERATIONS-3 roll to upload new identity information associated with a key.

Once the PCs pass through the security turnstile of the high stake's room, they'll be impressed by the room's delights. A

## KITTY KUMBATA

ST 14 HP: 14  
DX 14 Will: 14  
IQ 13 Per: 14  
HT 13 FP: 13



Basic Speed: 7.0 SM: 0  
Move: 5 Punch: 1d+2 cr (Parry 12)  
Dodge: 11 Kick: 1d+2 pi+ (with stilettos!)

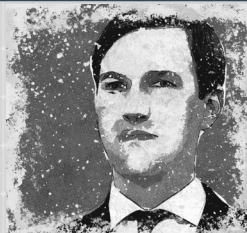
**Traits:** Combat Reflexes; Hard to Subdue +2; High Pain Threshold; Reputation +2 (prizefighter); Secret (in a league of assassins); Striking ST +2; Very Fit. High-heeled Heroine.

**Skills:** Acrobatics-15; Karate-18; Knife-16; Poisons-14; Power Blow-15; Savoir-Faire-13; Shadowing-16; Sports-14; Stealth-16; Thrown Weapon (Knife)-16; Tracking-15; Traps-14. **Techniques (if using GURPS Martial Arts):** Counterattack-16; Kicking-18; Spinning Kick-14.

**Gear:** Fine dagger hidden in her dress (1d imp, Reach C, Parry 10). She carries asp venom (one minute delay; HT-3 roll to resist. 2d toxic damage, repeating at hourly intervals for six cycles).

## ADRIAN PINTLE

ST 11 HP: 11  
DX 12 Will: 14  
IQ 13 Per: 15  
HT 11 FP: 11



Basic Speed: 5.75 SM: 0  
Move: 5 Punch: 1d-3 cr  
Dodge: 8

**Traits:** Bad Temper; Chummy; Eidetic Memory; High Pain Threshold; Odious Personal Habit (Always Nervous); Overconfidence. Has a constant smug smile on his face.

**Skills:** Fast-Draw (Pistol)-12; Fast-Talk-14; Gambling-15; Guns-13; Holdout-15; Merchant-14; Intimidation-12; Observation-15; Savoir-Faire-13; Sleight of Hand-14; Stealth-12.

**Gear:** A concealed Kahr K40 pistol (2d+1 pi+, Acc 1, Range 140/1600, RoF 3, Shots 6+1(3), Bulk -1, Rcl 2, 2 lbs.); smartphone; golden key.



## TSH MERCENARIES

ST 13 HP: 13  
 DX 12 Will: 12  
 IQ 11 Per: 11  
 HT 12 FP: 12



Basic Speed: 6.0 SM: 0  
 Move: 5 Punch: 1d+1 cr, Parry 11  
 Dodge: 9 Knife: 1d+1 imp, Parry 10

**Traits:** Callous; Combat Reflexes; Fearlessness +2; Fit; High Pain Threshold.

**Skills:** Guns-14; Intimidation-11; Karate-15; Knife-15; Soldier-12; Stealth-12; Tactics-12; Throwing-14; Wrestling (Sambo)-13.

**Gear:** Comm gear; combat earplugs; improved assault vest (DR 12/5); *Spetsialniy* assault rifle w/ extra clips (3d(2) pi-, Acc 4, Range 400/1700, RoF 13, Shots 20+1(3), Bulk -5, Rcl 2, 15 lbs.); extra clip; knife (1d+1 imp, reach C); stun grenade (HT-5 affliction, 10 yards, roll HT-5 to recover each turn); Vektor backup pistol (2d+2 pi, Acc 2, Range 160/1800, RoF 3, Shots 17+1(3), Bulk -2, Rcl 2, 3 lbs.)

dozen elaborate gaming tables are crowded by both well-dressed patrons as well as tech founders wearing cheap CES t-shirts and jeans. A well-stocked, complimentary bar wraps around the back corner of the floor. The room's windows (DR 1, HP 3) provide stunning views of the island's beaches.

If the PCs know to look for Adrian Pintle (perhaps having talked to Yuri Yahontov and gotten his description), they can find him gambling at the high stakes blackjack table near the bar. Greasy-haired and disheveled, Adrian seems to be on an impossible winning streak. He'll only play for a minute or two before excusing himself to the bar to make a call.

If the PCs don't know to look for Adrian Pintle, but know there was an argument that happened, a couple of inquiries and discreet conversations with some patrons of the room will hear the story:


*"Oh yeah, that guy was a senator? Yeah, I remember... it was a mess. First he got a drink thrown in his face by a cocktail waitress, then he lost a million bucks at poker cold calling a raise! He went over to the blackjack table... and next thing you know he's screaming at another fellow saying he was the reason he lost at poker. They yelled at each other into the bar until security told them to take it downstairs. Didn't see him again."*

## Confronting Adrian Pintle

Adrian Pintle's constant nervousness gives him keen perception. If he detects that the PCs are inquiring about him, he'll discreetly try to exit the room to return to his suite via the private elevator. If he suspects he's been tailed by *several* individuals, he'll signal his Mal-Aurum contacts to evacuate him from the helipad atop the Cleopatra Sands residences. He'll then immediately try exiting the main casino to meet them up there.

Once he detects their suspicion, Pintle will do everything possible to escape the PCs. While his first move is to stay calm, disappear into the crowd, and flee, he'll become more frantic if the PCs show determination or threaten him. He'll scream for security (who will likely trust him – he's a regular high roller) and even take shots at the PCs with his gun if he thinks that will help him escape.

If Pintle makes it to the helipad, or the chase goes on long enough, three well-armed Mal-Aurum-funded mercenaries will intervene to help him escape. Hired from the Russian security firm Technical Security Holdings (TSH), these mercenaries are brutally efficient and have no issues causing mass casualties in order to help Pintle escape the island.

 To add *additional* chaos and complexity to the moment when PCs confront Adrian to find out about the senator's whereabouts, Kitty Kumbata, the Muay Thai prizefighter and secret member of an assassin's league, will decide to intercede. Directed by her shadow bosses to recover the senator for their hidden purposes, Kitty will do anything to kidnap and interrogate Adrian for herself (and then dispose of him afterwards). If he's confronted on the casino floor, she'll use her celebrity status to get the security intercede on her behalf. If Adrian is being chased and trying to flee, she'll physically try to intercept him. She won't hesitate to ambush small groups of PCs in her efforts to capture him.

Eventually, it's likely that the PCs will capture Adrian Pintle. He'll resist straightforward interrogation – he has no desire to betray Mal-Aurum. Eventually, when he holds no hope for rescue from the TSH mercenaries and knows his life is in danger, he'll crack. At first, he'll give a simplified version of events:

*"Alright, I know where your senator is. He accused me of cheating, and I have a bad temper. He followed me back to my room, screaming in my face. So I pulled my gun, but he took a swing at me. He grabbed for my gun... but I shot him in the leg and dragged him into my suite. I panicked, and didn't know what to do."*



*"Ten minutes or so later, I get a call from these guys. They said they'd buy the senator off me for a million bucks. Said no one would know. Who could turn down that offer? So I made the deal. An hour later, these guys from Khandaq show up, leave me the cash, and disappear."*

This is a highly scrubbed version of the real story. In reality, the senator did follow Pintle back to his room after an altercation. However, while shadowing Pintle, he overheard him getting read the next few poker draws, and filmed the conversation on his phone.

Senator MacCabe confronted Pintle outside his room, threatening to call security with the footage. Pintle shot MacCabe and dragged him into his room. There, he called his Mal-Aurum allies, who sent the TSH mercenaries to evacuate the senator back to Shiruta, the capital city of Kahndaq.

The PCs can discover the truthful version of the story with a fantastic INTERROGATION roll (a success by 5+), successful use of DETECT LIES, or some other special powers. This will also cause Pintle to spill the probable location of the senator – the Alms Tower in Shiruta, where Mal-Aurum operates out of.

Otherwise, the PCs can discover the senator's whereabouts in other ways. The key is discovering that **Pintle is linked to Mal-Aurum**. Once that is known, an INTELLIGENCE ANALYSIS roll – or using appropriate contacts – uncovers that Mal-Aurum is suspected to be headquartered in the Alms Tower in Shiruta (see **Handout C**). A few ways to discover the connection:

- Anyone with underworld contacts will also be able to find out that Pintle is associated with Mal-Aurum. Kitty Kumbata will also know this, though she's unlikely to share...
- One of the TSH mercenaries, VIKTOR RAZIN, has funds in his account that can be linked to Mal-Aurum. While the mercenaries do not carry identification, his

face can be run through an intelligence database. *GM's Note: These funds were transferred as payment when Viktor killed a CIA agent looking for the senator, shortly after his disappearance.*

- A RESEARCH roll and a thorough search of flight records leaving Cleopatra Sands will discover the plane that took the senator to Shiruta. Another roll discovers that, shortly after arrival, a helicopter left Shiruta airport and landed on Alms Tower.

In the unusual and unfortunate event that Adrian Pintle *entirely* escapes Cleopatra Sands, satellites will be able to trace his helicopter into Kahndaq, and then to the Alms Tower.

## SHIRUTA, KAHNDAQ

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It is no simple matter to fly into mainland Kahndaq. All commercial airlines have suspended travel there while its civil war rages. The country has cut all diplomatic ties with western countries, so even calling in transportation favors is an impossibility.

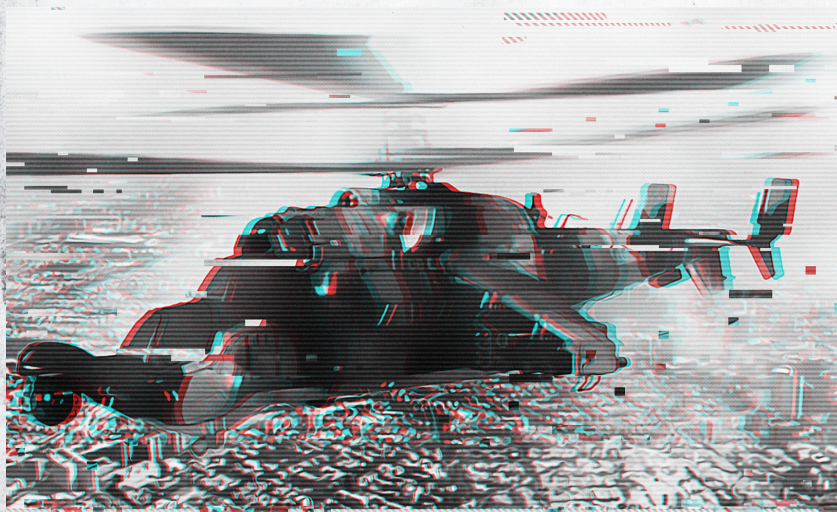
Fortunately, the U.S. government has a way to get the squad in. An stealth-equipped Israeli helicopter, modified to look like the cutting-edge Russian Mi-171Sh-VN9 "Storm Ghost" helicopter, is stationed in Tel Aviv, and standing by to take the PCs into Shiruta. If the PCs can't fly it in themselves, the helicopter will be piloted by a JBARI GBEHO, an Angolan private mercenary pilot who can't be traced back to the U.S (assume Jbari has Piloting-15).

Additionally, satellites have picked up a sandstorm sweeping over Shiruta in a few hours. A skilled pilot can fly into Kahndaq under the cover of both stealth technology and the sandstorm, retrieve the senator, and then escape. This feat requires a PILOTING (HELICOPTER)-3 roll to fly through the storm in below radar, and then another roll at -2 to land on the roof. While a critical failure might result in a crash and a *Black Hawk Down* scenario on the violent streets of Kahndaq, kind GM's should rule that if either roll fails, Mal-Aurum security was lightly alerted to a low-flying Russian helicopter, and sent three militia soldiers to the roof to observe the aircraft. This gives the PCs the chance to take out the soldiers before they alert the rest of their forces inside the tower.

## THE ALMS TOWER

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The Alms Tower is a 60-story tower located in the south-western part of Shiruta. Originally designed in the 1970s to be an extravagant hotel, the build-

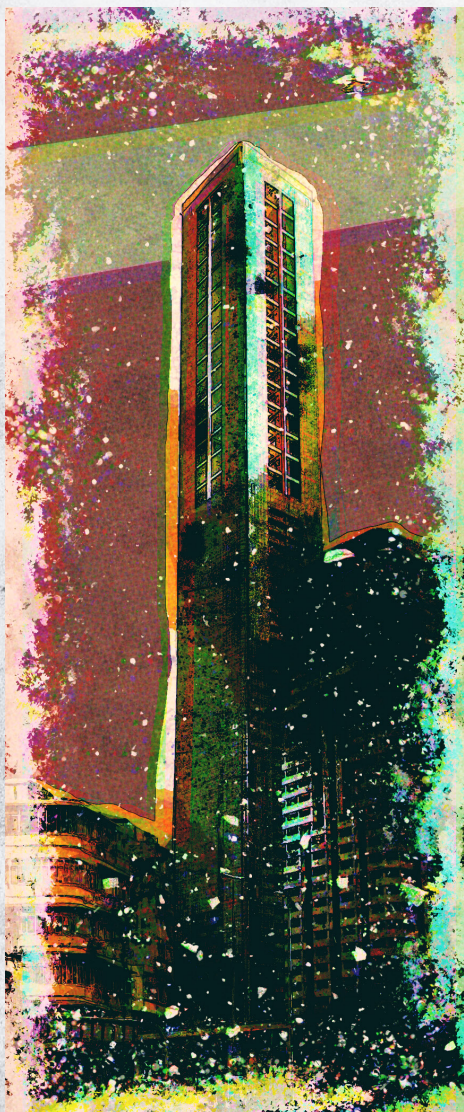




ing spent years in construction disputes and, as a result, never opened. By the mid-1990s, the tower was partially renovated into a mixed-use building, but it was never filled to more than 30% capacity. Once the civil war started in Kahndaq, the tower was abandoned entirely, as the area that it is located in is too dangerous for businesses and residents alike. This made the tower the perfect haven for Mal-Aurum revolutionaries.

The tower serves three purposes for Mal-Aurum. First, it has a sophisticated video production facilities that Mal-Aurum uses to create propaganda against Kahndaq's dictator, Asim Muhunnad. The metahuman PHOBIA leads up these efforts, using her exceptional psychological warfare training to create highly-effective materials.

Second, the tower holds the data center that connects to the Horologium, a mysterious cylinder that was found by Mal-Aurum after a bomb was dropped outside the city. GRISWALD MORELY, a German computer scientist, has figured out how to extract data from the device – which lets him see exactly five minutes into the future. To help decode the future, Morely has installed a huge data center in the tower.



Finally, the Alms Tower houses about forty soldiers that are loyal to Mal-Aurum. While, historically, Mal-Aurum has rarely fought directly against Asim Muhannad's military, the discovery of the Horologium has made them think more boldly about direct violence.

Although the soaring tower holds 60 floors, only a few contain anything of note:

### Rooftop

The tower rooftop is non-descript and rarely visited by militia. Because of its height, it is unlikely the PCs' helicopter will be seen from the ground.

GLOBAL

MAL-AURUM MILITIA

ST	12	HP: 12
DX	11	Will: 10
IQ	10	Per: 10
HT	11	FP: 11

Basic Speed: 5.5  
Move: 5  
Dodge: 8

SM: 0  
Punch: 1d-1 cr, Parry 9  
Knife: 1d-1 imp, Parry 7

**Traits:** Varies; most are Fit, several have Fanaticism.

**Skills:** Driving-11; Guns-13; Intimidation-11; Karate-12; Knife-11; Soldier-11; Stealth-10; Tactics-10.

**Gear:** Some wear fragmentation vests (DR 5/2); various AK-47 style rifles (5d+1 pi, Acc 4, Range 500/3100, RoF 10, Shots 30(3), Bulk -5, Rcl 2, 12 lbs.); extra clip; combat knife (1d-1 imp, reach C). While most soldiers know not to throw grenades around their tower, one or two might get clever and toss one (3d+2 [3d] cr ex damage).

A few older HVAC units provide cover for any firefights that break out on the roof.

The sturdy metal door into the tower's stairwell is locked, and requires a LOCKPICKING roll to open. It can be forced open with the right equipment (a ST roll versus the hinges' ST 16 will also do it).

### Sniper Balcony (Floors 51 and 12)

The street-facing southern balconies are occupied at all times by a two-man sniper team. They watch the streets below, keeping on alert for any government forces investigating the building.

Treat the snipers as Mal-Aurum militia members, but with Observation-12 and Guns (Rifle)-14. Each sniper uses an older "Thread-Cutter" sniper rifle (3d pi, Acc 5+2, Shots 10+1(3), Bulk -5, 8 lbs.) with a night vision scope (treat as having Night Vision 6). The team on the higher floors have access to a handheld surface-to-air missile, but they've never used it and are unskilled -- treat them as having Guns (Rockets)-10.

During the sandstorm, the snipers take cover inside the building, thus they are unlikely to see the PCs' helicopter approach the Alms Tower. However, if alerted to the PCs' presence, this team will be the first one on the roof.



## THE ALMS TOWER - SHIRUTA, KAHNDAQ



Above is a typical floor plan for the tower interior. The only real variation between floors is the layout of the interior walls (although many floors have never been fully completed and only contain aluminum framing studs). The tower's plate glass windows have DR 1, HP 3; some of the lower floors have whole sections of broken windows, due to the missile attacks that have occurred nearby.

Only the larger cargo elevator works in the tower. Mal-Aurum keeps the other elevators turned off so power can be redirected to their data center on floor 40. An ELECTRONICS OPERATIONS-2 roll can turn the power back on from one of the elevator control panels. The tower is too old for Computer Operations or Hacking to work!

The stairwell doors are kept locked on any floor that Mal-Aurum operates, requiring a card key to enter. These can be hacked with a LOCKPICKING-3 roll or forced open with a ST roll vs. the hinges' ST 16 (+2 for a crowbar, +1 for Forced Entry at DX+1).

Each side of the tower has a open-air balcony. Climbing down from one balcony to another requires a CLIMBING-3 roll, or CLIMBING-1 with a rope. During the sandstorm, this penalized another -2. On floors 30+, this feat gets harder due to the wind, for another -1 penalty.



## Morely's Data Center (Floor 42)

This entire floor's windows are blacked out. This anomaly can be spotted as the PCs approach the tower, if they are looking for unusual floors and succeed at a PERCEPTION (VISION)-5 roll due to the sand and distance.

The room contains over a hundred racked servers. A COMPUTER OPERATIONS roll reveals that these are expensive, *cutting edge* GPU servers. The floor is highly secure, with only a handful of trusted militia allowed to guard it. There is always a handful of these soldiers standing keeping watch on the stairwell and elevator bank. The data center is often where brilliant computer scientist Griswald Morely can be found.

Anyone who gains access to the computers here can find out more information on Mal-Aurum's plans, although a COMPUTER HACKING-2 roll is required to breach the security on the computers (unless, of course, the PCs compel Morely to let them in). A COMPUTER OPERATIONS roll then finds:

- **Success** – The PCs observe that 99% of data center's compute goes to running a massive machine learning job on a 42TB dataset, which seems to partially refresh itself every 5 minutes. The admin of the data center is Griswald Morely. *GM Note: This data center processes the data that is coming from the Horologium, the temporal device physically located a few miles away in a crater; the combination allows Mal-Aurum to see exactly 5 minutes into the future.*
- **Success by 1+** – A recent e-mail to a mysterious "Teth Society" reveals that Senator MacCabe is being kept on the 39th floor (see [Handout D](#)). The e-mail also mentions the Horologium device, but provides no details. Also, PCs will find several finished Mal-Aurum propaganda videos that have not yet been released.
- **Success by 2+** – An unprotected database file with information on the various militia members who have sworn allegiance to Mal-Aurum. The U.S. government will find this data highly useful.
- **Success by 3+** – An encrypted e-mail titled "Horologium Device" is found on the server. A COMPUTER HACKING or CRYPTOGRAPHY-2 roll can decrypt the message, revealing details on Mal-Aurum's temporal device (see [Handout E](#)).
- **Success by 5+** – Bank account information for Mal-Aurum. Transferring the \$14MM of funds to another account requires a COMPUTER HACKING-2 roll.

Because Kahndaq is firewalled off from the rest of the world due to government restrictions, the computers here are of limited use for other, more ordinary tasks.

## The Cages (Floor 39)

Senator MacCabe is kept on this floor. He is held in an improvised cage in the middle of the floor, built from aluminum

## GRISWALD MORELY

ST	10	HP: 10
DX	11	Will: 12
IQ	13	Per: 13
HT	10	FP: 10



Basic Speed: 5.25 SM: 0  
Move: 5 Punch: 1d-3 cr, Parry 8  
Dodge: 8

**Traits:** Bad Sight (Glasses); Born to Be Wired 3; Curious; Greed; Overconfidence. Has a big head, literally. Constant nervous smile. Speaks English and German.

**Skills:** Acting-12; Computer Hacking-15; Computer Operations-17; Computer Programming-16; Electronics Operations-14; Fast-Talk-13; Guns-11; Intelligence Analysis-12; Research-15; Teaching-13; Traps-13.

**Gear:** Smartphone; laptop; handheld stunner (HT-3(0.5) stun affliction); H&K P7 pistol (2d+2 pi, Acc 2, Range 160/1800, RoF 3, Shots 8+1(3), Bulk -1, Rcl 2, 2.5 lbs.).

## LT. COL. GHAZ KABIRII

ST	12	HP: 12
DX	12	Will: 13
IQ	12	Per: 12
HT	12/5	FP: 12



Basic Speed: 6.0 SM: 0  
Move: 6 Punch: 1d cr, Parry 10  
Dodge: 10

**Traits:** Bloodlust; Charisma 1; Combat Reflexes; Military Rank 4; Sense of Duty (Kahndaq); Vow (Kill Phobia).

**Skills:** Area Knowledge (Shiruta)-13; Armoury (Small Arms)-11; Climbing-12; Computer Operations-12; Demolitions-12; Driving-12; Electronics Operations (Surveillance)-12; Guns (Pistol and Rifle)-13; Intelligence Analysis-11; Karate-13; Knife-12; Pilot-12; Savoir-Faire (Military)-12; Soldier-12; Stealth-11; Strategy-11; Tactics-13.

**Gear:** None.



## ALARM! ...AND 5 MINUTE HEADSTART

If the PCs make a lot of noise on a floor (e.g., firing guns), any foes one or two floors away will automatically hear it. Foes three floors away get a PERCEPTION (HEARING) roll to hear the noise. At four floors, the roll is at -5. Roll at +4 if it's an extended gunfight or near an elevator shaft! (Suppressors further modify Hearing rolls by -1).

As soon as the PCs are detected, several things happen. First, five-man squads of militia soldiers are dispatched from floor 15 to find the PCs, with some taking the stairs, others taking the cargo elevator. Next, Phobia and Morely don concealable vests for protection (DR 12/5\*). Phobia then sends additional men to guard the senator. Morely accesses the data center (assuming it's still intact) to use the Horologium to predict the PCs' next 5 minutes of movement.

This move allows the villains to arrange a perfect trap for the PCs, bringing more soldiers to their next location, and enabling Phobia to use her fear powers more effectively, creating illusions of a failed mission, being captured, and eventually executed by Mal-Aurum agents.

Phobia and Morely do prefer to capture the PCs over killing them. They think they can ransom them back to their governments for a lot of money, or turn them over to other agencies for more. If the PCs are captured, they'll be disarmed and imprisoned in the same cages that hold McCabe and Ghaz Kibarrii. Capture will be followed by interrogation, motivated by Phobia's powers, in order to find out the PCs' allegiance and mission parameters.

framing studs. Two other cages are near his; one is empty, the other contains a lieutenant colonel from Kahndaq's military, GHAZ KABIRII.

At least two soldiers guard the prisoners at all times. Additionally, a camera mounted in the corner monitors the prisoners, though the feed is rarely watched. Assume unusual behavior is caught on a roll of 9 or less on 3d; reroll every half-hour or so if the prisoners are missing from their cells!

Breaking either of the two out of their cages requires a LOCK-PICKING roll to pick the padlock (Phobia has the keys in her suite on floor 38), or some other destructive force to rip the metal studs away.

The senator is drugged, terrified from a recent interrogation session with Phobia, and has an infected bullet wound in his leg. When the PCs arrive, he'll spit and curse at them, thinking that their nothing more than one of Phobia's hallucinations, meant to dash his hopes of an actual rescue into oblivion. The PCs will have to successfully persuade him into coming with them, or else physically drag him out of the base.

Lt. Col. Kabirii is in better shape. Hardened by years in the military, he's so far resisted Phobia's attempts to turn him into a sleeper agent. He'll ask the PCs to free him, arm him, and he swears he'll help them escape and get their senator back in one piece. If asked how he was captured, he explains that his squad was gunned down while investigating Mal-Aurum activity near a bomb crater a few miles away.

For the most part, Ghaz is true to his word. He'll stick with the PCs and help in the mission, as least until he can escape into the streets of Shiruta. But he'll also get distracted by opportunities to take out Mal-Aurum soldiers and equipment. His recklessness might draw more attention to the squad.

### Video Production Suites (Floor 38)

This floor has been turned into an elaborate video production studio. There are two video editing suites and three sets – a green screen set, a set that looks like a press room, and another set designed to look like an underground bunker. The professionalism of the sets are impressive.

Phobia has also converted the northwest corner of the room into a private suite, complete with a kitchenette, tiled bathroom, and bedroom with imported Italian furniture. The entrance to the suite is locked at all times.

A search of the suites finds the keys to the cages on floor 39, a brand new gaming laptop (still in the box), an extra H&K P7 pistol, and an e-reader loaded with horror novels.

### Morely's Floor (Floors 35)

Griswald Morely has converted this floor into his own. The place is disgusting, strewn with garbage and half-working electronics equipment. A massive 85" television is mounted in front of a cheap bed, and is usually tuned to the most loud and obnoxious reality TV Morely can find.

An examination of the equipment (and appropriate ELEC-



## PHOBIA

ST 13 HP: 13  
 DX 12 Will: 14  
 IQ 13 Per: 14  
 HT 12 FP: 12



Basic Speed: 6.0 SM: 0  
 Move: 6 Punch: 1d+1 cr, Parry 10  
 Dodge: 10

**Traits:** Appearance (Attractive); Chummy; Combat Reflexes; Secret Identity (Angela Hawkins, British aristocrat; Status 2; Competitive, but insecure; Hates her family.

**Skills:** Acting-13; Area Knowledge (Shiruta)-13; Computer Operations-13; Connoisseur (Horror)-13; Diagnosis-12; Electronics Operations (Video); Games (FPS)-13; Guns-13; Illusion Art-14; Interrogation-14; Instill Fear-15; Intimidation-14; Karate-14; Propaganda-15; Psychology-14; Writing-14; Stealth-12.

**Instill Fear 4:** Range 50 yards. Roll a Quick Contest of her Instill Fear-15 skill vs. subject's Will (subject is at +1 for every previous time she's used fear on him in the past 24 hours). On a success, he must roll 3d on the Fright Check table, adding margin of victory. If she ties or loses, she cannot try again on that subject until a day has passed. Phobia can also inflict fear on everyone within 2 yards, rolling against a skill of 12.

**Gear:** H&K P7 pistol (2d+2 pi, Acc 2, Range 160/1800, RoF 3, Shots 8+1(3), Bulk -1, Rcl 2, 2.5 lbs.).

TRONICS OPERATIONS roll) also discovers that the television is connected with a feed that originates from a hidden camera in Phobia's room. The rest of the room's equipment is old and useless.

A satellite map of the Horologium crater can be found pinned above one of Morely's desks in this room (see [Handout F](#)). A COMPUTER OPERATIONS roll can match the photo to an exact location in Shiruta.

### Militia Barracks (Floors 14 and 15)

These two floors house the forty or so soldiers that are loyal to Mal-Aurum, along with a stock of automatic weapons, grenades, RPGs, and other gear. At any given point, about ten soldiers are on each of these floors, though they will quickly rush to address any emergencies or alarms that happen in the Alms Tower.

## RESCUE & ESCAPE

The Alms Tower rescue can play out many different ways. Expert tactics might get the senator out of the

tower with little interference from Mal-Aurum soldiers. Or, the sequence might turn into an extended and bloody floor-by-floor firefight.

If at any point it looks like the PCs are easily beating the militia, Phobia and Morely will attempt to flee. They are in this game for money and power, not to face down violent intruders in gunfights! In the event that they decide to flee, Morely will initiate a purge of the data center while Phobia arranges for a car to take them to a Mal-Aurum safehouse. Phobia, however, has no love for Morely, so she'll leave him behind if she gets a chance.

If Morely or Phobia are captured, they hardly resist questioning. Morely will spill the beans on *everything* – the Horologium, the plot to win money from casinos, and Mal-Aurum's intent to overthrow the dictatorship of Kahndaq and replace Asim Muhunnad with someone who “knows how to lead” (though he's unclear who this might be).

A captured Phobia will take a different, more mercenary tact. She'll lie and say that she's been forced into propaganda production because Mal-Aurum is threatening her family in England. She'll offer the PCs access to the Horologium in exchange for her freedom. Finally, she'll try to use her fear powers to escape. If all else fails, she surrenders peacefully, and ask to be taken back to the U.S. as a formal captive.

As the PCs make their escape from the building, several last-minute challenges can foil their escape:

- If Mal-Aurum discovers the PCs have a helicopter on the roof, they'll dispatch soldiers to kill the pilot or disable the vehicle. GMs can hand-wave whether the pilot survives the attack, or is dramatically wounded fending





off the militia. Mal-Aurum might even set an improvised booby trap inside the helicopter, hoping to take out the rescuers along with their helicopter. Spotting the trap requires a successful Per-based TRAPS or EXPLOSIVES (EOD) roll, or SOLDIER-2 roll. Disarming the trap requires a successful Explosives (EOD) roll. It does 6dx3 cr ex damage if undetected, which will certainly disable the helicopter!

- Unless already defeated, the snipers on floor 57 pose a threat to the PCs' escape. They'll take up position on the roof, fire with their surface-to-air missile, and then take shots at the helicopter, aiming for the pilot, or even the senator if he's exposed.
- If an undaunted Phobia can make it to the roof or an upper balcony as the chopper lifts off, she'll use her fear powers on the pilot, sending visions of a horrible crash in the city streets into his mind.
- If any violence of the tower is visible from the outside (e.g., big explosions or plumes of smoke), government forces will dispatch armed attack helicopters to circle the tower, while the army sends soldiers into the tower. Phobia will get a warning before this happens, and immediately makes her escape before the building is raided.

## New Orders - Destroy the Horologium

As the PCs flee Alms Tower, with or without the senator, they'll receive new orders via their radios – destroy the Horologium, which is located in a crater a few miles to west of the tower. The U.S. government has zero desire for Mal-Aurum or the government of Kahndaq to have access to something that can literally see into the future.

In the event that the PCs haven't yet discovered the existence of the Horologium, Senator MacCabe or Ghaz Kibarii passionately fills them in:

*"Morely couldn't stop bragging about it. He said that one of Muhunnad's bombs uncovered it a few miles away – kept going on how beautiful the thing was, and how only a man of his intellect could tell that the thing's vibrations were transmitting massive amounts of data."*

*"When I asked him why it was still in the crater, he said it was too big to be moved, and that Muhunnad was too stupid to even realize it was valuable."*

There are three ways to know the exact location of the crater. Obviously, Phobia, Morely, and Ghaz Kibarii. Some Mal-Aurum senior militia may know as well. The map in Morely's room and the Horologium data from the data center also contain the location. Failing all of that, satellite data and an INTELLIGENCE ANALYSIS roll (or helpful contact) identifies a likely spot at a crater a few miles to the west of the tower.

## THE HOROLOGIUM CRATER

The Horologium's crater was created a year ago when Asin Muhunnad's forces fired rockets at an insurgent base. The blast partially uncovered an ancient stone structure. Inside the debris and rubble was the mysterious Horologium.

The Horologium is a dull silver cylinder, a little more than one meter wide. It extends deep into the earth. Mal-Aurum investigators were unable to ascertain exactly how far into the earth it goes, but they believe it is at least ten meters long, making it impossible to excavate without drawing the attention of Asin Muhunnad's military.

When Griswald Morely discovered that the cylinder was unusually vibrating, he wired up a seismometer which routed the device's seismic data through an existing underground cable and into his data center at the Alms Tower. After months of study, he discovered the data provides precognitive insight into the next five minutes of world events.

Unable to move the massive Horologium, Mal-Aurum has instead opted to keep it secret. They built false debris over the remnants of its structure, and stationed armed militants nearby to scare off any curious residents. So far, the device has escaped all notice from government forces.

*GM's Note: The adventure leaves it unclear whether the Horologium is an ancient device, some lost piece of superscience, or per-*

## MAL-AURUM ELITE

ST	12	HP: 12
DX	12	Will: 12
IQ	11	Per: 11
HT	11	FP: 11



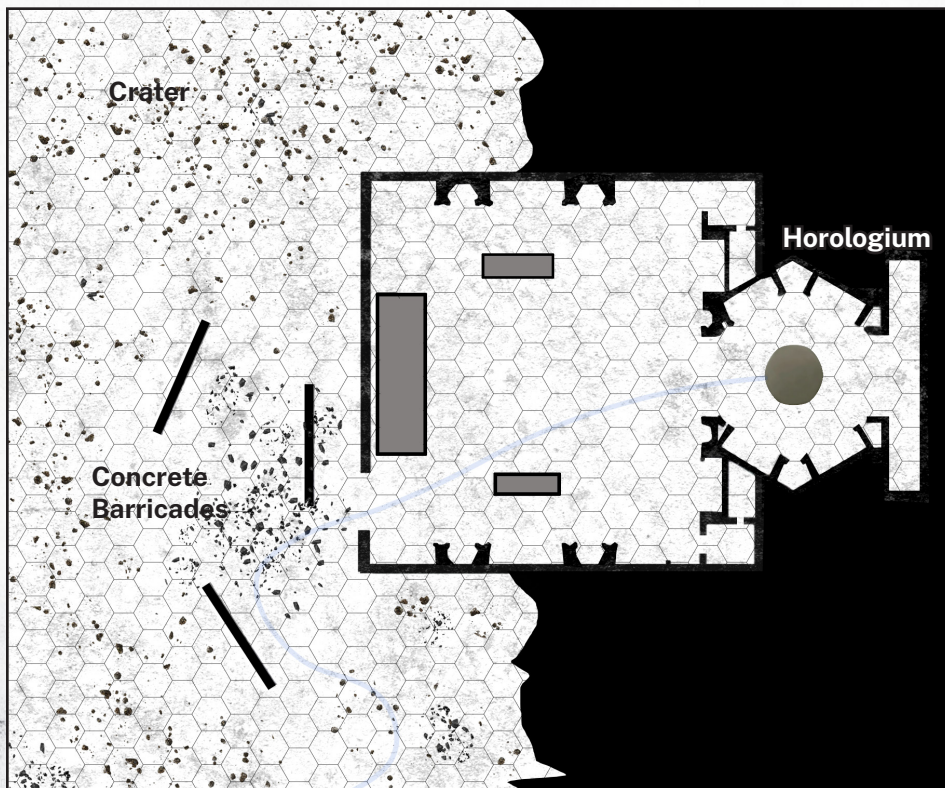
Basic Speed: 5.75	SM: 0
Move: 5	Punch: 1d-1 cr, Parry 9
Dodge: 9	Knife: 1d-1 imp, Parry 8

**Traits:** Varies, although most are Fit, have High Pain Threshold and Combat Reflexes.

**Skills:** Area Knowledge (Shiruta)-12; Climbing-12; Driving-11; Explosives-12; Gesture-12; Guns-14; Intimidation-11; Karate-13; Knife-12; Observation-12; Soldier-12; Stealth-12; Tactics-11.

**Gear:** Assault vests (DR 12/5\*); various AK-47 style rifles (5d+1 pi, Acc 4, Range 500/3100, RoF 10, Shots 30(3), Bulk -5, Rcl 2, 12 lbs.); extra clip; combat knife (1d-1 imp, reach C); frag grenade (3d+2 [3d] cr ex damage); smartphones.





## The Adyton

At the bottom of the crater, a combination of false debris, camouflage netting, and rebar hides the entrance to the adyton, the small, half-buried ruin seemingly built to hold the Horologium.

A thick data cable trails from the entrance of the adyton before disappearing underground. Severing this cable ruins the ability of Mal-Aurum to foresee the future, assuming their data center is even still intact inside the Alms Tower to receive the information. Cutting the cable, however, only alerts staff in the data center; the guards inside the ruined structure in the crater will not realize that the connection to the Horologium has been lost, unless called upon to investigate a lost connection by those in the data center.

haps alien technology that was buried in the sand a thousand years ago. Regardless of its origin, the PCs are assigned to destroy it without thought! However, in a continuing campaign, GMs may decide on its exact origin so PCs can continue to investigate the mystery of this device.

## Approaching the Crater

There are several ways to approach the crater, climb down, and gain entrance into the *adyton* – the hidden structure that holds the Horologium. The best way is perhaps to land the helicopter someplace unnoticed (e.g., the roof of a nearby building) and stealthily approach the crater on foot.

Mal-Aurum keeps a sharp-eyed observer stationed inside a nearby blasted-out building at all times. Treat the observer as a (non-elite) Mal-Aurum militia member with Per 12 and Acute Vision +1. He's equipped with older, military surplus night-vision goggles, which gives 10X magnification and Night Vision +4, but also allows him to be easily spotted by other night-vision optics (+4 to all rolls to see him). If he sees people entering the crater, he'll radio both the elite mercenaries inside the adyton, as well as the reinforcements in the nearby buildings.

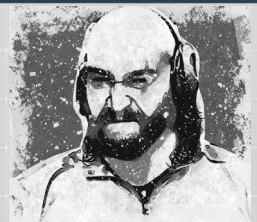
Once the observer is dealt with or evaded, creeping through the rubble and debris and into the crater isn't especially difficult.

*Bolder* squads might just land the helicopter inside the crater and rush inside. This will attract more attention...

*GM's Note:* In the event the Horologium is still transmitting to Morely's working data center in Alms Tower, the Mal-Aurum villains will get another attempt at using the device to predict the PC's moves. While five minutes isn't a lot of time, it's enough for the militia to move more men inside the adyton, position snipers into nests, and set up some handheld surface-to-air missiles ready to shoot down the PCs' helicopter!

## JARV JÄRVO

ST	17	HP: 17
DX	13	Will: 15
IQ	12	Per: 13
HT	13	FP: 13



Basic Speed: 6.5	SM: +1
Move: 6	Punch: 1d+3 cr, Parry 11
Dodge: 10	Axe: 3d+1 cut, Parry 11U

**Traits:** Bad Temper; Code of Honor (Mercenary); Combat Reflexes; Fit; Hard to Subdue 2; High Pain Threshold; Luck; Reputation +2 ("Beast of Finland"); Sense of Duty (Comrades). Has a thick, hard to understand Finnish accent.

**Skills:** Axe/Mace-15; Climbing-14; Driving-11; Explosives-13; Gesture-12; Guns-15; Intimidation-14; Karate-14; Knife-12; Observation-12; Soldier-14; Stealth-13; Tactics-12.

**Gear:** Assault vest with ballistic panels (DR 16/6\*); ballistic helmet (DR 16); fireman's axe (3d+1 cut, Reach 1, Parry 11U); Benelli 12G Super Shotgun w/ APDS slugs (6d(2) pi+, Acc 4, Range 150/1600, RoF 3, Shots 7+1(2i), Bulk -5, Rcl 4).



## ...MORE ATTENTION

While the adyton – the hidden structure that holds the Horologium – is constantly guarded by a few elite Mal-Aurum soldiers, at least a dozen more militia members are housed in the buildings near the crater, ready to distract fend off any government attacks. If the PCs come flying in via helicopter, these reinforcements will station themselves around the crater, ready to open fire when they get an opportunity.

Use the non-elite Mal-Aurum militia statistics for these reinforcements. At least one will bring a deadly KMZ RPG-7 40mm anti-tank weapon! (6dx4(10) cr ex, Acc 2+1, Range 10/1000, RoF 1, Shots 1(4), Bulk -7, Rcl 1, 23 lbs.)

Additionally, the group has a technical, a modified pickup, built for quick assaults. The technical itself has ST/HP 55, Hnd/SR 0/4, HT 11f, DR 5, and SM +3.

The technical has a pintle-mounted light machine gun in the rear (7d+1 pi, Acc 5, Range 1100/4800, RoF 11!, Shots 100(5), Bulk -7, RoF 2). The gunner has Guns (LMG)-12 and wears a ballistic helmet (DR 12).

The vehicle's young driver has Driving-12 and is utterly reckless. His constant weaving and dodging gives a -2 or worse for his gunner to hit anything, and another -2 for the city bad roads. Remember that the Aim bonus for the gunner cannot exceed the pickup's SR of 4.

*Additionally, if Phobia is still alive after the rescue at Alms Tower, she may position herself at the final battle to best use her ability to instill fear at a key moment. Any such temporal foresight will make the final mission to destroy the Horologium much harder!*

Once inside the adyton, anyone curious about the origins of the structure can make an ARCHAEOLOGY roll. A success determines that the structure looks to date from the Middle Kingdom of Egypt, over 3,500 years ago. Even then, there are inconsistencies in the construction methods of the stone walls compared to other structures from the same time period. Unfortunately, the damage to the walls makes it difficult to assess the structure's exact age and origin.

The adyton is divided into two sections. The first, larger chamber is where the guards can be found. At any given time, four Mal-Aurum elite soldiers will be guarding the Horologium, led by JARV JÄRVO, the "Beast of Finland," and a monster of a soldier. He leads a mixture of veteran German and Turkish mercenaries – the most trusted and loyal of Mal-Aurum's soldiers. Jarv and his men are not easily tricked, especially if approached by someone they don't recognize.

The smaller, back chamber is the location of the Horologium. The Horologium is a dull, silver cylinder, jutting a meter out of the floor at a slightly askew angle. A METALLURGY roll identifies that it is made out of osmium, one of the densest metals found on Earth. It is smooth to the touch and bears no markings. The cylinder is wrapped with copper cabling, which is connected to a battery powered signal booster which then connects to the data cable that trails from the adyton. A

PERCEPTION (TOUCH)-2 roll feels that the cylinder is vibrating ever so slightly.

In the rear of this chamber are various supplies for the men; food, blankets, work lights, extra ammunition, etc. There is also hundreds of pounds of C4 meant to destroy the Horologium, should it come under threat by government forces. Mal-Aurum would prefer to destroy the strange device than let it fall into the hands of Kahndaq's dictator.

### Destroying the Horologium

Destroying the Horologium requires an EXPLOSIVES (DEMOLITION) roll to set the C4 properly. A remote detonator can then set off the explosives and destroy it.

The destruction is spectacular, with bands of colored light spiralling off in all directions. This immediately attracts the attention of government forces, believing this to be another insurgent attack on the area. The destruction of the device also carries a strange repercussion – everything within one mile of the explosion is *flung five minutes into the future*, with no memory of those minutes!

The exact impact of this last effect is up to the GM. If the GM plans a continuing campaign (or likes cliffhangers), the PCs may find themselves suddenly escaping from a burning helicopter, surrounded by government forces demanding that they surrender. Or, they may find themselves propelled into an altogether unfamiliar situation, perhaps fleeing through the sewers, angry Mal-Aurum agents hot on their tail.



Or, the quick time jump may just signal the end of the adventure. One minute, the PCs are flying out of a spectacular explosion in western Shiruta, then suddenly, they are shot forward in time, in calm air space, quietly slipping back into Israel.

## CONCLUSION

Whether the PCs rescue Senator MacCabe, are killed in action, or flee from Kahndaq empty-handed and humiliated, the adventure is concluded.

For completing the adventure, surviving PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying or excellent performance (i.e., avoiding casualties, rescuing the captives, capturing Phobia or Griswald Morely, etc.).

Rescuing the senator *might* earn the PCs a Patron or positive Reputation, depending on his treatment. However, he'll be generally less likely to offer future help to criminals. But at least any surviving convicts will receive 10 years off their very long sentences.

## FAN SERVICE NOTE

Fans of the DC universe will know that, eventually, the supervillain Black Adam becomes dictator of Kahndaq. While his presence is kept entirely in the shadows of this adventure, Mal-Aurum's senior leadership is secretly helping him overthrow Asin Muhunnad, trading a cruel and petty dictator for one that is far more ambitious and powerful.

## SPECIAL THANKS

Special thanks to Barry Swedlow for editing and authenticity contributions. Special thanks to [thispersondoesnotexist.com](http://thispersondoesnotexist.com) for helping create illustrations of the various characters.

## FOR MORE ADVENTURES...

This adventure is a labor of love, designed to help GMs run their friends through an exciting adventure in a session or two. If you'd like more, please visit [1shotadventures.com](http://1shotadventures.com) and let me know what genre you'd like to see next!

If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or leave a comment on [1shotadventures.com](http://1shotadventures.com).

## UPDATE LOG

- 1.0 - Original version
- 1.1 - Fixed mission briefing typos; added bookmarks
- 1.2 - Additional editing; tweaked NPCs
- 1.3 - Added King Shark as a pregenerated PC!

## DISCLAIMER

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DOCID: 3991650

**TOP SECRET**



NATIONAL SECURITY AGENCY  
CENTRAL SECURITY AGENCY  
NSS/CSS/ARG POLICY 3-47



Issue Date: 16 [REDACTED]  
Revised:

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## **(U) DISAPPEARANCE OF SENATOR MICK MACCABE**

### **(U) TIMELINE AND MISSION PURPOSE AND SCOPE**

(U) On 9/4, after attending a press conference with Egyptian Minister of Defense, Senator MacCabe claimed he had received evidence of an illegal arms deal with Libya, made by another senator. Intelligence has been unable to verify the claim.

(U) On 9/5, Senator MacCabe departed Cairo International Airport (CAI) to take an unscheduled holiday at the Cleopatra Sands casino island (Kahndaq). His chief of staff reports that the trip was advised against. It is believed the senator traveled alone.

(U) On 9/7, MacCabe's staff reported him missing. They had not heard from him since his departure from CAI.

(U) On the morning 9/9, CIA dispatched agent [REDACTED] from Tel Aviv to Cleopatra Sands to investigate the senator's whereabouts. Agent [REDACTED] stopped reporting by the evening of 9/9. [REDACTED] reports that agent [REDACTED] may have been killed by Russia-funded TSH mercenaries. Intelligence now believes that Senator MacCabe has been killed or kidnapped.

(U) Due to the current geopolitical situation with Kahndaq's government, it is recommended that Task Force X is activated for an urgent search and rescue mission. Successful completion of this mission will reduce participants' criminal sentences by 10 years. Immediate travel to Tel-Aviv by military aircraft is authorized.

Approved for Release by NSA  
FOIA Case # 60718

**TOP SECRET**

Handout A - Mission briefing



# HANDOUTS



Handout B - Security camera shot of Senator MacCabe at Cleopatra Sands



Bonus Handout: Senator Mick MacCabe (NE)



# HANDOUTS

March 17, 2018

**TOP SECRET**

MEMORANDUM FOR THE SECRETARY OF DEFENSE

SUBJECT: KAHNDAQ CIVIL WAR (S)

Mal-Aurum is an umbrella group of Kahndaq political and insurgent units linked to the town of Shiruta and its surrounding area. Mal-Aurum is allied to, but separate from, the Teth National Army. It is believed that Mal-Aurum was formed in May 2016 during the Kahndaq civil war to organize the military efforts and effectiveness of 17 militias in Shiruta, Dahab, and the Falusa mountains.

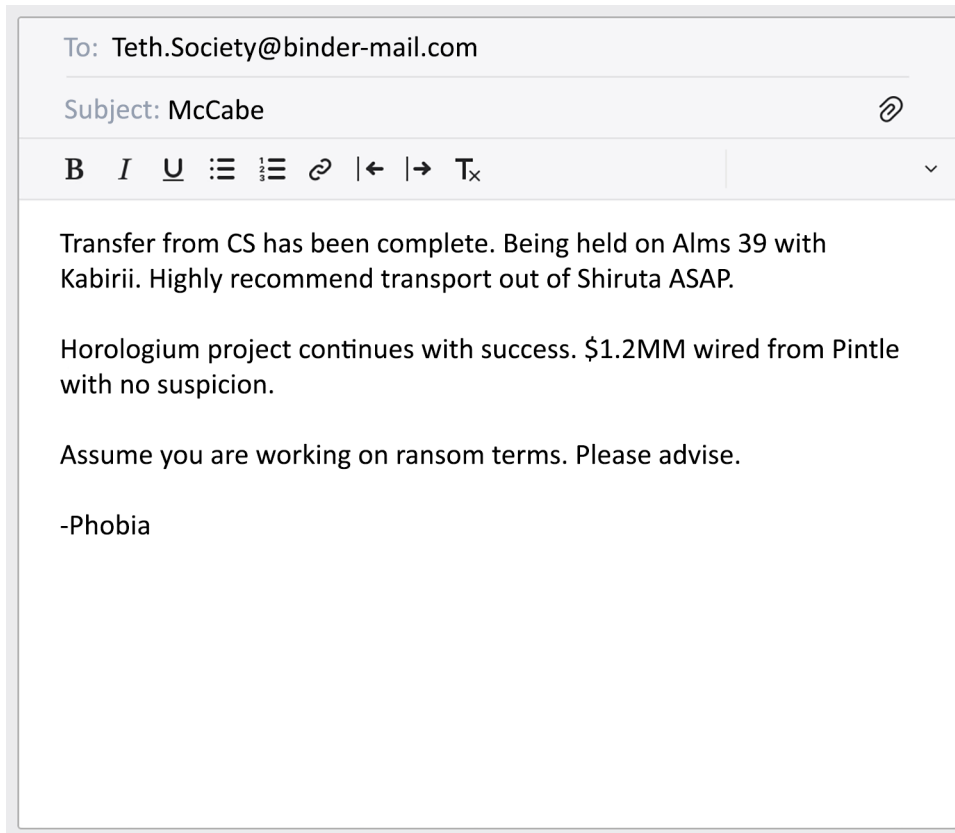
Mal-Aurum is heavily involved in the creation of propaganda that demonizes the current leadership of Kahndaq. It is a well-funded group, and provides equipment, training, and targeting information in order to create internal pressures in Kahndaq. It is also known for hiring international mercenaries from Germany, Turkey, and Finland, and reportedly employs Jarv Järvo, a Finnish mercenary wanted for war crimes while carrying out commando operations against civilian targets in Ethiopia.

-CIA operatives in Kahndaq report that Mal-Aurum is currently headquartered in the abandoned Alms Tower in south-western Shiruta.

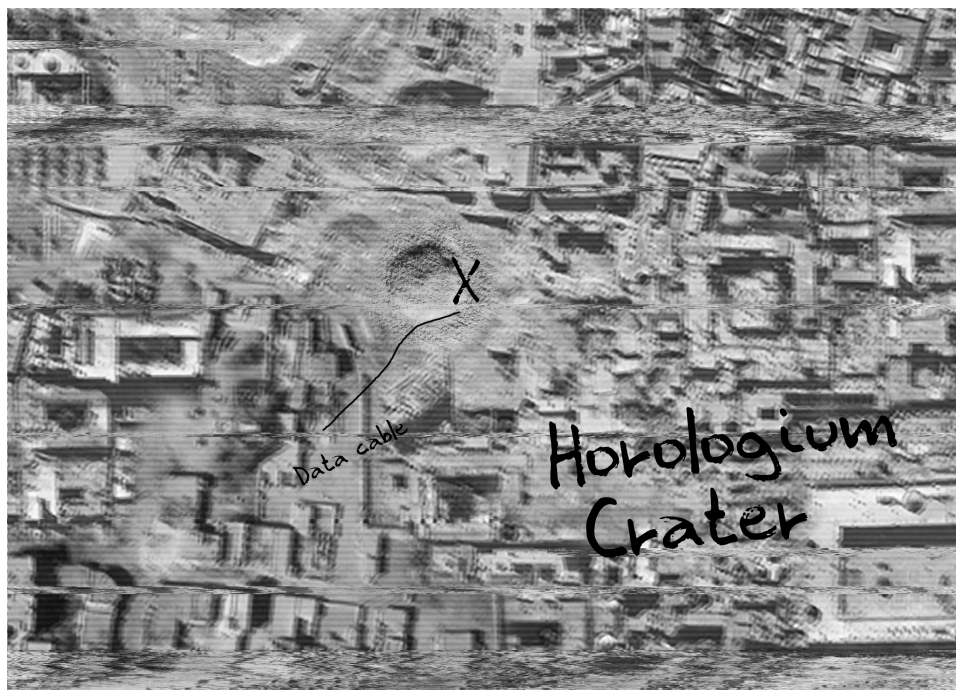
Handout C - Government information on Mal-Aurum



# HANDOUTS



Handout D - E-mail sent identifying floor location of Senator MacCabe



Handout F - Map of the Horologium crater, found pinned above Morely's desk. A COMPUTER OPERATIONS roll can match this photo to an exact location in the city.



# HANDOUTS

To: Teth.Society@binder-mail.com

Subject: Horologium device



**B** *I* U | **T<sub>x</sub>**



Rocket attack from Muhunnad's army uncovered an unknown structure near Maadi district. Credit to the militia for securing and camouflaging the crater without orders. Ich glaub mein Schwein pfeift...

The Horologium is a metal cylinder approx. 1m in diameter. Height is unknown, though estimation is at least 10m. Device is too heavy to move without attracting attention from Muhunnad's forces.

While too much detail for this email, the Horologium vibrates at high Hz alternating frequency. I was able to use my scatterplot ML algorithm to decode the frequency. I discovered data from the Horologium can predict world events within 304 seconds of their occurrence with 99.8% accuracy. However, TO TAKE FULL ADVANTAGE OF MY DISCOVERY I NEED 40X XEON DGX-1 COMPARABLE OPTIREADY DEEP LEARNING SERVERS.

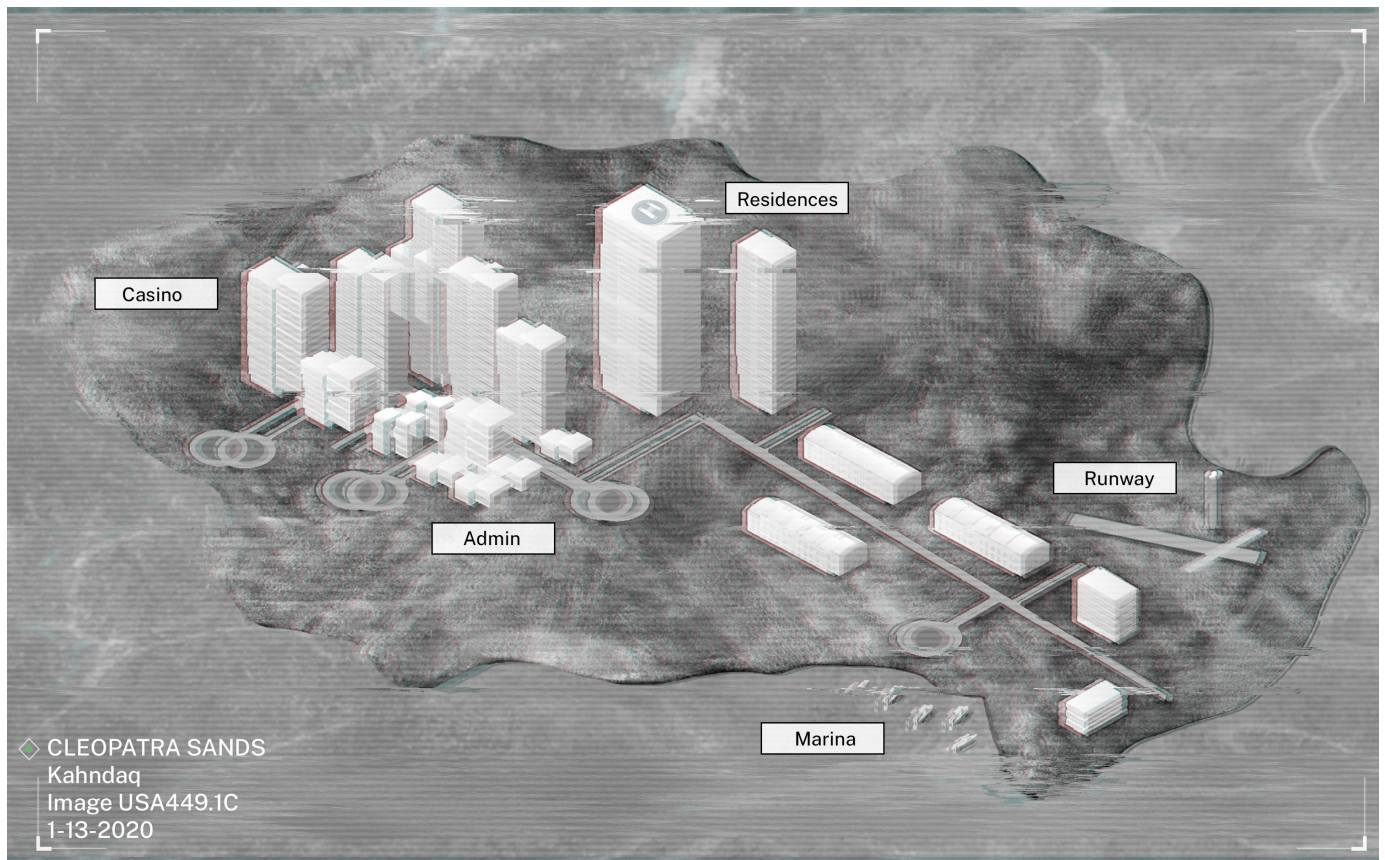
Without professional equipment I cannot possibly do what you are paying me for.

-Morely

Handout E - Information on the Horologium device. (The German saying is "I think my pig whistles" - expressing utter surprise.)



# HANDOUTS - PLAYER SAFE MAPS





# HANDOUTS - PLAYER SAFE MAPS





# SUICIDE SQUAD

Name LTCOL. RICK FLAG JR. Player \_\_\_\_\_ Point Total 335  
Ht 6'2" Wt 190 Size Modifier 0 Age 39 Unspent Pts -  
Appearance Field commander of Task Force X - fighting wars no soldier could prepare for

ST	14	[ 40 ]	HP	14	[ 0 ]	MOVE	6		
	14	[ 80 ]		WILL	13			[ 0 ]	
	13	[ 30 ]			PER			13	[ 0 ]
	13	[ 30 ]						FP	13
13	[ 30 ]	DR	16/6			(Vest)			



BASIC LIFT (ST × ST)/5 39 lbs DAMAGE Thr 1d Sw 2d  
BASIC SPEED 6.75 [ 0 ] BASIC MOVE 6 [ 0 ]



## REACTION MODIFIERS

Appearance +1  
Status +1 from Military Rank  
Reputation -1 from Stubbornness  
+3 from Born Soldier (other soldiers); +2 (w/pilots)  
+1 from Born Tactician (those you serve with)  
+2 from team mates in danger  
+2 from Reputation (great commander)

## ENCUMBRANCE

None (0) = BL 39  
Light (1) = 2 × BL 78  
Medium (2) = 3 × BL 117  
Heavy (3) = 6 × BL 234  
X-Heavy (4) = 10 × BL 390

## ACTIVE DEFENSES

Dodge	Parry	Block
10	11	—
	(Unarmed*)	

## ADVANTAGES & PERKS

Appearance (Attractive) [ 4 ]  
Born Soldier 3 [ 15 ]  
Born Tactician [ 10 ]  
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun) [ 15 ]  
Danger Sense [ 15 ]  
Fit (+1 to all HT rolls) [ 6 ]  
High Pain Threshold (ignore pain penalties) [ 10 ]  
Hot Pilot 2 [ 10 ]  
Military Rank 5 (Lt. Colonel) [ 15 ]  
Reputation +2 (Great Commander) [ 10 ]  
[ ]  
[ ]

## DISADVANTAGES & QUIRKS

Code of Honor (Soldier's) [ -10 ]  
Duty (Task Force X, 15 or less, extremely hazardous!) [ -20 ]  
Light Sleeper [ -5 ]  
Pacifism (Won't harm innocents and civilians) [ -10 ]  
Sense of Duty (Task Force X) [ -5 ]  
Stubbornness [ -5 ]  
[ ]  
[ ]  
Extra dose of intolerance for sociopaths [ -1 ]  
Stoic and serious - has no time for emotions [ -1 ]  
Frustrated when others don't show him respect [ -1 ]  
Never turns down a good bourbon [ -1 ]  
Sees himself as a father figure [ -1 ]  
[ ]

## SKILLS

Name	Level
Armoury (Small Arms)	12 [ 1 ]
Artillery (Cannon)	12 [ 1 ]
Camouflage	13 [ 1 ]
Driving (Automobile)	12 [ 1 ]
Explosives (Demolition + Ordnance Disposal)	13 [ 4 ]
Fast-Draw (Ammo + Pistol) (incl. +1 for Combat Reflexes)	15 [ 2 ]
First Aid	14 [ 2 ]
Gunner (Machine Gun + Rockets) (incl. +2 for Hot Pilot)	16 [ 2 ]
Guns (LAW + Shotgun + SMG)	15 [ 4 ]
Guns (Pistol + Rifle)	16 [ 7 ]
Intelligence Analysis (incl. +1 for Born Tactician)	13 [ 2 ]
Interrogation	12 [ 1 ]
Intimidation (+/- Reputation bonus... maybe)	14 [ 4 ]
Judo	13 [ 2 ]
Karate	14 [ 4 ]
Knife	15 [ 2 ]
Law (International)	11 [ 1 ]
Leadership (incl. +4 from Born Soldier and Tactician)	17 [ 2 ]
Parachuting	14 [ 1 ]
Piloting (Heavy + Light + High-Performance + Helicopter)	16 [ 8 ]
Psychology	12 [ 2 ]
Savoir-Faire (Military)	17 [ 1 ]
Soldier	17 [ 2 ]
Stealth	13 [ 2 ]
Strategy (Land) (incl. +1 from Born Tactician)	13 [ 2 ]
Tactics (incl. +4 from Born Soldier and Tactician)	17 [ 4 ]

NOVICE



A yellow sticky note is placed on a lined notebook page. The note has a red stamp in the top right corner that reads "TOP SECRET". In the top left corner, the text "DOCID: 39935016" is printed. The handwritten text on the note is as follows:

"This is the deal. You're going somewhere very bad to do something that'll get you killed. But until that happens, you're my problem."

And you take that problem seriously. These idiots are psychotic antisocial freaks... but for the next few days they're YOUR psychotic freaks, and you have every intention to finish the mission and bring them back with you alive.

In the bottom right corner of the note, there is a circular stamp that partially shows the words "ONAL SECURIT" and an illustration of a classical building.



# SUICIDE SQUAD

Name DEADSHOT (FLOYD LAWTON) Player \_\_\_\_\_ Point Total 300

Ht 6'1" Wt 202 Size Modifier 0 Age 42 Unspent Pts -

Appearance Hired assassin and consummate professional - with a death wish

		CURRENT	
ST	13 [ 30 ]	HP	13 [ 0 ]
DX	16 [ 120 ]	WILL	12 [ 0 ]
IQ	12 [ 40 ]	PER	12 [ 0 ]
HT	13 [ 30 ]	FP	13 [ 0 ]

**MOVE**  
  
6

**DR**  
16/6  
(Vest)



BASIC LIFT (ST × ST)/5 34 lbs DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 7.25 [ 0 ] BASIC MOVE 6 [ 0 ]



## REACTION MODIFIERS

Appearance +0  
 Status -1 from Social Stigma  
 Reputation +3 (fellow mercs), -3 (if recognized)  
 -2 from On the Edge, or +2 for fellow crazies  
 +2 from Overconfidence (young or naive folk), or  
 -2 (experienced folk)

## ENCUMBRANCE

None (0) = BL 34  
 Light (1) = 2 × BL 68  
 Medium (2) = 3 × BL 102  
 Heavy (3) = 6 × BL 204  
 X-Heavy (4) = 10 × BL 340

## ACTIVE DEFENSES

Dodge	Parry	Block
10	12 (Unarmed)	—

## ADVANTAGES & PERKS

Acute Vision +5 [ 10 ]  
 Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun) [ 15 ]  
 Contact (Hit jobs, skill 12, 9 or less) [ 1 ]  
 Fit (+1 to all HT rolls) [ 5 ]  
 Gunslinger (see back) [ 25 ]  
 Reputation +3 (Never Misses - fellow mercs) [ 5 ]  
 Russian - Accented [ 4 ]  
 Akimbo (you can fire two pistols and still use your hands) [ 1 ]  
 Bend the Bullet (ignore -2 in cover penalties with pistol) [ 1 ]  
 Deadeye (you can precision aim without equipment - see back) [ 2 ]  
 Gun Whisperer (know everything about a given rifle) [ 1 ]  
 Tracer Eyes (+1 to hit when firing more than one shot per turn) [ 1 ]

## DISADVANTAGES & QUIRKS

Callous [ -5 ]  
 Code of Honor (Professional Mercenary) [ -5 ]  
 Duty (Suicide Squad, 9 or less, hazardous, involuntary) [ -15 ]  
 On the Edge [ -15 ]  
 Overconfidence [ -5 ]  
 Reputation (Killer, recognized on a 10 or less) [ -7 ]  
 Social Stigma (Criminal Record) [ -5 ]  
 Thinks communism is underrated [ -1 ]  
 Wants to die in a blaze of glory [ -1 ]  
 Likes the eyeroll-inducing smarta\*\* remarks [ -1 ]  
 Won't take unlikely shots - to preserve his reputation! [ -1 ]  
 Boasts a lot [ -1 ]

## SKILLS

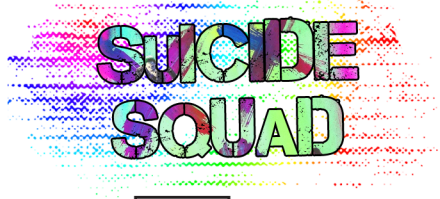
Name	Level
Armoury (Small Arms)	12 [ 2 ]
Climbing	15 [ 1 ]
Detect Lies	10 [ 1 ]
Driving (Automobile)	15 [ 1 ]
Explosives (Demolitions)	12 [ 2 ]
Fast Draw (Pistol) (includes +1 from Combat Reflexes)	17 [ 1 ]
Fast-Talk	12 [ 2 ]
Guns (Grenade Launcher + Shotgun + LMG)	18 [ 7 ]
Guns (Pistol + Rifle + SMG)	20 [ 28 ]
• Behind-the-Back-Pistol-Shot	14 [ 2 ]
Holdout	11 [ 1 ]
Intimidation (may include +3/-3 for Reputation)	12 [ 2 ]
Karate	16 [ 4 ]
Knife	16 [ 1 ]
Stealth	15 [ 1 ]
Streetwise	12 [ 2 ]
Tactics	12 [ 4 ]
Thrown Weapon (Knife)	17 [ 2 ]
Tracking (add +5 for Vision if appropriate)	12 [ 2 ]
Zen Marksmanship	11 [ 4 ]

**EXPERT**









Name ROULETTE (VERONICA SINCLAIR) Player \_\_\_\_\_ Point Total 300  
Ht 5'9" Wt 140 Size Modifier 0 Age 33 Unspent Pts -  
Appearance Destiny-touched casino heiress turned gladiator death sports showrunner

		CURRENT	
ST	11 [ 10 ]	HP	11 [ 0 ]
DX	12 [ 40 ]	WILL	11 [ -15 ]
IQ	14 [ 80 ]	PER	14 [ 0 ]
HT	12 [ 20 ]	FP	12 [ 0 ]

MOVE 6

DR 12/5  
(Vest)



BASIC LIFT (ST×ST)/5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1  
BASIC SPEED 6.0 [ 0 ] BASIC MOVE 6 [ 0 ]



### REACTION MODIFIERS

Appearance +1  
Status +2 (includes bonus from Wealth)  
Reputation -1 from Social Stigma  
-1 from Compulsive Gambling  
-1 from being overly competitive  
+3 from Born Entertainer (with crowds!)

### ENCUMBRANCE

None (0) = BL 24  
Light (1) = 2 × BL 48  
Medium (2) = 3 × BL 72  
Heavy (3) = 6 × BL 144  
X-Heavy (4) = 10 × BL 240

### ACTIVE DEFENSES

Dodge	Parry	Block
10	10 (Unarmed)	—

### ADVANTAGES & PERKS

Appearance (Attractive) [ 4 ]  
Born Entertainer +3 [ 15 ]  
Fit (+1 to all HT rolls) [ 1 ]  
Gizmo I (once per session, pull out a useful item) [ 5 ]  
Luck (once per hour, reroll a bad roll two more times) [ 15 ]  
Precognition (you receive visions of the future) [ 25 ]  
Status +1 [ 5 ]  
Wealth (Very Wealthy) [ 30 ]  
Harpi's Claws\* (Sharp Claws, Armor Divisor 2) [ 7 ]  
Firebug's Gauntlet\* (Burning Attack 5d, Cone 2, 5 sec recharge) [ 38 ]

### DISADVANTAGES & QUIRKS

Bad Sight (Nearsighted - with Glasses) [ -10 ]  
Compulsive Gambling [ -5 ]  
Confused [ -10 ]  
Duty (Suicide Squad, 9 or less, hazardous, involuntary) [ -15 ]  
Nightmares (on a 12 or less, or suffer 1 FP upon waking) [ -5 ]  
Obsession (Restart her illegal fight clubs) [ -5 ]  
Odious Personal Habit -1 (really competitive) [ -5 ]  
Social Stigma (Criminal Record) [ -5 ]  
Insatiably curious about strange gadgets and artifacts [ -1 ]  
Dragon tattoo on her leg, torso, and arm [ -1 ]  
No tolerance for cheaters [ -1 ]  
Secretive [ -1 ]  
Believes nothing is impossible, no matter the odds [ -1 ]

### SKILLS

Name	Level
Acting (includes +3 from Born Entertainer)	17 [ 2 ]
Administration	14 [ 2 ]
Carousing	12 [ 1 ]
Current Affairs (Sports)	14 [ 1 ]
Diplomacy	12 [ 1 ]
Engineer (Electronics)	12 [ 1 ]
Fast-Talk	14 [ 2 ]
Gambling	15 [ 4 ]
Guns (Pistol)	12 [ 1 ]
Hidden Lore (Artifacts)	13 [ 1 ]
Innate Attack (Projectile / Gauntlet)	14 [ 4 ]
Intimidation	11 [ 1 ]
Karate	14 [ 12 ]
Knife	14 [ 4 ]
Mathematics (Applied)	14 [ 4 ]
Observation	13 [ 1 ]
Performance (includes +3 from Born Entertainer)	16 [ 1 ]
Public Speaking (includes +3 from Born Entertainer)	16 [ 1 ]
Sleight of Hand	11 [ 2 ]
Sports (Blood Sports)	12 [ 2 ]
Stealth	12 [ 2 ]
Streetwise	13 [ 1 ]
Traps	14 [ 2 ]

\* Gadget - Can be stolen or forcibly removed











Hand Weapons					Cost	Weight
Weapon	Damage	Reach	Parry	Notes		
Gauntlet punch	1d+4 cr	C	10	Skill 15	-	-
Karate kick	1d+2 cr	C, 1		Skill 15	-	-
Tail smack	1d+1 cr	C	10	Skill 15	-	-
Committed jump kick	1d+3 cr	2		Skill 12		

[illegible]

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

*\* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

*Imp* or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

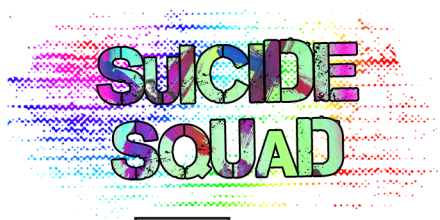
[illegible]

\$5000	1 lb.
unknown	15 lbs.
unknown	12 lbs.
\$100	- lbs.

[illegible]

\$ 3635                      7 Lbs.





Name SLEDGE Player \_\_\_\_\_ Point Total 300  
Ht 8'2" Wt 902 Size Modifier +1 Age 29 Unspent Pts -  
Appearance Angry, sociopathic super soldier - just brought out of deep freeze

		CURRENT	
ST	25 [135]	HP	25 [0]
DX	12 [40]	WILL	12 [10]
IQ	10 [0]	PER	11 [5]
HT	13 [30]	FP	13 [0]

CURRENT	
MOVE	5
DR	15 (Skin)



BASIC LIFT (ST×ST)/5 125 lbs DAMAGE Thr 2d+2 Sw 5d-1  
BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]



### REACTION MODIFIERS

Appearance -2  
Status -2 from Social Stigma  
Reputation \_\_\_\_\_  
+3 from Born Soldier (other soldiers)

### ENCUMBRANCE

None (0) = BL 125  
Light (1) = 2 × BL 250  
Medium (2) = 3 × BL 375  
Heavy (3) = 6 × BL 750  
X-Heavy (4) = 10 × BL 1250

### ACTIVE DEFENSES

Dodge	Parry	Block
9	11 (Unarmed*)	—

### ADVANTAGES & PERKS

Acute Hearing +2	[ 4 ]
Born Soldier 3	[ 15 ]
Combat Reflexes (+2 to Fright Checks, +6 to recover from mental stun)	[ 15 ]
Damage Resistance 15 (Tough Skin)	[ 45 ]
Hard to Kill +3	[ 6 ]
Hard to Subdue +3	[ 6 ]
High Pain Threshold (ignore pain penalties)	[ 10 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

### DISADVANTAGES & QUIRKS

Appearance (Ugly)	[ -8 ]
Berserk (see back)	[ -10 ]
Bloodlust (you always go for the kill)	[ -10 ]
Duty (Suicide Squad, 9 or less, hazardous, involuntary)	[ -15 ]
Gluttony	[ -5 ]
Intolerance (All things American)	[ -5 ]
Social Stigma (Criminal, Disowned by Government)	[ -10 ]
	[ ]
Generally angry and annoyed	[ -1 ]
Won't use pistols - too puny	[ -1 ]
Upset by cold (was frozen for 10 years...)	[ -1 ]
Never cares about friendly fire - "this is war, bro!"	[ -1 ]
Conspiracy nut	[ -1 ]
	[ ]

### SKILLS

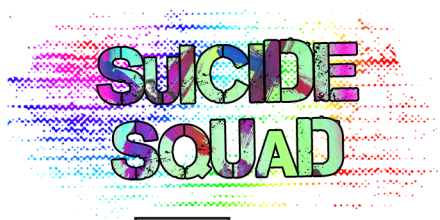
Name	Level
Armoury (Small Arms)	10 [ 2 ]
Artillery (Cannon)	11 [ 4 ]
Brawling	15 [ 8 ]
• Two-handed punch	14 [ 1 ]
Climbing	11 [ 1 ]
Explosives (Demolition)	9 [ 1 ]
Gunner (Machine Gun)	14 [ 4 ]
Guns (Light Anti-armor Weapons)	14 [ 4 ]
Guns (Rifle)	14 [ 4 ]
Holdout	10 [ 2 ]
Intimidation	11 [ 1 ]
Savoir-Faire (Military) (includes +3 for Born Soldier)	13 [ 1 ]
Scrounging (includes +3 for Born Soldier)	15 [ 2 ]
Soldier (includes +3 for Born Soldier)	14 [ 4 ]
Survival (Desert)	10 [ 1 ]
Swimming	13 [ 1 ]
Tactics (includes +3 for Born Soldier)	12 [ 2 ]
Throwing	13 [ 4 ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

NOVICE







Name LEAH WASSERMAN (MINDBOGGLER) Player \_\_\_\_\_ Point Total 300Ht 5'6" Wt 112 Size Modifier 0 Age 27 Unspent Pts -Appearance Ex-assassin, tough New Yorker - will make you walk off a roof

		CURRENT	
ST	12 [ 20 ]	HP	12 [ 0 ]
DX	12 [ 40 ]	WILL	13 [ 0 ]
IQ	13 [ 60 ]	PER	13 [ 0 ]
HT	11 [ 10 ]	FP	11 [ 0 ]

		CURRENT	
MOVE	5	DR	12/5 (Vest)

BASIC LIFT (ST×ST)/5 29 lbs DAMAGE Thr 1d-1 Sw 1d+2BASIC SPEED 5.75 [ 0 ] BASIC MOVE 5 [ 0 ]

## REACTION MODIFIERS

Appearance +1  
Status -1 from Social Stigma  
Reputation +1 from Smooth Operator (Cons)  
+1 from Merchant (buying/selling)  
+1/-1 from Comp. Carousing (party-goers vs. sober)  
-1 from Stubbornness  
+1 from Born to be Wired (hackers)

## ENCUMBRANCE

None (0) = BL 29  
Light (1) = 2 × BL 58  
Medium (2) = 3 × BL 87  
Heavy (3) = 6 × BL 174  
X-Heavy (4) = 10 × BL 290

## ACTIVE DEFENSES

Dodge	Parry	Block
8	10 (Unarmed*)	-

## ADVANTAGES &amp; PERKS

Appearance (Attractive) [ 4 ]  
Born to Be Wired I [ 5 ]  
Contact (Assassination Bureau, skill 15, 9 or less, usually reliable) [ 4 ]  
Fearlessness +2 (bonus to Fright Checks) [ 4 ]  
Fit (+1 to all HT rolls) [ 5 ]  
Smooth Operator I [ 15 ]  
\_\_\_\_\_  
MENTAL ILLUSIONS (see back) [ ]  
Vertigo (Affliction 2, Nauseated, Malediction, No Signature) [ 50 ]  
Illusion (Mental Illusions) [ 50 ]  
Mind Control [ 50 ]  
\_\_\_\_\_

## DISADVANTAGES &amp; QUIRKS

Chronic Pain (Migraines, 9 or less, lasts 2 hours, -4 DX, IQ) [ -10 ]  
Duty (Suicide Squad, 9 or less, hazardous, involuntary) [ -15 ]  
Impulsiveness [ -5 ]  
Social Stigma (Criminal Record) [ -5 ]  
Stubbornness [ -5 ]  
Unluckiness [ -10 ]  
\_\_\_\_\_  
Never lets a slight go unpunished [ -1 ]  
Won't mess with her friends [ -1 ]  
Loves punk music [ -1 ]  
Can't decide if she regrets her life of crime or not [ -1 ]  
Must visit "Breathtaker" every few months to keep powers [ -1 ]  
\_\_\_\_\_

## SKILLS

Name	Level
Artist (Illusion)	13 [ 2 ]
Brawling	14 [ 4 ]
Computer Hacking (includes +1 for Born to Be Wired)	13 [ 4 ]
Computer Operations (incl. +1 for Born to Be Wired)	15 [ 2 ]
Computer Programming (incl. +1 for Born to Be Wired)	14 [ 4 ]
Connoisseur (Music)	12 [ 1 ]
Cryptography (includes +1 for Born to Be Wired)	12 [ 2 ]
Current Affairs (People)	13 [ 1 ]
Driving (Motorcycle)	11 [ 1 ]
Electronics Operations (Security + Surveillance)	12 [ 2 ]
Fast-Talk (includes +1 for Smooth Operator)	13 [ 1 ]
Filch	12 [ 2 ]
Guns (Pistol)	13 [ 2 ]
Merchant	13 [ 2 ]
Psychology	12 [ 2 ]
Research	12 [ 2 ]
Savoir-Faire (Syndicates) (incl. +1 for Smooth Op.)	14 [ 1 ]
Sex Appeal (incl. +2 for Appearance and Smooth Op.)	12 [ 1 ]
Shadowing	12 [ 1 ]
Singing	11 [ 1 ]
Stealth	12 [ 2 ]
Streetwise (includes +1 for Smooth Operator)	14 [ 2 ]
Urban Survival	12 [ 1 ]
_____	[ ]
_____	[ ]
_____	[ ]

EXPERT



HAND WEAPONS						
Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Brass knuckles punch	1d cr	C	10*	Skill 14	\$10	-
* Brawling parries are -3 vs. weapons						

[illegible]

Speed/ Range Modifier	Linear Measurement (range/speed)
-----------------------------	--

Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

[illegible]

8 Lbs.





[illegible]

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# **Lt. Col. Rick Flag**

## **(Squad Leader)**



**PER 13 - DANGER SENSE**

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# **Floyd Lawton**

## **"Deadshot"**



**PER 12**



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# Veronica Sinclair

## “Roulette”



**PER 14** - PRECOGNITION

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# Paco Giffen

## “Larvanaut”



**PER 14** - DISCRIMINATORY SMELL

---

# Sledge

(Unfrozen Angry Sociopath)



**PER 11**

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# Leah Wasserman

“Mindboggler”



**PER 13 - CHRONIC PAIN (9-)**

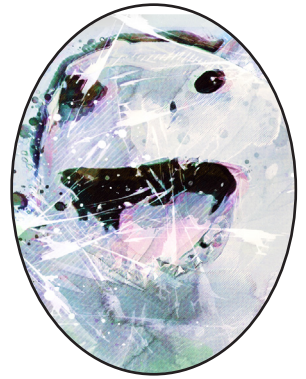


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# Nanaue

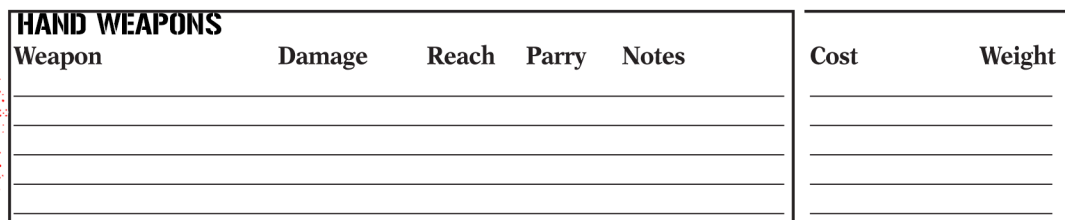
## “King Shark”

**PER 10**







[illegible][illegible]

\$ Lbs.