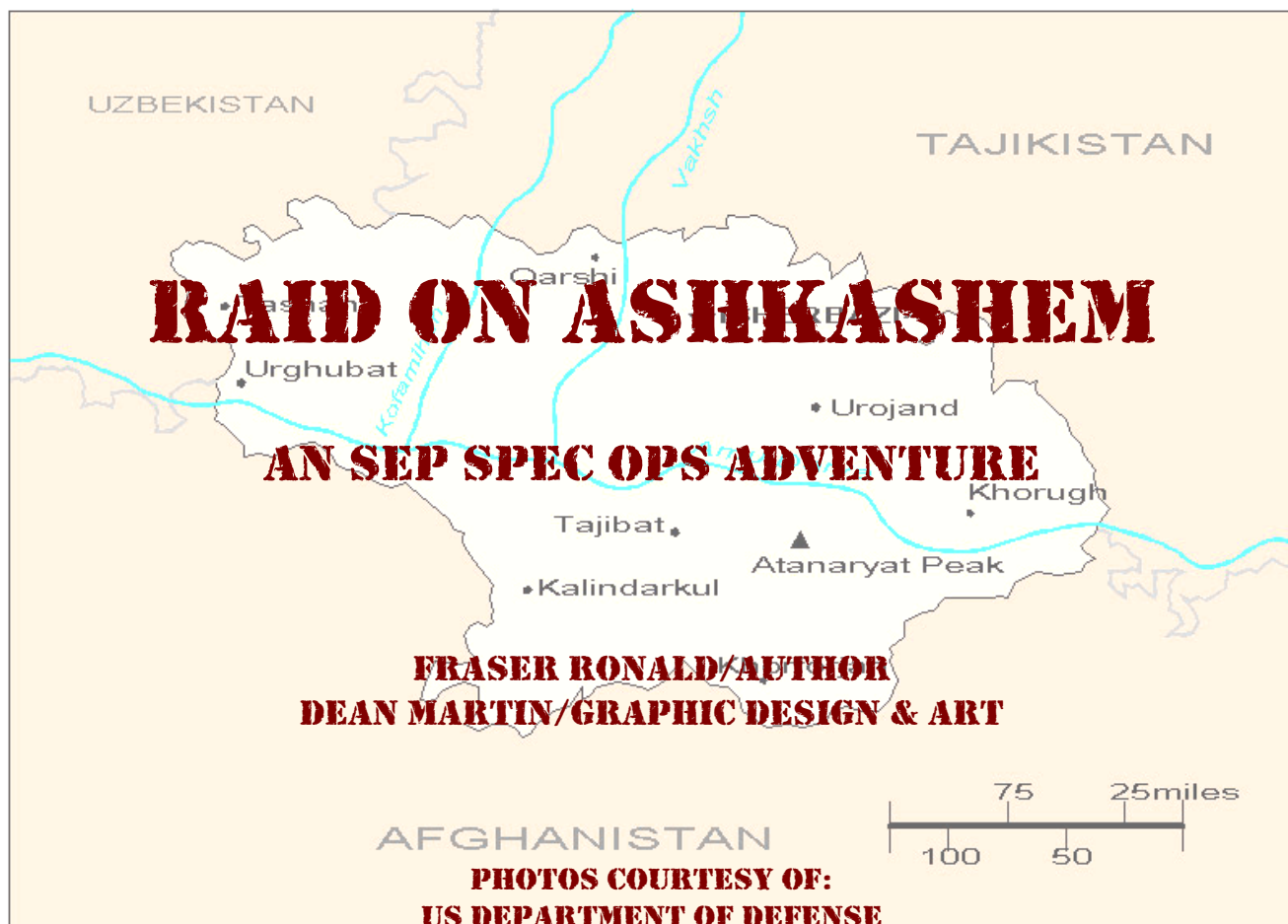


RAID ON ASHKASHEM



*A non-FX modern adventure for
4 players of 9-11th level*



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INTRODUCTION

Raid on Ashkashem can be played as a one-shot or as the introduction to the Albenistan series of adventure supplements from the Spec Ops line from Sword's Edge Publishing. The adventure is an assault on a drug smuggling facility with ties to terrorism. It is set in a fictional former Soviet Republic called Albenistan; however, it can be set in any real-world country if so desired. Information on Albenistan is included in *Appendix 4: Albenistan*. The names are in keeping with Central Asia and the equipment is all Russian/Soviet, but the setting can be changed from the former Soviet Union to Africa, South America, the Golden Triangle or even the United States of America or Canada. Moving the adventure from its point of origin would necessitate new names for all the NPCs and new equipment for the bad guys.

Note: Please read through the entire adventure before attempting to lead players through it. Players who intend to play this adventure should not read any further. This adventure only requires the *d20 Modern Roleplaying Game* to play, however both *Blood & Guts: Modern Military* and *Blood & Guts: In Her Majesty's Service* from RPG Objects include information on role-playing military characters that may be useful. Resources for military weapons include the Big Bang series of books from Alternate Realities Press, *Ultra Modern Firearms* from Green Ronin, and *Weapons Locker* from Wizards of the Coast. Guardians of Order have released

Military Vehicles, a sourcebook that is compatible with the d20 system.

Also, in keeping with the United Kingdom origin of the Increment, the metric system is often used, however all mechanics and maps use the 5 foot base necessitated by the d20 rules.

The colored sections in the text are to be read as description to the players. Black text includes information for the GM.

Story: The UK's spy agency, the Secret Intelligence Service (SIS) has been tracking shipments of opium coming out of the former Soviet Republics bordering the Middle East. Following the money has led the SIS to believe the drug traffickers are aligned with terrorist extremists. Given that, the decision has been made to gather up a team of special operations personnel through the Increment.

The Increment is an SIS direct action unit staffed by members of the UK's special operations forces (further information is available in *Appendix 5: Organizations*). By tracking shipments from the poppy fields of the Middle East, the SIS has believes it has located the source in the former Soviet Republic of Albenistan along the border with Afghanistan. Extremely unstable, the border area is outside the control of the central government and is considered hostile territory. The government of Albenistan has refused to cooperate with the operation, insisting they have neither the manpower nor the equipment necessary. The SIS has information that

that local authorities may be accepting bribes from the drug traffickers, and thus can't be expected to help. Permission has come down from "on-high" for the SIS to covertly insert an Increment team to destroy the facility. A troop of the SBS has been tasked to provide support and containment.

While the camp is a drug smuggling way station, it is also a small base for the terrorist group Holy Motherland Albenistan (HMA), an extremist separatist group at war with the existing government and virtually anti-west. While its operations have so far been restricted to the lawless border regions with Afghanistan, there is information in the camp regarding a plot against the Albenistan government. If this supplement is used as an introduction to the Albenistan series, the information found at the camp will lead the team to other HMA camps and insinuate them into a chilling plot to destroy the democratically elected government.

The use of the Increment is not essential to the plot of the adventure. If the characters are from the US Military, perhaps the CIA's Special Activities Division has requested their participation troop referred to in the text could be US Navy SEALs and the aircraft of 7 Squadron and 16 Air Assault Brigade could be from the 160th Special Operations Aviation Regiment, known as the Nightstalkers. Further, a completely fictional unit can be created which could be useful if characters come from disparate backgrounds. *Appendix 5: Organizations* includes information on the Increment as well as information on a "Department 7" unit called the Special Actions Group.

The Gathering of the Group: Each of the characters should belong to one of

the United Kingdom's special operations forces, such as the SAS or SBS. The rule supplement *Blood & Guts: In Her Majesty's Service* includes a prestige class for Increment members, though this is not necessary and none of the characters need levels in that class.

While the adventure is intended for military characters, if the PCs are not military, perhaps they have some special skill or ability that leads to their recruitment. The adventure is not well suited for a non-military campaign, however the Special Actions Group might be a section of Interpol and the group may be acting on a request from the Albenistani government.

Assuming the Increment is acceptable as the prime motivator for the adventure, Captain David Hensley will recruit the team. While he is functionally with the Royal Marines Commando, he is attached to the Increment. The characters will be invited to join the mission, and, if acceptable for story reasons, they may refuse. The invitation could be written, verbal, delivered through channels, or by Captain Hensley himself. The captain will be well versed on each character's history and accomplishments. The captain's speech will be similar to the example below.

"Gentlemen, your government needs you. I am assembling a covert strike force to eliminate a facility in hostile territory. I have the agreement of your commanding officers. You can, of course, refuse this assignment as it is under the aegis of the SIS rather than the military, but I assure you, it would benefit you to accept the mission."

If any of the PCs have already worked or are working for the Increment, the captain will simply tell

them that they have been assigned to a mission in a former Soviet republic in Central Asia. The team will be assembled at a central location and flown to a small, isolated airfield in Uzbekistan. The departure point for the trip to Uzbekistan will be secret and they will travel in the back of a van or other vehicle with darkened windows so they will not know the departure location.

You are transported by a C-130 Hercules, painted in military pattern but with civilian markings. You were warned that the flight would last eight hours. There are sandwiches, drinks and other snacks in a cooler, though the flight includes no other amenities. You sit on benches against the fuselage, fastened by safety belts.

This is an opportunity for the players to introduce their characters. They can go into as much or as little detail as they like. Some may be from the same group, such as two operators from the SAS or an operator from M Squadron and one from the SBS. If such is the case, they will have known each other before the meeting. Characters who are members of units under the purview of the UK's Special Forces Group (including the SAS, SBS and 14th Intelligence Company) should be familiar with the operators of the SBS and with other PCs from the SFG. The rules supplement *Blood & Guts: In Her Majesty's Service* includes information on the special operations forces of the UK. Further resources are available on the internet, including the official websites of the UK military, which can be found through the Ministry of Defence website at <http://www.mod.uk/>.

The Reputation modifier is also a good indicator of how well known a PC

would be within the special operations community.

CHAPTER 1 – ARRIVAL

Your flight lands at a small airfield. Other than three large hangers, there is only one permanent structure. Atop it is what appears to be the control tower. As your plane taxis past the hangers, you see a C-130 Hercules devoid of markings, as well as three Chinooks and five Gazelle helicopters. The Chinooks have the markings of 7 Squadron while the Gazelles appear to be from 16 Air Assault Brigade.

The flight pauses long enough for you to disembark. A lanky man with very short, dark brown hair exits the single permanent building and approaches you. He has sparse, chiseled features and a few days growth of beard. He is wearing Oakley sunglasses and civilian clothes. His body armor, webbing, sidearm--a SIG Sauer P226--and tactical rig, complete with a tricked-out C8 carbine, mark him as anything but civilian. He smiles and removes his sunglasses.

"Welcome," he says. He sounds like he comes from the Midlands. "I'm Cam. The captain is already here." He gestures for you to follow him.

This is Lieutenant Cameron Sykes of the 22nd Regiment Special Air Service. He will not answer questions, simply telling the characters that the captain has all the answers. He will escort them to the mess and leave them there. His carbine includes an illuminator, a laser aiming module, a scope, and a suppressor.

7 Squadron is the RAF squadron tasked to support the operations of the Special Forces Group and, in this case, the Increment. 16 Air Assault Brigade is

an Army unit that combines resources for airborne operations into a single entity. The Gazelle is a light utility helicopter which is also used as a ground support and anti-armor aircraft. Chinooks are large utility helicopters. Information on these units and equipment is available in the rules supplement *Blood & Guts: In Her Majesty's Service*.

You assemble in what looks like the mess, around a folding table. The room is quite shoddy in appearance and the furniture looks temporary. Captain David Hensley sits at the head of the largest table. Beside him is a board with an aerial surveillance photo on it. The photo shows a variety of buildings in a hilly or mountainous area. The captain is regarding his folder. He looks up and considers your group. He shows no emotion and slowly closes the folder before him.

"Gentlemen, welcome to the Increment." Taking a pointer, the captain stands and taps the photo. "I won't bore you with preliminaries. I'd prefer to get right into it. This is Target Charlie. It's about 30 clicks southeast of the village of Ashkashem in the former Soviet Republic of Albenistan. Not the best photo, but we're lucky to even have this. U.S. forces have been looking for two Italian humanitarian workers that were kidnapped in this area. Unmanned Aerial Vehicles have snapped some pics and this is the best of them.

"The Albenistani government has agreed to this raid but will not be participating in it. The area along the Afghani border is pretty lawless and Target Charlie is in what is considered hostile territory. The SIS wants it eliminated, and you have been chosen as the most qualified to do just that. Our

intelligence is thin, but I'll give you what we've got.

"The SIS has suspected for a fair amount time that there was some kind of drug lab or possibly a way-station near Ashkashem. The raw opium is being transported to a central location in this area for processing and shipment onward. Based on the information gathered so far, Target Charlie is our best bet. The problem is that the only assets we have on the ground near Ashkashem are telling us that people are starting to bug out. If we want to nab them, we have to do it tonight. Our local assets aren't trained for this and there's nothing and no one that that can get there faster than you lot. We can't exactly fly a bomber into Albenistan airspace without causing a hell of a racket. The higher-ups are dead certain the clock is ticking." The captain pauses, looking at the photo. "The word's come down from on high that we hit the camp at 0200 tomorrow morning."

Captain Hensley waits for the few groans and curses to fade. "It leaves little time for planning, but I've been told you're the best, so that shouldn't be a problem. There's a good chance that any direct insertion will alert the target. So, if flying over the base could lead to early detection, you'll be jumping in the regular air lane. Its ten kilometers from the air lane to the camp, which means you'll need to make a HAHO jump. A C-130's ready to go and will take off at 2300. You should reach the target around 0100 tomorrow and must be in place to signal green light at 0145.

"Local assets put the enemy element at thirty with the usual AKM abundance. We can assume they have RPGs and maybe more. Photo interpretation indicates that the C2, marked as A, may have machinegun emplacements, and the

garage, marked E, might have radar, which likely means SAMs. That blob in the middle of the vehicle maintenance area may be a light armored vehicle with radar guided or infrared SAMs. You'll need to destroy any SAM threats at the camp. 7 Squadron is standing by to pick you up once the dust clears. You will rendezvous with the helicopters at an open field 1.5 kilometers south of the camp. The target may have communications with other camps or cells in the area, and we'd like to avoid a large-scale engagement, so speed is the key.

"Albenistan once had a large Soviet military presence, during the occupation of Afghanistan. In order to impede attacks from elements within Afghanistan, much of the border area was mined. De-mining has been one of the top priorities of the current government, but they have only made minimal progress in this area. From the information we have, most of the mines are older surplus, so metal-detectors might help. There's no fast and easy way to detect or clear the mines. Keep that danger in mind when you make your plans.

"I have one piece of good news for you. A troop from the SBS will provide support and containment. You have overall command and will perform the actual assault, but SBS marksmen will provide containment and should things heat up, the troop will engage to support this action."

The captain pauses, his eyes moving from one of you to the next. "Questions?"

The captain has little information other than what he has outlined. The 'local assets' will not be put in harm's way on this mission, as they are HUMINT

(Human Intelligence) resources rather than shooters. Intelligence does not expect the camp will be able to call on outside resources or support as long as it is hit hard and fast. Still, the group will need to exfiltrate the area before 0500 or further hostile forces might be able to reach the area. If you wish to offer more information to the group, consider the description of Ashkashem below and relate whatever intelligence you consider necessary.

The SBS element will be led by Lt. Cameron (Cam) Sykes, introduced above. Should the mission become a full-fledged firefight (a situation the group should do their best to avoid), the SBS will act in a narrative rather than mechanical role. Their presence will insure the group is not overrun, but will not take all pressure off the Increment unit. Assume that the SBS will have the advantage of surprise and training. One or two might be wounded, but it is unlikely any will die. They will remove as many of the enemy as necessary to insure the PCs are not overrun.

While the information on the mines is sketchy, the belief is they are older and thus easier to detect, however most modern mines use a minimum of metal and there are no lightweight, fast tools to detect mines. PCs with a level of high Demolitions skill should be able to find a route through any minefield--if they are lucky! Also, approaches such as sheer hillsides are unlikely to be mined.

The captain waits, but no more questions come. Putting down the pointer, he sits. "I wish I had more information, but that's it. The photo-interpretation is sketchy at best. While D on the map might be a kitchen, it might just as easily be a row of toilets or even a pile of crates. We're going in blind, but our

superiors aren't even willing to give us 24 hours. There is too great a risk that the camp will either be evacuated or reinforced. We're lucky to have found it and now we need to capitalize on that luck.

"Rules of engagement: do what you have to do to

stay alive. SIS wants prisoners, and 7 Squadron is promising that it can pull out however many warm bodies we've got, but everyone coming back alive trumps prisoners. Further, our orders are to level this camp. The SBS support element will be carrying demolitions, but likely not enough. If there are explosives on sight, use them. Do whatever you can to destroy the base or otherwise deny it to the hostiles. Worse case scenario, if you are about to be overwhelmed, we have air support from 16 AAR ready to assist. They'll come in low and fast, but they'll likely be seen, so don't bother calling unless you are taking heavy casualties or you've eliminated the threat of SAMs.

Again, the captain will answer what questions he can. Those questions he cannot answer, he will simply say, "I cannot answer that."

This is the planning stage. The captain will remain around and point out problems with the plans. This is not to restrict the players' actions but to point out aspects of the mission they may have forgotten. The captain will not force the group to alter their plans unless it is essential ("Gentlemen, I would think VX Nerve Gas is a little excessive, wouldn't you?")

Once the plans are in place, the captain will attempt to obtain equipment requisitions. This is where common sense comes in. The standard weapons of the military of the UK will be

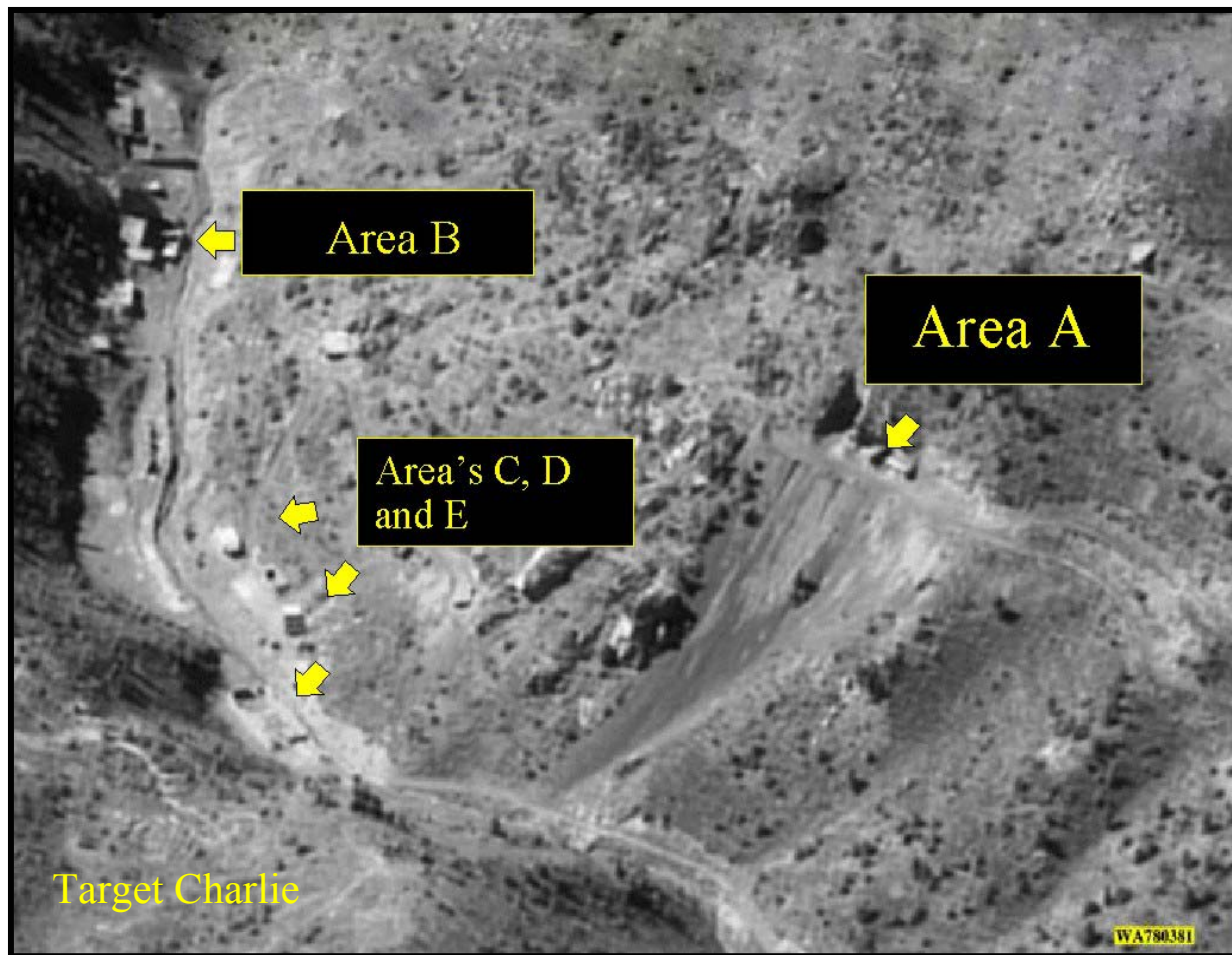
available. The most common weapon among the special operations forces of the UK is the Diemaco C8 carbine, almost identical to the M4 carbine in the Modern Core Rulebook. Information on the weapons of the UK special operations forces is included in *Blood & Guts: In Her Majesty's Service*.

Most special operations equipment; like night vision devices or electro-optical binoculars should be available. Suppressors are very important for a covert action operation. The group will certainly the group need at least one GPS receiver and one satcom (listed as 'portable satellite phone' in the Modern Core Rulebook) while all members of the group should have a tactical radio (also listed as 'soldier intercom' in *Blood & Guts: Modern Military*). Any equipment you do not wish the group to have you can deny them by simply stating it cannot be obtained in time.

The captain folds his arms across his chest. "I want a plan on my desk and reqs for equipment no later than seventeen-hundred. Is that understood?"

"I want teams assembled by 2215. We load up starting at 2230. Welcome to Operation PAVEMENT."

It is important that players realize that equipment they have not brought with them, and which has not been requisitioned and accepted, is not available to them on the mission. Taking on the role of Captain Hensley, you should look over each player's sheet and insure that everything they have requisitioned is included. Also, remind them of anything that might be lacking (Captain Hensley frowns as he looks at you. "Only two spare magazines? Are you planning on using that weapon or is it there for show?")



Along with their equipment, the group will have their high altitude jump suit and parachutes. Remember that the suits and chutes will be discarded on landing. Weight is important and should be strictly tallied.

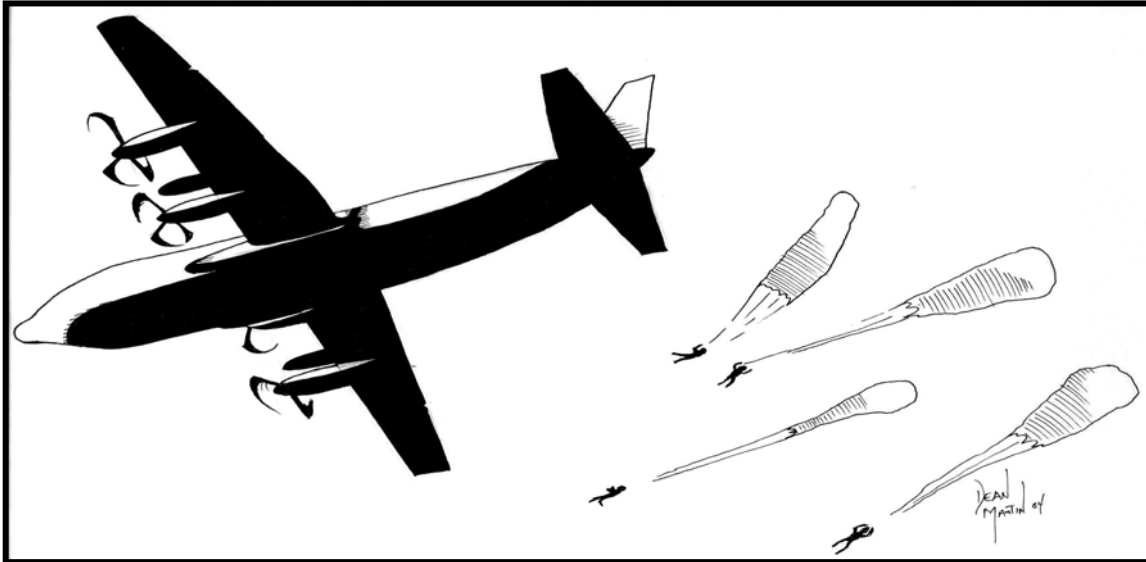
CHAPTER 2 - TARGET CHARLIE

The sky is cloudless and the moon cheerily shines down on the bustling camp. Almost no lights are on, though the occasional glow creeps out from behind a curtain or under a door. The C-130 is on the runway, ready for loading. The Gazelles have been rolled out of their hangers. Crews are scurrying around them like ants around a queen. The Chinooks are also being prepped. You note the pilots checking over their

night visions devices. Those will be crucial tonight. Cam is there, leading the SBS contingent. They talk among themselves quietly, checking equipment and weapons. Some consider you, but you can feel the distance between the two groups.

The two groups enter the Hercules. The SBS contingent sit nearest the rear, they will be the first to exit the aircraft. You sit further into the aircraft, beside but still removed from the SBS. The SBS operators hold quiet, muttered conversations, a few smoke, some even seem to sleep. Cam sits nearest the rear ramp through which you will all exit the aircraft. He wears a headset plugged into the cabin's intercom.

The take-off is uneventful. The flight is smooth. You are flying at night and



above the clouds, so there is little to see.

If the characters are under US military command or working for the CIA, the helicopters being prepped will be different. For a US mission, the attack helicopters should be changed from Gazelles to AH-6J Light Attack Helicopters (also known as Little Birds) and the utility helicopters should be changed from Chinooks to MH-60L Black Hawks.

The SBS operators know the PCs are an Increment unit. Cam is from the SAS, but cross-training and joint operations means the SBS would know him and--to a certain extent--trust him. The PCs, though, unless from another SFG unit, are outsiders, likely spooks and so are looked on with suspicion. If the PCs attempt to communicate with the SBS operators, they will be met with one-word answer and blank expressions, that is unless the character has had contact with the SBS during his/her career. Any characters who have served in the SBS or SAS will be met with friendliness.

Before embarking on the assault on Target Charlie, it is suggested that each player roll 1d20 10 times for his/her

character and these rolls can be used for such checks as spot, listen or search. The game master can, of course, make these rolls for the PCs, but in this way, the players have a sense of control--even if illusory--over the success or failure of the PCs.

The drone of the plane, the dimness of the cabin and the darkness outside have lulled you into an almost hypnotic state of not-quite sleep and not-quite awake. Your senses immediately come alive when you note Cam's eyes opening. He straightens. "Five minutes," he shouts, holding up five fingers. Everyone rises, getting into jump order. You barely hear Cam yell, "Sound off!" Far too quickly, Cam is unplugged and at the door. Before you really have time to order your thoughts, the green light goes off and he's out.

The high altitude parachute jump requires the paradrop rules, which can be found in *Blood & Guts: Modern Military*. If this source is not available, have the characters each make a Navigation skill check against DC 15 to keep on course and a Jump skill check

against DC 5 to land without incident. A failed Navigation check indicates the character has drifted off course. A second Navigation check against DC 20 is necessary to right his/her course. The characters cannot Take 10 or Take 20 for these Navigation checks. A second failure indicates that the character lands 1d4 miles off target in a random compass direction (1d8 assigning the compass points--1=North, 2=North-east, 3=East, etc.). A failed Jump check means the character takes damage for a 20 foot fall though can use the Tumble skill as normal to avoid falling damage. Should the group decide to paratroop directly into the camp, there is a chance they will land on buildings or otherwise off-target, which is why such a paratroop should be avoided.

There are mined areas on the approaches from the north, the southeast and along the hills to the northeast. These areas are 150 feet from the camp perimeter. The mined area is 50 feet across. When traversing this area, there is a 1 in 10 chance per round that a mine will be triggered (1 on a roll of d10--the individual who triggers the mine can be decided randomly by a roll of a die). All the mines are old, surplus mines so they have a high metal content and can be caught with metal detectors.

A PC can make a Demolitions skill check against DC 15 to find a safe path through the minefield. All minefields have such safe passages for tasks such as maintenance, addition and removal. If the PC has more than 5 ranks in Knowledge: Tactics, the PC can apply a +2 synergy bonus to the skill check. Also, other PCs can attempt to aid the PC with either Demolitions or Knowledge: Tactics skills.

If the mine has already been triggered, the weight cannot be removed

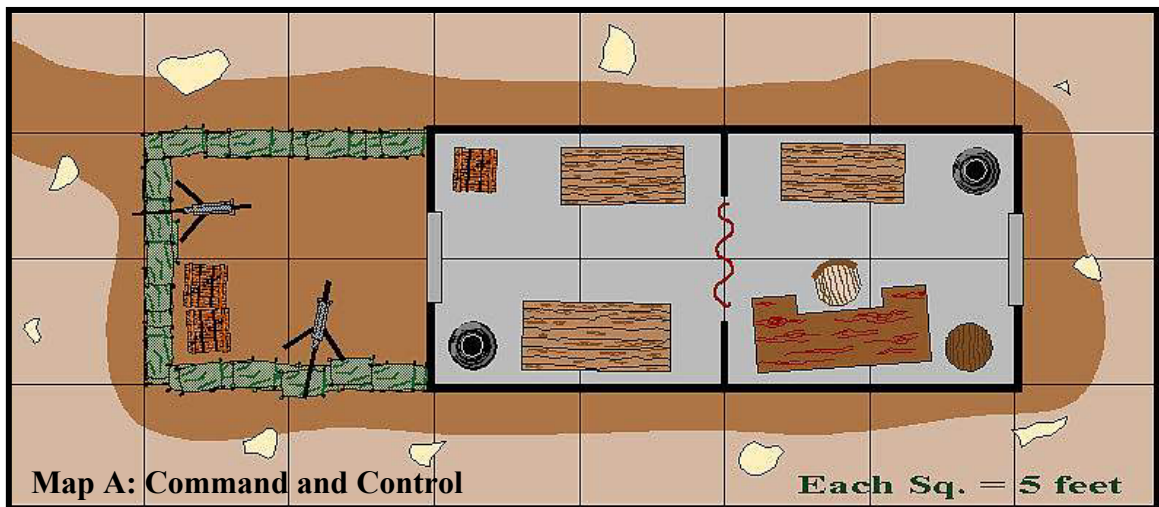
or the mine will explode. The PC who steps on a mine can make a Listen check against DC 15 to notice he/she has triggered the mine. Disabling a mine takes a Demolitions skill check against DC 10. If the mine has already been triggered, the Demolitions check is against DC 15.

There are also trip flares. These are much less common than the mines, and each round there is a 1 in 20 chance of triggering a trip wire. Triggering one sets off a flare which will illuminate an area in a 50-foot radius (as well as alert the camp that someone is approaching). The flares will last for two minutes as they descend on parachutes.

If moving at 1/4 speed, the PCs can attempt a Spot skill check against DC 15 to notice the marks of mines or trip flares.

Between the southeast perimeter of the camp and the minefield, there is a group of four guards (Tough Bad Guys). At the northern end of the camp, there is another group. They are not particularly watchful and are usually smoking and chatting. If the PCs are not using any lights, the guards must make a Spot skill check against DC 15. If the PCs are moving carefully at 1/4 speed the guards must make a Spot skill check against DC 20. If the guards do not see the PCs there is still the chance they will hear them. The guards chance to hear the PCs is based on proximity. If the guards are within 76 to 100 feet of the PCs, the Listen skill check DC is 20, if between 51 and 75 feet, DC 15, if between 26 and 50 feet, DC 10 and between 0 and 25 feet, the DC is 5. If the PCs are attempting to Move Silently, an opposed skill check is used as per normal rules.

If the PCs are using lights, the guards must make a Spot skill check against DC 10. The PCs must make a Spot skill



check against DC 15 to notice the guards. If the PCs are using NVDs, they must make a Spot skill check against DC 10.

If the PCs use weapon-mounted lights or flashlights, on the approach to any building, any awake or conscious inhabitants are allowed a spot skill check against DC 15 to notice the lights. Any individuals outside of a building can make a Spot skill check against DC 10 to note PCs using artificial illumination. If the PCs are using NVDs, remember the -4 penalty to Spot and Search checks.

Due to the loose and gravelly soil, as noted below, any attempt at Move Silently has a -4 circumstance penalty.

Tough Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): Medium; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15; BAB +6; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1.

Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Russian, Tajik)

Feats: Advanced Firearm Proficiency,

Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPCs hear gunfire these guards will rush at top speed toward the gunfire and will engage immediately.

The ground around the camp is mostly loose gravel and granulated soil. There is little vegetation save for sparse tufts of grass and the occasional small, stunted bush. The moon is out, offering a fair amount of illumination, but target identification would be difficult beyond 50 feet. With each step, the ground beneath your feet crunches. Despite your best efforts, silent movement is nearly impossible.

A) Command and Control

Curtains cover the windows, though light can be detected around the edges of the window looking into the West Room. At the machinegun emplacements, two guards are on watch. The sound of the generator covers their quiet discussion. They are close to the wall, not very watchful. Because they are not paying attention, their Listen skill check has a penalty of -6. They are also not watchful, so their Spot check is

likewise penalized -6. The PCs must make a spot skill check against DC 10 to notice the guards at the machinegun emplacement.

The building appears to be about 20ft X 10ft. As you approach, you hear the hum and chug of an electric generator. An area attached to the western side of the building is walled in by sandbags up to belly height and is covered by a dark tarpaulin.

East Room: The door is not locked but it is stuck. Pulling on it makes it squeal but hardly budes it. The squeal may alert the bad guys in the West Room. Roll a Listen check for the bad guys against DC 20 for first squeak, DC 15 for second and DC 10 for 3rd and others. A strength check against DC 10 will open the door, but will also induce another squeak. Once inside, a Listen check against DC 10 is necessary to hear the quiet conversation in the West Room. There are two individuals in conversation. The discussion is regarding rumors that people are asking about the camp. The two individuals believe the Americans or the Russians will find the camp soon so the camp must be moved. There is also some discussion of killing the two police officers in the nearby village of Ashkashem. The two voices fall into a dispute over the method of attack, trying to decide between a sniper and a bomb.

If the PCs are not using NVDs or artificial light sources:

You note objects on either side of the door. The ground seems uneven. A sheet of fabric, through which some weak light penetrates, covers an opening approximately 10ft away. By the light

reaching through the fabric, you can see a rickety table to your right on which rests what might be communications equipment. Beside this, in the corner to your right, is a squat, iron, heating stove with a tin pipe that reaches up to the ceiling. To your left, directly by the door, is a round table with a tea service on it. Sitting beside the tea service is what looks like a WWII era flare gun. Past this, against the wall, is a desk. You can see documents and books spread out on it, but in the wan light, you cannot read any of it. A chair, which looks like it is on rollers, sits almost in the middle of the room.

If using NVDs or artificial light sources:

Curtains cover the windows on your left and right. The ground is hard-packed earth into which a path as been worn from the door to a doorway about 10ft in front of you. A sparse shift of flowery-print fabric covers the opening. Light spills out from its border. A wooden table, looking ill-used and often repaired, marked with divots, knots and duct tape is on your right as you enter. It's about 5ft long and 2.5ft wide. On it rests a UHF/VHF radio that looks to be 1970s era Soviet surplus. An old standing mike with a key is connected to the radio. Beside this is a relatively new radio triangulation set. The magazine for a pistol and three loose 9 mm Parabellum rounds is on the table in front of this triangulation equipment. On your left, as you enter, is a round table of approximately 1.5ft diameter. On it is a tea service--including a pot, creamer and sugar bowl--which looks like it could be silver. Two china teacups sit precariously near the edge of the table. One cup has the mere dregs of tea while the other still has a small puddle of tea in

it. A WWII era Naval flare gun sits between the two teacups. Beyond the table is a desk that looks like it too is from the Second World War. Wooden and worn, the desk looks old. Two bound notebooks rest to the left of an ink blotter. A stack of documents, loose, sits to the right. A fountain pen has been pushed up flush with the back of the desk.

The triangulation equipment, on inspection, does not seem to have been used often. It is not plugged in, and the necessary antenna array is nowhere to be seen. The magazine is from the old Walther P-38 that is in the drawer and has 10 rounds in it. The tea service is not silver. The tea in the cups is still warm. The flare gun has no cartridge. The desk has three drawers on the left and 2 deeper drawers on the right. The bound notebooks contain a wealth of information regarding drugs flowing in and out of the camp, including names and destinations.

Left drawers

1) includes newspaper clippings regarding efforts to combat drug smuggling in the area divided by years in file folders. Sitting on top of these clippings is an old and worn, barely working Walther P-38 with a full magazine.

2) includes a box of 9mm Parabellum ammo, which looks like US consumer ammo, an old wallet (a Syrian identity card in the name Ali Ahmed Hussein, a Syrian driver's license in the same name and \$20 US in Albenistani Dinars) and a bound stack of \$100 US notes with a Bank of Malaysia binding.

3) includes a can of coffee, a tin of coffee whitener and a tin of loose tealeaves.

Right drawers

1) includes magazines going back 3 months including Time Asia, the Economist, the Financial Times and Asia Week delivered to Abdurahkim Boboev at an address in Khorforjan, a city near the Afghani border. Boboev is an alias for an NPC in *the Khorforjan Gambit*, the third and final adventure in the Albenistan series.

2) includes old Soviet technical manuals for the radio as well as notes regarding Soviet mobile SAMs and armored vehicles, including the BMP-2. There are maps of Afghanistan, Albenistan, Tajikistan, Turkmenistan and Uzbekistan.

West Room: This room has no windows. Unless the bad guys heard the entry and went to investigate, they are here, at the table to the south. There is light in this room and any character who does not remove his/her NVDs is effectively blinded, and is penalized as such. The NVDs will automatically filter out the extreme light, but the character will need to remove his/her NVDs in order to act without penalties.

There is a table against the north wall, a pile of crates stacked in the northwest corner, and heating stove in the southwest corner and a table against the south wall. Two men are standing at the table.

If the bad guys heard the PCs, they will be ready for them. The doorway is only large enough for one individual to enter at a time. If two men get through the doorway, the two bad guys will retreat through the back door and get help from the guards. If the PCs have heard the bad guys, the PCs can act in the surprise round.

One bad guy is the second-in-command at this camp, Bahridin Sulaimonov, the other, Abu Hekmatyar, is a drug trafficker who works in Tajikistan, Uzbekistan and northern Afghanistan. He has just delivered a load of raw opium. Both men have valuable information on the drug trafficking business in the area. If this adventure is to be a one-shot and not part of the ongoing adventure series, the PCs will recognize Hekmatyar from the Syrian identification located in the 2nd left drawer, which is fraudulent. Otherwise, the identification will be important for the *The Qalashar Device*, the second adventure in the Albenistan series.

On the table to your left is a map of Albenistan and the border regions of Tajikistan, Uzbekistan and northern Afghanistan. The camp is marked on it with a note in Tajik. Some roads are marked in red. These red marks sometimes leave the mapped roads and later return to them. When these marks cross borders, they are always off the apparent roads. There are other areas marked on the maps with notations in Tajik.

If the two bad guys didn't have a chance to grab their guns, they are still sitting on the map, holding down the top left corner and bottom right corner. One weapon is a Makarov PMM and the other is a Colt M1911A1. The note for the camp simply says Ashkashem. The other marks state Nuqnawduq, Qalashar and Qashqarshi. These are all villages, though so small that it is unlikely that anyone other than those with some knowledge of Albenistan or the Central Asian republics will know of these places. Qalashar plays a prominent role in *the Qalashar Device*. If this mission is

intended to introduce the PCs to the Albenistan series of adventures, the map is an important facet of the next adventure. Conversely, the map--or another map or document introduced here--can lead the PCs into a homebrew campaign.

Bahridin, Abu and Jubair all know that the three villages marked are linked as way-stations for opium moving out of Afghanistan. Bahridin and Jubair know that the Motherland Albenistan extremists are using Qalashar as a base to recover and repair old armored vehicles from Albenistan, Tajikistan, Uzbekistan and Afghanistan. No one at Target Charlie knows the true importance of the Qalashar base.

To your right as you enter is a folding, metal table, about 3 ft by 2ft. It has two half-full cups of a dark liquid which might be coffee or tea. A can of condensed milk sits on one corner of the table and beside it is an empty can with a picture of peaches on its label. Two spoons sit in the can. In the middle of this table is a rocket-propelled grenade, the type used in an RPG-7, with its fuse removed. The fuse sits beside an open toolbox. The toolbox has a small assortment of screwdrivers, wrenches, a hammer and a wooden mallet. Beside the table, in the northwest corner are short, wide crates labeled in English. The labels on the two top crates indicate they hold grenades for RPG-7s. The labels on the bottom two crates indicate they hold 7.62X39mm ammunition.

7.62X39mm, also sometimes called 7.62 Russian, is the ammunition used for AK-47s and AKMs.

Bahridin Sulaimonov (Smart Hero 5/Strong Hero 3/Soldier 3) (11):

Medium; hp 54; Mas 12; Init +2; Spd 25 ft.; Defense 22; BAB: +6; Grap +7; Atk +7 melee (knife 1d4+3), or +9 ranged (2d6+2 Makarov PMM); Full Atk +7 melee or +9 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +5, Will +4; AP 6; Rep +2.

Skills: Craft (pharmaceutical) +10, Craft (structural) +12, Demolitions +8, Disable Device +12, Forgery +10, Handle Animal +4, Intimidate +9, Knowledge (current events) +10, Knowledge (streetwise) +14, Knowledge (tactics) +7, Knowledge (theology and philosophy) +5, Navigate +12, Repair +8, Search +7, Spot +7, Survival +12, Speak Language (Russian, Pashtu, Tajik), Read/Write Language (Russian, Tajik)

Feats and Talents: Advanced Firearm Proficiency, Armor Proficiency (medium), Brawl, Combat Expertise, Double Tap, Personal Firearm Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency; Improved Melee Smash, Melee Smash, Plan, Savant-Knowledge (streetwise), Trick, Weapon Focus (Makarov PMM), Weapon Specialization (Makarov PMM).

If Bahridin hears gunfire: Bahridin will go in search of Jubair, his boss. Once he is certain Jubair is safe, Bahridin will go in search of the disturbance and once he finds the conflict, he will lead the attack on the PCs.

Abu Hekmatyar (Tough Hero 5/Strong Hero 5) (10): Medium; hp 100; Mas 18; Init +5; Spd 30 ft.; Defense 21; BAB: +8; Grap +10; Atk +10 melee (knife 1d4+3), or +9 ranged (2d6 Colt M1911A1); Full Atk +10 melee or +9 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +9, Ref +3, Will +2; AP 5; Rep +2. Skills: Climb +4, Intimidate +9,

Knowledge (current events) +7, Knowledge (streetwise) +7, Repair +7, Spot +8, Sleight of Hand +7, Survival +8, Speak Language (Tajik).

Feats and Talents: Advanced Firearm Proficiency, Armor Proficiency (medium), Blind-Fight, Combat Martial Arts, Double Tap, Improved Damage Threshold, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Street fighting; Damage Reduction 1, Damage Reduction 2, Extreme Effort, Improved Melee Smash, Melee Smash, Remain Conscious.

If Abu hear gunfire: Abu is not interested in being a hero, and he's not going to go looking for a fight.

Machine Guns: There are two guards (Fast Bad Guys) on watch here. They are not very alert; however, gunshots or shouting from the C2 will alert them. Their AKMs are leaning against the sandbags, but easily within reach. If the PCs do not notice the guards before they enter the house, the guards may enter the West Room and surprise the PCs.

Sandbags have been piled to a height of almost four feet flanking the door to the building. Before you and your to your left are PKM general purpose machine guns on pintel mounts. Two crates of 7.62x54R ammunition sit beside the gun in front of you. On top of these crates are four AKM magazines. Myriad cigarette butts litter the ground beneath the sandbags to your right. A path weaves along the hill to the northwest.

7.62X54mmR (or Rimfire) is ammunition used for the PKM machinegun. This ammunition is linked in belts of 250. There are at least 3 different brands of cigarette butts, all of

them originating in Pakistan.

Machine Gunner (Fast Ordinary 3/Strong Ordinary 3) (6): Medium; hp 30; Mas 13; Init +7; Spd 30 ft.; Defense 19; BAB +5; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM OR 2d10, PKM); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +6, Will +3; AP 0; Rep +1. Skills: Climb +5, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +4, Knowledge (streetwise) +5, Move Silently +7, Speak Language (Russian, Tajik) Feats: Advanced Firearm Proficiency, Dodge, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: The machine gunner is assigned to a position and will not leave that position unless ordered to. The machine gunner will alertly watch the area from which the sound of gunfire comes.

The Path: If the PCs are wearing NVDs or are using electro-optical binoculars to survey the path, they will note that it leads down into the camp. There is no way of knowing which way it leads with the naked eye.

The well-worn path leads along the ridge. Below it, at the base of the very sheer hill, you can see the main camp

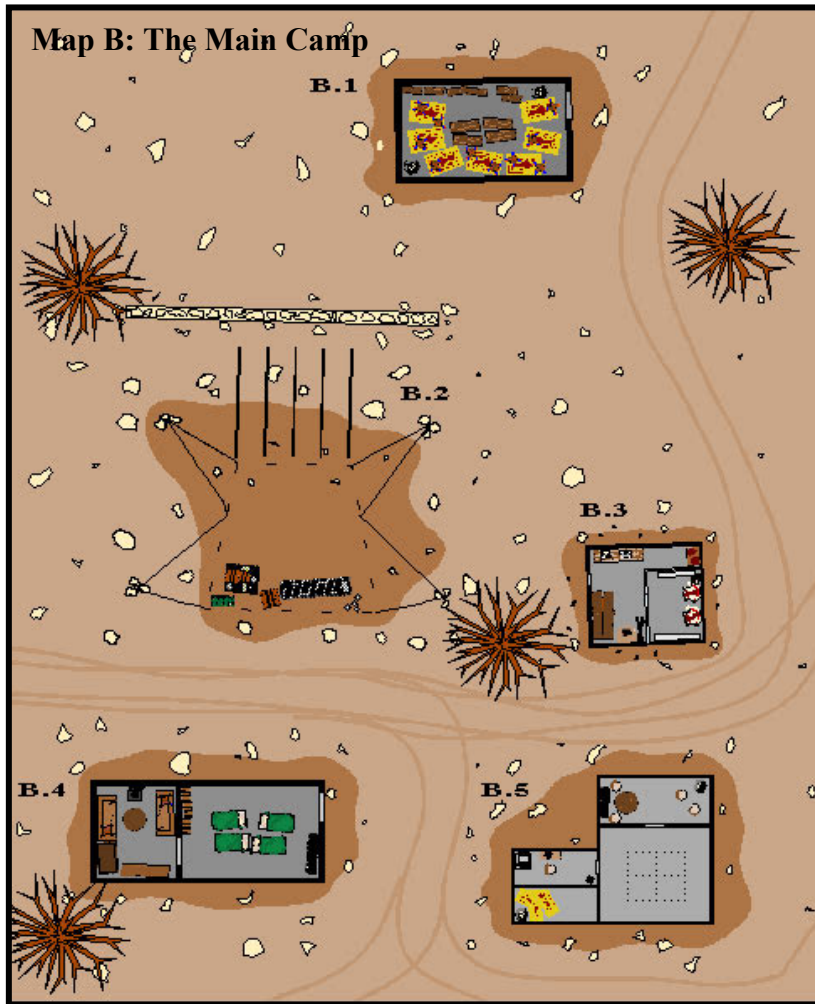
ZPU 4: This emplacement is not

noted on the map. It is an old ZPU-4 anti-aircraft battery. It can only be brought to bear on ground targets with great difficulty. If a full-fledged battle ensues, any guards still manning the emplacement will try to engage ground targets. It will take them four rounds to get the guns into position and all attacks will have a -4 circumstance penalty.

Without NVDs, within 75 ft, the PCs need to make a Spot check against DC 20 to note the emplacement. Within 50 ft, the DC is 15. Within 25 ft, the DC is 10. Within 15 ft, the DC is 5. The path, in any case, leads past the emplacement. With NVDs, the DC is 15 within 100 ft, 10 within 75 ft and 5 within 25 ft.

There are two men (Fast Bad Guys) snoozing in the emplacement. They are supposed to be on guard. If the PCs are moving at normal speed, the guards get a Listen check against DC 15 to be woken by the noise. If the PCs are moving at more than normal speed, the DC is 10. The two guards will need two rounds to





fully waken and they are treated as though *dazed* until fully awake.

This is a sandbagged, fortified position. You note a four-machinegun weapon, pointing up, indicating an anti-aircraft emplacement. Crates are stacked along the sandbags. They are labeled in English, and the labels indicate they hold 14.5 mm ammunition.

AA Gunner (Fast Ordinary 3/Strong Ordinary 3) (6): Medium; hp 30; Mas 13; Init +7; Spd 30 ft.; Defense 19; BAB +5; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM OR 4d12, ZPU); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +6, Will

+3; AP 0; Rep +1.
 Skills: Climb +5, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +4, Knowledge (streetwise) +5, Move Silently +7, Speak Language (Russian, Tajik)
 Feats: Advanced Firearm Proficiency, Dodge, Exotic Weapon Proficiency (heavy machine gun), Improved Initiative, Personal Firearms Proficiency, Simple Weapons Proficiency.

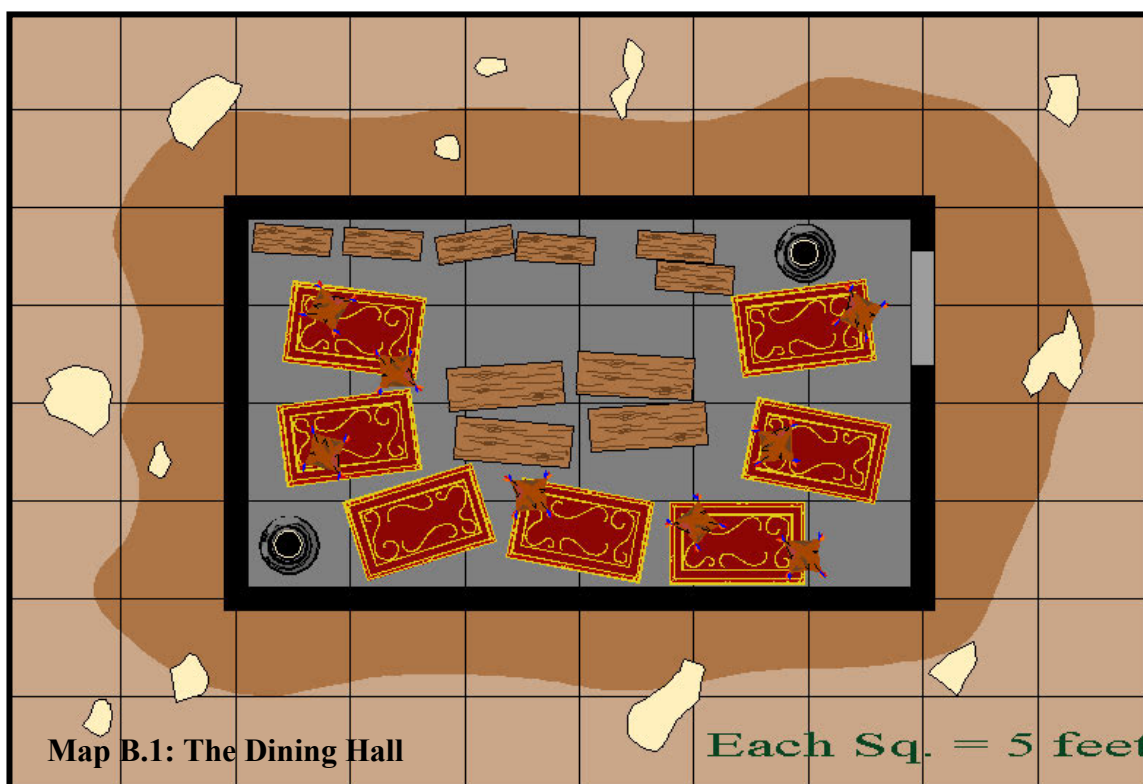
If NPC hears gunfire: The AA Gunner is assigned to a position and will not leave that position unless ordered to. First, the Gunner will attempt to depress the ZPU to use against ground targets and will

then alertly watch the area from which the sound of gunfire comes.

B) The Main Camp

This is the main collection of buildings in the heart of the camp. As the PCs approach, they can get a fair look at it but nothing really precise without NVDs. Even NVDs do not allow color differentiation or fine details. The electrical generator in use at the Kitchen (see below) is quite noisy, but will not drown out gunfire.

You see a 15ft by 10ft structure approximately 12ft in height. It is made of wood and corrugated metal roof and has large windows--about 2ft square



each--all along it. About 3 or 4 ft west of this is a dark, covered area, which may be some kind of tent. A 5ft or so south of the main structure is a similar building, approximately 10ft square. About 5ft west of the second building is a third structure, about 20ft by 10ft.

B.1 - Dining Hall: While this building has many windows, thin curtains cover them and it has no noticeable illumination. If the men sleeping inside are woken, someone will use a flashlight the second round after waking, and the light will be noticeable through the thin curtains.

If the PCs are not using NVDs or artificial light source:

The light from the moon and stars enters through the open door but barely illuminates the area. You can see the shapes of low tables and what may be

mats all around the floor.

The PCs must make a Listen check against DC 10 to hear slow, deep breathing. If the Listen check achieves DC 15, the PCs will realize the breathing sounds like someone sleeping. A Listen check that achieves DC 20 will allow the PCs to guess there are about ten people sleeping in the building.

If the PCs are using NVDs or artificial light sources:

Four low tables, about 4 by 2ft, are gathered near the center of the room. Thin mats are scattered along the floor in a haphazard fashion. Six other tables are set against the north wall. On the mattresses are ten bodies dressed in the robes common for males of this area. The robes are stained, patched and worn. Each figure has an AKM near at hand.

There are ten men (Tough Bad Guys) gathered here, sleeping. While the men are asleep, artificial light sources allow for a WIS check against DC 15 to waken. Any loud noise (dropping something or speaking above a whisper) allows a collective Listen check against DC 10. A successful check awakens a random number of the sleepers (roll 1d4 and that is the number of men who awake). Any noise at all, including movement and whispers, allows a collective Listen check against DC 20 to awaken a random number of sleepers. Any bad guy will need two rounds to fully waken and is treated as though *dazed* until fully awake.

Tough Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): Medium; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15; BAB +6; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1.

Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Russian, Tajik)

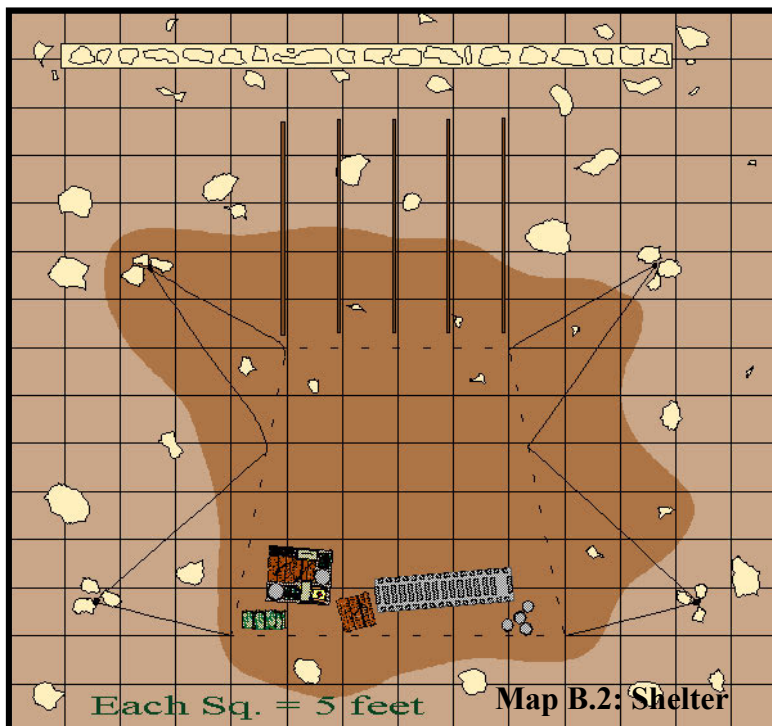
Feats: Advanced Firearm Proficiency, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: These NPC will rush at top speed toward the gunfire and will engage immediately.

B.2 - Shelter:

A tarp or awning covers an area about 30ft square. This covering is open to the north but pegged to the ground to the south. In profile, it looks somewhat like half a triangle with its base on the south side and its pinnacle at the northern edge. Poles have been stuck into the ground in rows with ropes attaching them, making six, 5ft wide corridors running north some 25ft from the northern edge of the covered area. A brick wall, about 15ft high, runs east to west a few yards past the northern end of the corridors. At the south-end of the covered area are low stacks of crates. Sitting atop the crates are six AKMs. The markings on the crates indicate they contain 7.62X39mm ammunition.

If the PCs carefully examine the ground at the edge of the corridors, they will note that shell casings



cover the ground at the south end of these rows. The shell casings are spent 7.62X39mm ammunition. If they investigate the wall, they will see it is severely marked with bullet strikes.

B.3 - Kitchen: The hum and chug of the machinery comes from this building and will be noticeable throughout most of the camp, but will not drown out gunfire. The kitchen itself is a 20 ft square structure. The windows are covered in curtains. There is no light coming from this building. The door is locked and a Disable Device check against DC 20 is necessary to open it.

If the PCs are not using NVDs or artificial light sources

To your left as you enter is a cupboard or table. The heavy curtains of the windows overlooking it allow no light to enter from outside. The floor feels like dirt. To your right is another table. Before you is a wall. You think you can make out the shape of a door. You can hear water dripping.

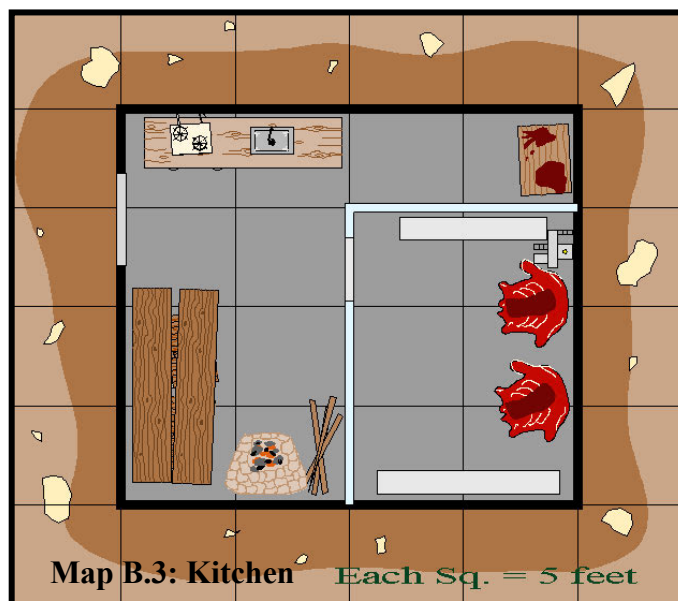
In the weak light admitted by the open door, the PCs can make a Spot check at DC 15 to notice a gleam of metal on that table.

If the PCs are using NVDs or artificial light sources:

To your left as you enter, against the north wall is a set of rickety, worn plywood cupboards. A battered gas range with two burners is perched atop the cupboard. Beside it is a sink and rusted faucet, dripping water. A few tin cups with chipped white exteriors, sit in the sink, filling with discolored. In front of you is a metal wall, painted white but chipped in many places. It is a dull rather than shiny metal. A door, facing west, is set into this wall at about its center. It has a long, metal handle, fixed horizontally. In a cranny between the metal wall and the northern wall is a butcher's block with a cleaver imbedded in it. The ground beneath the block

seems darker than the rest of the dirt floor and the wood itself is covered in dark stains. To your right are two long, wooden planks resting atop two crates to form a crude counter. Under it are piled cardboard boxes. On it, against the wall, are piled

tin cans. Pots and pans are stacked on the southern end of the counter. Against the south wall is a stone oven. It has a metal door that apparently fits over the opening, but is now leaning against the side of the stove. Wood is stacked between the oven and the metal wall. On top of the oven are stacked metal and rough ceramic bowls and containers.



The crates used to hold up the wooden planks to form the counter are empty. The cardboard boxes contain tins of food, some meat, some vegetables and a few cans of fruit. Almost all of these are imported, some from Russia and some from Pakistan.

The Fridge: If the PCs are not using NVDs or artificial light sources:

The cold strikes you as soon as the door opens a crack. The darkness of the room is all but impenetrable. You can see nothing except what appear to be man-like shapes, perhaps two or three meters in front of you.

If the PCs are using NVDs:

The cold strikes you as soon as the door opens a crack. What appear to be man-like shapes stand perhaps ten feet in front of you. You note crates and boxes but your NVDs fog up quickly and you can see nothing more.

If the PCs are using artificial light sources:

Shelving lines the north and south walls. Hanging near the west wall are two carcasses. They seem about the right size for cows. Crates are stacked against the east wall. Boxes of frozen meat, some frozen vegetables and even a few TV dinners fill the shelves. Perusing labels and markings, it seems that most of this food has come from either Russia or one of its former Republics. You note a few packages that seem to have originated in the Gulf nations or Pakistan.

The crates are labeled in Arabic and the labels indicate they are the property of the International Humanitarian

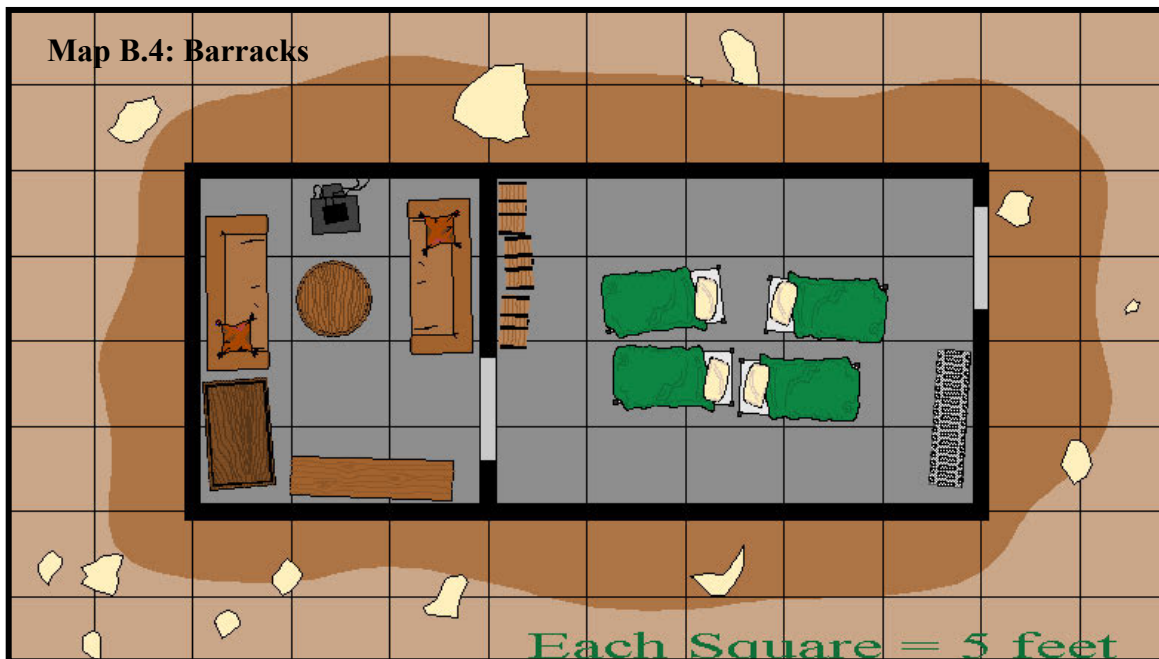
Society. The IHS is a fictional Non-Governmental Organization, a charity that provides food and medical care in impoverished countries and also manages some displaced persons camps on the borders with Afghanistan. Inside the crates, the PCs will find medicine, mostly antibiotics and morphine. Hidden among the boxes of food are three tin-metal cases, each about one-foot square. These are labeled in Russian and are also medical supplies. Searching through these tin cases, the PCs will find blood plasma that seems to have come from the Russian military. With a successful Search check against DC 10, nestled among the medical supplies the PCs will find European pornographic magazines.

B.4 - Barracks: As the PCs approach this building, it will become obvious that the windows have all been painted over black. There is only a single door, facing east, to offer access. The door is unlocked. At the door, a Listen check against DC 20 will note heavy breathing in the room beyond. Once the door is open, the sound of heavy breathing will be obvious.

If the PCs are not using NVDs or artificial light sources:

The light from outside only slightly illuminates a very small area near the door. You note the linoleum floor and walls that seem painted white. You believe you can discern a faint outline of light about 35 feet from you to the southwest. There are shapes nearby, perhaps furniture or racks of some sort.

If the PCs make a Listen check against DC 15, they will note voices coming from the same place as the light.



If the PCs are using NVDs or artificial light sources:

The room is about 25 feet east to west and 20ft north to south. A set of four bunks--beds with beds atop them--fills the center of the room while a few trunks line the west wall. A gun rack sits against the east wall, with 8 AKMs stacked in it. There is a door in the west wall.

There are 8 bad guys (4 Fast Bad Guys and 4 Tough Bad Guys) sleeping in this room. If the PCs are using artificial light sources, the sleeping bad guys can make WIS check against DC 15 to waken. Any noise of regular volume (dropping something or speaking above a whisper) allows a collective Listen check against DC 15. A successful check awakens a random number of the sleepers (roll 2d4 and that is the number of men who awake). Any noise at all, including movement and whispers, allows a collective Listen check against DC 20 to awaken a random number of sleepers. Any bad

guy will need two rounds to fully waken and is treated as though dazed until fully awake.

Once in the room, if the PCs make a successful Listen check against DC 15, they will note voices coming from the door. The door is locked with a DC 20 lock. If the PCs listen at the door, a Listen check against DC 10 will reveal that the voices are speaking in English with American accents. The words spoken by the voices can be taken from any American movie available on videotape.

Tough Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): Medium; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15; BAB +6; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1.

Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Russian, Tajik)

Feats: Advanced Firearm Proficiency, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: These NPC will rush at top speed toward the gunfire and will engage immediately.

Fast Bad Guy (Fast Ordinary 3/Strong Ordinary 3) (6): Medium; hp 30; Mas 13; Init +7; Spd 30 ft.; Defense 19; BAB +5; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +6, Will +3; AP 0; Rep +1.

Skills: Climb +5, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +4, Knowledge (streetwise) +5, Move Silently +7, Speak Language (Russian, Tajik)

Feats: Advanced Firearm Proficiency, Dodge, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: These NPC will rush at top speed toward the gunfire and will engage immediately.

TV Room:

The room is lit by the image on the TV set against the north wall. Two couches and a low table flank it. A bookcase is flush against the south wall. The shelves are mostly empty. Three large books sit on the top shelf. Two piles of pamphlets are stacked against 3 videocassettes. The bottom two shelves of the bookcase are empty. A desk at the west wall has a stack of lined notepaper on it. Some of it has been written on but most of it is blank. Two copies of the Koran and an expensive looking pen set, with an inkwell that looks gold, share the

desktop with the notepaper. On the low table between the couches is a tarnished tea service. The table itself may have once been nice, but it is now old and worn. It doesn't look like anyone has bothered to clean it in the last decade or so.

The movie on the TV is the movie from which the lines noted above are taken. There are three men (Tough Bad Guys) watching the movie. Their AKMs are within easy reach. If the PCs are expecting to face combat, they can act in the surprise round, otherwise, role initiative. The stats for the Tough Bad Guys are the same as in *the Barracks*, above.

The writing is basically notes on a speech denouncing the United States, Russia and Israel, with the usual violent and extreme rhetoric that can be found in such a speech. The desk drawers include old propaganda tracts, a tin of condensed milk and an old Soviet-era map of the area around Isherbazi, the capital of Albenistan. The videotapes include a couple of older propaganda tapes made by terrorist extremists.

B.5 - Jail Block:

The frame of the building doesn't appear sturdy and has the look of hasty, lax construction. You notice small plumes of smoke rising up from the tin chimneys on the structure's extreme SW and NE corners. A very weak light emanates from under the door and around the curtains. It wavers unsteadily.

Guardroom: There are two guards sleeping in chairs who will wake to the sound of the opening door with a successful Listen check against DC20. The PCs can attempt a Sleight of Hand

check against DC 10 to open the door silently. Any bad guy will need two rounds to fully waken and is treated as though dazed until fully awake.

The flames glimpsed through the grates of a squat, iron coal stove, dimly light the room. To your right is a round table, about a yard in diameter. Two chairs, almost identical to the ones by the stove, are set on either side of it. Beyond the table, beneath a curtained window, is an empty gun rack with 3 AKMs. There is a door directly opposite to the door you entered.

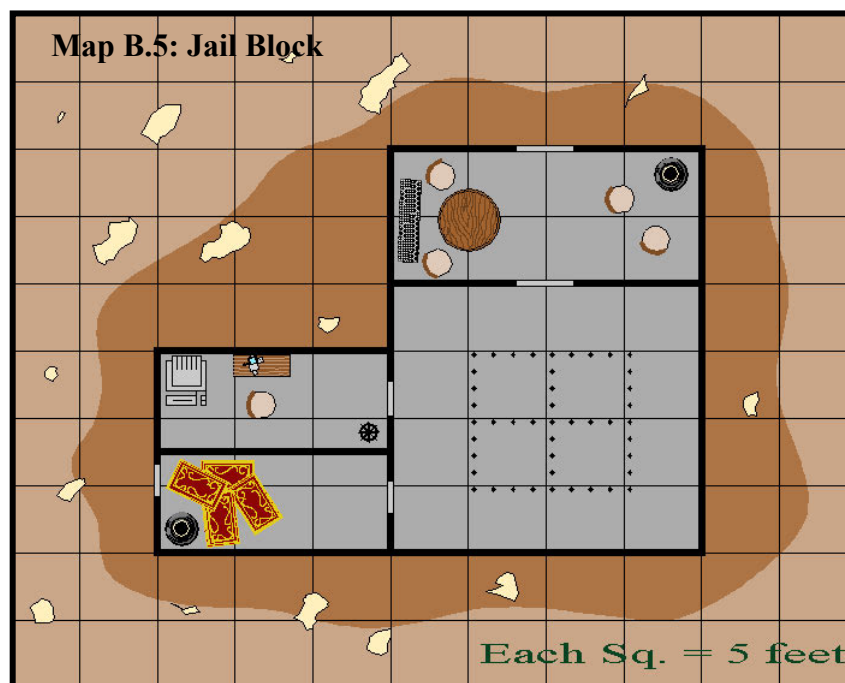
If the two guards (Tough Bad Guys) have not woken and fought or attacked, the PCs will see two men slumped in chairs facing the coal stove, their feet stretched out and their AKMs in their laps.

Guardroom Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): Medium; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15; BAB +6; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1.
Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Russian, Tajik)
Feats: Advanced Firearm Proficiency,

Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: This Guardroom Bad Guy has been assigned to this position. If there is gunfire within the Jail Block, he will rush at top speed toward the gunfire and will engage immediately. If the gunfire is outside, he will step outside and search for the attackers, but will not leave his post unless ordered.

Jail: A Listen check against DC 20 at a door to this room will reveal the faint sound of movement and chains. The 2 prisoners--the missing International Humanitarian Society workers--are sleeping. Gunfire will, of course, awaken them, but opening the door might awaken them if they make a Listen check against DC 20. The chains are locked with padlocks of DC 20 difficulty. The hostages will warn any rescuers about those rooms the rescuers



have not yet entered. Other than the jail, they know nothing about the camp.

If the PCs are not using NVDs or artificial light sources:

This room is devoid of light. The light that does filter in from the open door reveals a cage in the center of the room but does not provide enough light to see clearly if anything is inside.

If the PCs are using NVDs or artificial light sources:

A cage of metal bars running from ceiling to floor dominates the room. It covers the center 10ft square portion of the room. You note it has been divided into 4 equal parts. Two men dressed in tatters sleep curled almost together near the center of the cage divided by the bars, one in the northwest section the other in the southeast.

If the prisoners are awake, and the PCs are using NVDs (which emit no visible light) the prisoners will stare blankly into the darkness, eyes wide, mouths agape. If the prisoners are awake, and the PCs are using artificial lights, such as flashlights or weapon-mounted lights, the prisoners will cower back from the PCs, covering their faces, believing these are their jailers. The prisoners' features, hair and skin are decidedly European.

Questioning Room: If checking at the door, a successful Listen skill check against DC 20 will reveal breathing and slight movement. Jubair, the man sleeping in this room, will be awoken by loud noises--such as gunfire--if he makes a successful Listen check against DC 5. If the PCs free the hostages or

interact with them in any way, Jubair will awaken if he makes a successful Listen skill check against DC 15. If the PCs have been stealthy and have not spoken to the hostages, the DC is 20 for Jubair's Listen check. Jubair becomes instantly alert upon waking.

A chair sits in the center of the room. Metal clamps are affixed to legs, arms and the back of the chair at neck height. Two lamps flank the seat. On a table against the north wall is a crude looking mechanical or electronic device. In the northeast corner of the room is a generator. A coat rack sits in the southeast corner of the room. A small coal stove is in the northwest corner of the room. There are four other chairs scattered near the door.

Lying on a thick mattress, covered by a thin sheet, is a single figure. An AK-74 lies on the floor beside the figure.

The sleeping figure is Jubair, the leader of the camp. If this mission is used to introduce the PCs to the Albenistan series, Jubair is an important prisoner. He knows about the location of the Qalashar base, though he is not aware of its true purpose. He has a letter in his inner coat pocket from an individual named Abbas. It is written in Arabic. It is a diatribe against the West and the Albenistani government, with exhortations for Jubair to continue his important work and a promise that "the Device" will strike fear into the enemy.

A successful Craft (Mechanical or Electronic) skill check against DC 10 allows the PCs to recognize the electro-shock machine. Those PCs without Craft (Mechanical or Electronic) can attempt an Intelligence check against DC 15. Close examination or experimentation will allow a retry and offer a +10

circumstance bonus. A cursory examination will offer a +5 circumstance bonus.

Jubair (Smart Hero 4/Tough Hero 3/Charismatic Hero 3/Soldier 2) (12): Medium; hp 45; Mas 13; Init +6; Spd 30 ft.; Defense 17; BAB +6; Grap +5; Atk +5 (1d4 knife) or +7 ranged (2d8+2, AK-74); Full Atk +5 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +8, Ref +6, Will +3; AP 6; Rep +5. Skills: Bluff +4, Concentration +6, Craft (chemical) +10, Craft (mechanical) +7, Demolitions +10, Diplomacy +9, Disguise +9, Gather Information +10, Forgery +7, Knowledge (civics) +10, Knowledge (current events) +13, Knowledge (streetwise) +14, Knowledge (tactics) +10, Knowledge (theology and philosophy) +17, Research +8, Spot +8, Survival +8, Speak Language (Russian, Russian, Tajik, Uzbek), Read/Write Language (Arabic, Russian) Feats and Talents: Advanced Firearm Proficiency, Alertness, Combat Expertise, Educated (current events and theology and philosophy), Improved Initiative, Personal Firearm Proficiency, Point Blank Shot, Simple Weapons Proficiency; Coordinate, Damage Reduction 1, Damage Reduction 2, Fast Talk, Plan, Savant-Knowledge (streetwise), Weapon Focus (AK-74), Weapon Specialization (AK-74).

If Jubair hears gunfire: He will go immediately to the Barracks, where he will expect to find Bahridin. Depending on the level of gunfire, he might direct otherwise stationary NPCs (such as guards) toward the gunfire. When he does not find Bahridin at the Barracks, he will expect Bahridin has already moved to take command of the situation, and Jubair will then proceed to the gunfire in order to take charge.

Sleeping Room: If checking at the door, a successful Listen skill check against DC 20 will reveal breathing and slight movement. If approaching from the exterior, due to ambient noise, the DC is 25. The sleeping bad guys will be awoken by loud noises--such as gunfire--if they make a successful Listen check against DC 5. If the PCs free the hostages or interact with them in any way, the bad guys will awaken if they make a successful Listen skill check against DC 20. If the PCs have been stealthy and have not spoken to the hostages, the DC is 25 for the bad guys. Any bad guy will need two rounds to fully waken and is treated as though dazed until fully awake.

The flames from a coal stove illuminate this room weakly. You see a huddle of forms and blankets around the stove. Stacked against the north wall are four AKMs.

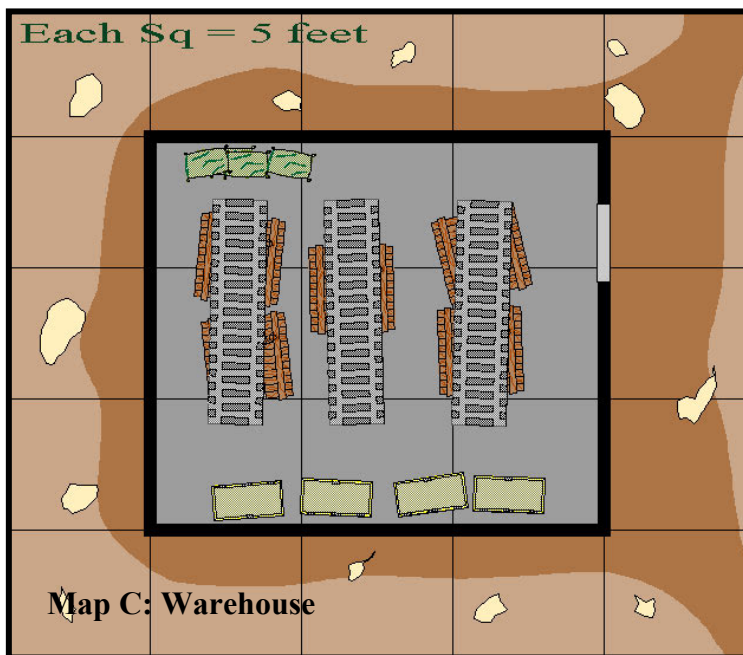
There are five bad guys (2 Fast Bad Guys and 3 Tough Bad Guys) here. Four of them must reach their AKMs stacked against the wall, but one Tough Bad Guy sleeps with his AKM.

Tough Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): Medium; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15; BAB +6; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1. Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Russian, Tajik) Feats: Advanced Firearm Proficiency,

Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: These NPC will rush at top speed toward the gunfire and will engage immediately.

Fast Bad Guy (Fast Ordinary 3/Strong Ordinary 3) (6): Medium; hp 30; Mas



13; Init +7; Spd 30 ft.; Defense 19; BAB +5; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +6, Will +3; AP 0; Rep +1.

Skills: Climb +5, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +4, Knowledge (streetwise) +5, Move Silently +7, Speak Language (Russian, Tajik)

Feats: Advanced Firearm Proficiency, Dodge, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: These NPC will rush at top speed toward the gunfire and

will engage immediately.

C) The Warehouse

You approach a large building with an all but flat roof. It appears to be about 15ft square, with a roof about 10 to 12 feet high.

If with light or using NVDs or artificial lights or upon approach within 15 feet:

The roof appears to have been sandbagged, as have the walls. You note there are no windows. The door is metal reinforced wood. Two metal bars, one at about head height and the other about waist height, impede entry. Massive padlocks secure both bars.

The padlocks rate a difficulty of DC 20.

Inside the warehouse, if the PCs are not using NVDs or artificial light sources:

The doors swing inward. From the ambient light coming through the doorway, you can make out shapes of what look like racks and boxes.

If the PCs are using NVDs or artificial light sources:

The doors swing inward. Inside this square room are four rows of metal shelving units. Boxes--some loose cardboard, others metal and still others wooden crates--fill these shelves. A row of long crates is piled against the southern wall.

If the PCs investigate the boxes:

You find both opium and ammunition. This is truly a drug baron's dream-stash. The opium--wrapped tightly in cellophane or some other clear plastic--is stored in both flimsy cardboard and solid metal boxes. The crates have all had their labels covered or painted over. When opened, they reveal hoards of various ammunition. Much of it is mixed in together and there is far more than you could possibly carry. The ammunition includes 5.45 Russian, 5.56 NATO and 7.62X39 mm. The long crates contain weapons and explosives, as well as two carefully packed and preserved Stinger missiles. A cursory examination indicates they are likely still usable, though the markings indicate these were exported in the late 1980s. Among the other long crates you find four AKMs, two AK-74SUs an M16A3 and even an L85A1. The explosives consist of about a pound of C4 and a carton of dynamite, oozing with age and instability . . . literally.

The stats for the weapons listed are included in *Appendix 2: Equipment*.

D) The Mysterious Object

This object is approximately 70 feet to the south of *the Warehouse*. If the PCs are using NVDs, distinguishing this as a camouflage net will be more difficult, but a successful Spot check against DC 20 will allow recognition as something unnatural but not a building. Through the greenish hue of the NVDs, the object will look like a mass of vegetation or perhaps a pile of burlap bags covered in a thin mosquito net. The irregular shape and odd texture will be noted at 50 feet for any PC using NVDs or if the object is artificially illuminated. At 20 feet, its nature will be clearly delineated to the

naked eye.

It is not a building or any structure; rather it looks like netting has been thrown over an object. The outline is still not clear.

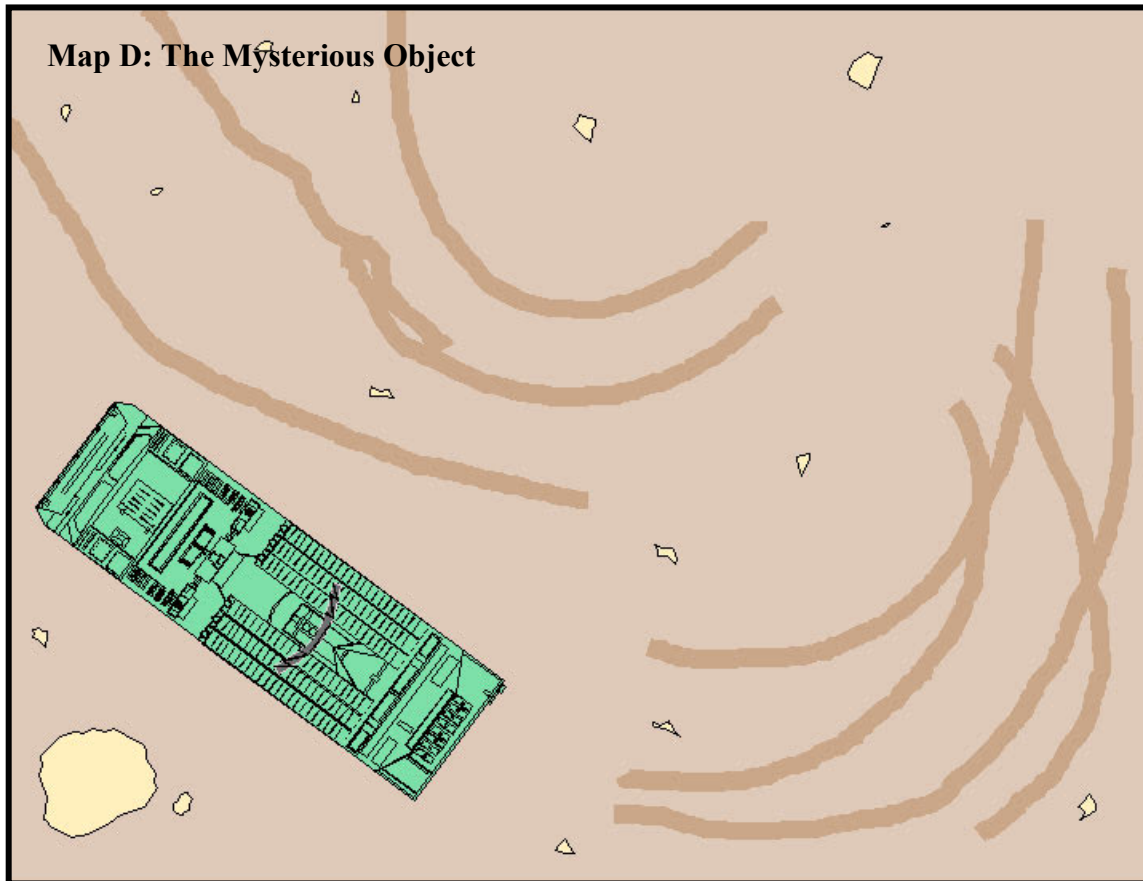
From 10 feet away:

You are certain this is camouflage netting that has been thrown over a large truck or other vehicle, however there is some implement, perhaps a cannon or other similarly shaped device.

To clearly identify the vehicle, the PCs will either need to carefully study it with artificial light or actually move under the camouflage netting.

You recognize the vehicle as a 80s era Soviet SAM platform--a BAZ-5937 transporter erector launcher and radar vehicle or TELAR for the SA-8 Gecko. The TELAR has six launch rails, which means it was developed for the SA-8b, a radar-guided surface to air missile with a range of approximately 15 clicks and a max speed of mach 2.4. If this thing is active, it threatens the 7 Squadron helicopters coming in to ferry your team out. The TELAR includes two target-acquisition and one surveillance radar assemblies. Sandbags have been piled all around the vehicle, almost up to chest height. It doesn't look like this vehicle will be traveling anywhere.

If the PCs make a successful Listen check against DC 15, they will hear movement and steady breathing from inside the vehicle. A bad guy is sleeping in the TELAR. We'll call him Rocketman, though his name is Avaz Zaripov. Rocketman isn't really a bad guy, per se. He sees his position fixing



up the TELAR as a job. He's not an extremist and he actually is quite opposed to the drug trafficking. Treated humanely, he will willingly tell what he knows, especially when he figures out what has happened to the rest of the camp. He carries no weapons, though unless threatened, he won't part with his toolbox, which has a few different sets of screwdrivers, wrenches, grips, etc. It's taken him three years to gather up such a good collection of tools. Rocketman speaks Russian, Tajik and really bad English. He graduated from university as an electronics engineer. He returned home after his father died and found the only work he could--with the extremists. He's still doing what he does to support his family.

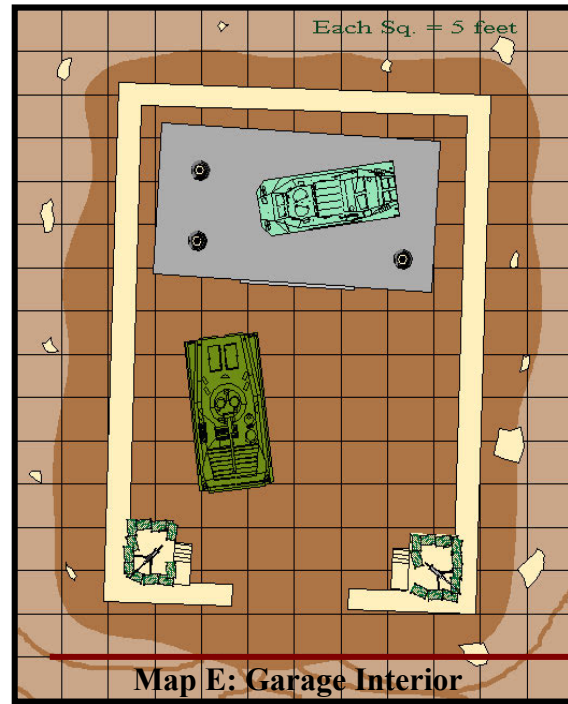
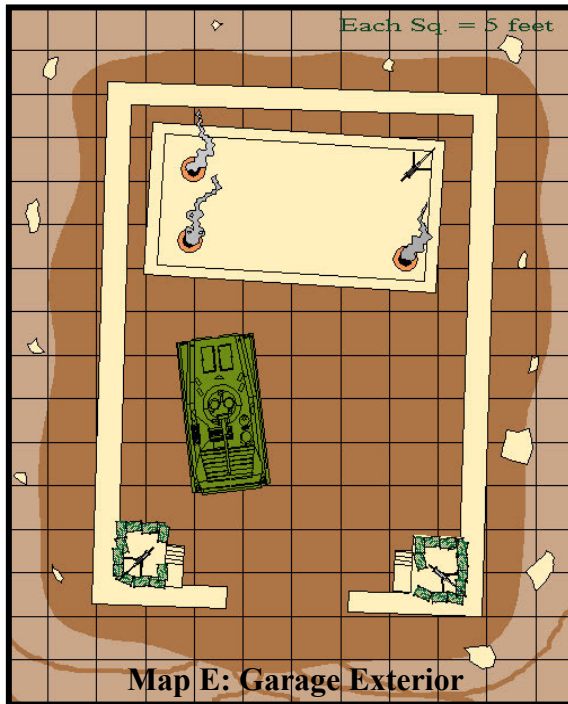
Rocketman (Smart Ordinary 3): Medium; hp 8; Mas 12; Init +2; Spd 30

ft.; Defense 13; BAB: +1; Grap +0; Atk +0 or +3 ranged; Full Atk +0 melee or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +1, Ref +2, Will +2; AP 0; Rep +1.

Skills and feats: Computer Use +10, Craft (electronic) +8, Craft (mechanical) +8, Knowledge (current events) +8, Knowledge (popular culture) +8, Knowledge (physical sciences) +10, Knowledge (streetwise) +8, Knowledge (technology) +10, Repair +10, Research +8, Search +6, Speak Language (Russian, English, Tajik), Read/Write Language (Russian, English, Tajik)

Feats: Educated (physical sciences and technology), Gearhead, Simple Weapons Proficiency.

If Rocketman hears gunfire: Rocketman doesn't even like his employers. If he hears gunfire, he'll likely try to hide inside the TELAR and hope he doesn't



get shot.

Inside the TELAR:

You note that many key communication components have been removed. The components that remain are not in good condition. It is unlikely that the radio systems on the vehicle will work. The radar also looks inoperative. While most of the components are in the vehicle, not all of them are attached, and most of them don't appear to be in working order.

If the PCs have treated Rocketman humanely, he'll volunteer that he was trying to repair the radar. Right now, the vehicle works and the missiles work, but without the radar, the SAMs present no immediate threat.

E) The Garage

A crumbling, 4ft high wall surrounds an area of approximately 30ft by 60ft. At

the northwest apex is a building some 25ft by 15ft and at least 15ft high.

If using NVDs, the PCs will note thin wisps of smoke rising from one of the three tin chimneys on the structure's roof. With a successful Spot check against DC 10, the PCs will see something on the building's roof at the northern corner. If the Spot check succeeded against DC 15, the PCs will immediately identify what looks like a figure hunched over a large weapon, possibly a rifle, machine gun or even an RPG. If the Spot check succeeds against DC 20, the PCs will be able to identify a man lying down on the northern corner of the roof, his arm over the machine gun he is pointing northward. The weapon itself rests on its bipod. While an initial check may not impart all the levels of information to the PCs, consistent successes with Spot checks against DC 15 (DC 10 with electro-optical binoculars or NVDs) will reveal the information one success at a time. A successful Knowledge: Tactics check

against DC 10 will allow the PCs to identify the weapon as a PKM. Once the PCs identify the figure as a machine gunner, close surveillance will note that the machine gunner does not move, perhaps sleeping or at least resting. The machine gunner is a Fast Bad Guy. If he is woken, he will need two rounds to fully awake and is treated as though dazed until fully awake.

Machine Gunner (Fast Ordinary 3/Strong Ordinary 3) (6): Medium; hp 30; Mas 13; Init +7; Spd 30 ft.; Defense 19; BAB +5; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM OR 2d10, PKM); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +6, Will +3; AP 0; Rep +1. Skills: Climb +5, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +4, Knowledge (streetwise) +5, Move Silently +7, Speak Language (Arabic, Turkmen) Feats: Advanced Firearm Proficiency, Dodge, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency. If NPC hears gunfire: The machine-gunner is assigned to a position and will not leave that position unless ordered to. The machine-gunner will alertly watch the area from which the sound of gunfire comes.

When the PCs have a clear view of the open area beyond the building, using NVDs or electro-optical binoculars:

You see a large vehicle, likely a truck or light armored vehicle, in an open area southeast of the structure.

A successful Spot check against DC 15 will allow the PCs to further make out that the vehicle has an outline like an

infantry fighting vehicle, and it appears to have some kind of projection on its roof--likely a rocket or missile launch assembly. For this particular identification, the PCs may take 10 or even 20 if this allows the game to run smoother.

Once the PCs have a good grasp of the vehicle's shape or appearance, a successful Knowledge: Tactics check against DC 10 will allow them to identify it as a BMP-2. It has an anti-tank guided missile (ATGM) launcher for the AT-5 Spandrel situated above the cannon turret. A search of it will indicate that it is in good working condition. It is fully loaded and armed.

When the PCs are able to clearly see the southeast and eastern corners of the wall, near the opening, using NVDs or electro-optical binoculars:

You note what might be weapons or observation posts at the eastern and southeastern corners of the wall.

A successful Spot check against DC 15 will allow the PCs to further make out that the posts are machine gun emplacements, protected by sandbags. For this particular identification, the PCs may take 10 or even 20 if this allows the game to run smoother. A successful Knowledge: Tactics check against DC 10 will allow the PCs to identify the weapons as tripod mounted PKMs. The weapons are not manned.

Once the PCs reach the wall or have an unobstructed view of the structure through NVDs or electro-optical binoculars:

The large structure appears to be a garage of some sort. It is made almost entirely of corrugated tin with a few wood patches near the ground. The large

sliding doors, running from ground to roof and easily two meters wide each, are slightly ajar, and the light spreading out from this opening illuminates the area enclosed by the stone wall.

Once the PCs are within 25 feet of the front of the structure they can hear snippets of quiet conversation coming from the opening. In order to interpret the conversation, the listener must speak Tajik (which the speakers are using) and make a successful Listen check against DC 10. There are two speakers. They are discussing a vehicle they apparently are working on. They indicate that if the parts don't soon arrive, Bahridin Sulaimonov won't have his prize. These two believe the Soviets know about the camp and so they expect to move in the next couple of days. They are not expecting an attack on the ground, rather, they mention bombing or--more

likely in their opinions--attack helicopters. They curse someone named Avaz for being slow, lazy and probably stupid. They hope someone named Jubair finds a better technician.

The structure is easily 25ft by 15ft. The interior is dominated, by a large armored vehicle.

A successful Knowledge: Tactics check against DC 10 will reveal to the PCs that the vehicle is a Soviet-era BRDM-2 Armored Reconnaissance Vehicle. It blocks their view of the rest of the structure. When the PCs have leisure to investigate the vehicle, it appears to be of the 9P148 variant, as it has a 5-rail missile launcher, loaded with AT-5 Spandrels. It appears in good running order and the rails have missiles loaded.

A successful Listen check against



DC 5 reveals quiet voices coming from beyond the vehicle, in the northern corner of the building. This is a continuation of the discussion noted above.

Once the PCs pass around the BRDM-2:

Against the northern wall are stacked crates and oil drums. Small, dark-metal heaters--likely coal burning--are in the western and eastern corner of the building. Two men stand by the northern heater, their backs to the vehicle, discussing something quietly as they smoke cigarettes.

The two men are Tough Bad Guys. The crates include RPGs, AT-5s and optical components. A successful Repair or Craft (Mechanical) check against DC 15 will indicate that these are Night Vision optics that could be used to replace the IR equipment common to the BDRM-2.

Tough Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): Medium; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15; BAB +6; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1.

Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Arabic, Turkmen)

Feats: Advanced Firearm Proficiency, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: The NPC is assigned to one of the machine gun posts

in the southern corners of the open area and upon hearing gunfire will move to take up that position. He will remain alert but will not leave his post unless ordered to.

CHAPTER 3 - COMPLETING THE MISSION

If the PCs forget to inform Lt. Sykes once all the buildings have been cleared, remind them by having Sykes request a sitrep. Once the PCs report that the buildings have been cleared, Lt. Sykes will be ready to begin the demolitions.

Lt. Sykes voice comes over the tactical radio. "We're starting to plant explosives. Confirm that all buildings have been cleared."

Once the PCs have confirmed that they have completed clearing the buildings.

Lt. Sykes verifies receiving your message. "Also be advised that we don't have enough explosives for this whole camp. We'll do what we can. The birds are in the air and we'll be moving to the rendezvous. Do you need support or are you on the move?"

The PCs should be able to surmise that the explosives from the AT-5s from the Garage and the SAM missiles found at the TELAR could be used to supplement the SBS's explosives. The RPG-7 grenades could even be used. In any case, whatever help the PCs might need, such as guarding the prisoners or helping set demolitions, Lt. Sykes and the SBS operators will help them with it. Once all demolitions have been set, the entire group should move to the rendezvous.

Some Last Minute Excitement: This event occurs as the PCs are loading up on the 7 Squadron Chinooks. If there are prisoners, the prisoners should have been loaded on first. It is assumed the PCs will be the last to leave, but if they act otherwise, the last patrol of four SBS operators and Lt. Sykes, will come under attack.

The last Chinook is being loaded when the sound of gunfire reaches you. You hear bullets slamming into the fuselage of the Chinook. Turning, you see a group of ten men, dressed much as the men in the camp had dressed, and firing on you with AKMs. Two of them are aiming RPGs.

This is the last gasp of the camp defenders, a patrol that the PCs had not encountered. They face five Fast Bad Guys and five Tough Bad Guys. Two of the Fast Bad Guys have RPGs, but they only have one rocket so only two RPG attacks are allowed, total.

Tough Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): Medium; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15; BAB +6; Grap +8; Atk +8 melee (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1.
Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Arabic, Turkmen)
Feats: Advanced Firearm Proficiency, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: These NPC will rush at top speed toward the gunfire and will engage immediately.

Fast Bad Guy (Fast Ordinary 3/Strong Ordinary 3) (6): Medium; hp 30; Mas 13; Init +7; Spd 30 ft.; Defense 19; BAB +5; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM OR special RPG); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; SV Fort +4, Ref +6, Will +3; AP 0; Rep +1.

Skills: Climb +5, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +4, Knowledge (streetwise) +5, Move Silently +7, Speak Language (Arabic, Turkmen)

Feats: Advanced Firearm Proficiency, Dodge, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

If NPC hears gunfire: These NPC will rush at top speed toward the gunfire and will engage immediately.

Denouement:

Captain Hensley is waiting at the airfield for your arrival. As you disembark, he salutes you. "Excellent job. We have a debrief to go through and an after action report to complete, but from what I have heard and seen, you've been more successful than we could have hoped. I hope you'll be willing when the Increment calls on you the next time."

THE END (FOR NOW)

APPENDIX I: NON-PLAYER CHARACTERS

The Bad Guys

Bad Guy Chart

<i>Encounter</i>	<i>Number</i>	<i>Type</i>	<i>Gunfire?</i>
South East Perimeter	4	Tough	Move to gunfire and engage
North Perimeter	4	Tough	Move to gunfire and engage
C2, West Room	2	NPCs	Bahridin will find Jubair then engage, Abu will stay put and protect himself.
C2, Machine Guns	2	Fast	Stay put and prepare unless ordered to engage
ZPU 4	2	Fast	Stay put and prepare unless ordered to engage
Dining Hall	10	Tough	Move to gunfire and engage
Barracks	8	4 Fast, 4 Tough	Move to gunfire and engage
TV Room	3	Tough	Move to gunfire and engage
Guardroom	2	Tough	Stay put and prepare unless ordered to engage
Questioning Room	1	NPC	Jubair will go to Barracks and then move to gunfire and engage
Sleeping Room	5	2 Fast, 3 Tough	Move to gunfire and engage
TELAR	1	NPC	Rocketman will hide
Garage Roof	1	Fast	Stay put and prepare unless ordered to engage
Garage Interior	2	Tough	Move to PKMs, stay put and prepare unless ordered to engage
Last Minute Excitement	10	5 Fast, 5 Tough	Do not act until end of adventure
TOTAL	57		

Abu Hekmatyar (drug smuggler): (Tough Hero 5/Strong Hero 5) (10): CR 10; Medium-sized Human; HD 5d10+15 and 5d8+15; hp 100; Mas 18; Init +5; Spd 30 ft.; Defense 21 (+1 Dex +6 Class +4 equipment); BAB: +8; Grap +10; Atk +10 melee (knife 1d4+3), or +9 ranged (2d6 Colt M1911A1); Full Atk +10 melee or +9 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Albenistan extremist narco-terrorists; SV Fort +9, Ref +3, Will +2; AP 5; Rep +2; Str 14, Dex 13, Con 15, Int 12, Wis 10, Cha 8.

Skills: Climb +4, Intimidate +9, Knowledge (current events) +7, Knowledge (streetwise) +7, Repair +7, Spot +8, Sleight of Hand +7, Survival +8, Speak Language (Tajik).

Feats and Talents: Advanced Firearm Proficiency, Armor Proficiency (medium), Blind-Fight, Combat Martial Arts, Double Tap, Improved Damage Threshold, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Street fighting; Damage Reduction 1, Damage Reduction 2, Extreme Effort, Improved Melee Smash, Melee Smash, Remain Conscious.

Occ: Criminal (class skills Knowledge {streetwise}, Sleight of Hand).

Possessions: Colt M1911A1, 5 magazines, knife, concealable vest.

Tactics: Abu has a good idea of what will happen to him if he is captured. He is not an idealist--he is doing this for money rather than a cause--but he is tough and proud. He won't want anyone to see him backing down from a fight, but between pride and his life, he'll choose his life. Since he doesn't have a vehicle at the camp, he can expect to lose any chase, so it is in his best interests to see the attackers dead, though that can just as easily be accomplished by the regular troops as by him.

Bahridin Sulaimonov (second-in-command): (Smart Hero 5/Strong Hero 3/Soldier 3) (11): CR 11; Medium-sized Human; HD 5d6+5 and 3d8+3 and 3d10+3; hp 54; Mas 12; Init +2; Spd 25 ft.; Defense 22

(+2 Dex +6 Class +4 equipment); BAB: +6; Grap +7; Atk +7 melee (knife 1d4+3), or +9 ranged (2d6+2 Makarov PMM); Full Atk +7 melee or +9 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Albenistan extremist narco-terrorists; SV Fort +6, Ref +5, Will +4; AP 6; Rep +2; Str 13, Dex 15, Con 12, Int 14, Wis 10, Cha 8. Skills: Craft (pharmaceutical) +10, Craft (structural) +12, Demolitions +8, Disable Device +12, Forgery +10, Handle Animal +4, Intimidate +9, Knowledge (current events) +10, Knowledge (streetwise) +14, Knowledge (tactics) +7, Knowledge (theology and philosophy) +5, Navigate +12, Repair +8, Search +7, Spot +7, Survival +12, Speak Language (Russian, Pashtu, Tajik), Read/Write Language (Russian, Tajik) Feats and Talents: Advanced Firearm Proficiency, Armor Proficiency (medium), Brawl, Combat Expertise, Double Tap, Personal Firearm Proficiency, Point Blank Shot, Quick Reload, Simple Weapons Proficiency; Improved Melee Smash, Melee Smash, Plan, Savant-Knowledge (streetwise), Trick, Weapon Focus (Makarov PMM), Weapon Specialization (Makarov PMM).

Occ: Rural (class skills Handle Animal, Survival).

Possessions: Makarov PMM, 5 magazines, knife, concealable vest.

Tactics: Bahridin is brave and resourceful. In a fight, if he can get his hands on an AKM, that will be his first choice. While he likes the Makarov, in a knock-down, drag-out fight, he knows he needs the power and ammunition of an assault rifle. However, he'll fight with anything. He isn't suicidal, but he figures if he ends up in an Albenistani jail, it could be far worse than a bullet to the head.

Fast Bad Guy (Fast Ordinary 3/Strong Ordinary 3) (6): CR 5; Medium-sized Human; HD 3d8+3 and 3d8+3; hp 30; Mas 13; Init +7; Spd 30 ft.; Defense 19 (+2 Dex +7 Class); BAB +5; Grap +7; Atk +7 (1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +7 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Jubair's Gang; SV Fort +4, Ref +6, Will +3; AP 0; Rep +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8. Skills: Climb +5, Craft (mechanical) +2, Disable Device +3, Drive +7, Escape Artist +5, Hide +7, Jump +4, Knowledge (streetwise) +5, Move Silently +7, Speak Language (Russian, Tajik) Feats: Advanced Firearm Proficiency, Dodge, Improved Initiative, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency.

Occ: Criminal (class skills: Disable Device, Forgery).

Possessions: AKM assault rifle, 6 magazines, knife.

Tactics: The Fast Bad Guys will always try to use their speed to their advantage. They'll move from cover to cover, keeping constant fire on their target. If outnumbered, one of them will make a dash to try to get reinforcements.

Jubair (Smart Hero 4/Tough Hero 3/Charismatic Hero 3/Soldier 2) (12): CR 12; Medium-sized Human; HD 4d6+4 and 3d10+3 and 3d6+13 and 2d10+2; hp 45; Mas 13; Init +6; Spd 30 ft.; Defense 17 (+2 Dex +5 Class); BAB +6; Grap +5; Atk +5 (1d4 knife) or +7 ranged (2d8+2, AK-74); Full Atk +5 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Albenistan extremist narco-terrorists; SV Fort +8, Ref +6, Will +3; AP 6; Rep +5; Str 11, Dex 15, Con 13, Int 14, Wis 9, Cha 12.

Skills: Bluff +4, Concentration +6, Craft (chemical) +10, Craft (mechanical) +7, Demolitions +10, Diplomacy +9, Disguise +9, Gather Information +10, Forgery +7, Knowledge (civics) +10, Knowledge (current events) +13, Knowledge (streetwise) +14, Knowledge (tactics) +10, Knowledge (theology and philosophy) +17, Research +8, Spot +8, Survival +8, Speak Language (Arabic, Russian, Tajik, Uzbek), Read/Write Language (Arabic, Russian)

Feats and Talents: Advanced Firearm Proficiency, Alertness, Combat Expertise, Educated (current events and theology and philosophy), Improved Initiative, Personal Firearm Proficiency, Point Blank Shot, Simple Weapons Proficiency; Coordinate, Damage Reduction 1, Damage Reduction 2, Fast Talk, Plan, Savant-Knowledge (streetwise), Weapon Focus (AK-74), Weapon Specialization (AK-74).

Occ: Academic (+1 competence bonus on checks using Gather Information, Knowledge {theology and philosophy} and Research).

Possessions: AK-74 assault rifle, 5 magazines, knife.

Tactics: Jubair is not suicidal, but since he expects to be hung or at least tortured and imprisoned for his crimes, he certainly isn't willing to surrender when he sees even the slightest chance of escape. Against one or two foes, he'll let his AK do his talking. Against more than that, he'll try to talk his way out of it, but if that fails, he'll go down firing. Any chance to escape and gather his followers, he'll exploit.

Tough Bad Guy (Tough Ordinary 3/Strong Ordinary 3) (6): CR 5; Medium-sized Human; HD 3d10+6 and 3d8+6; hp 45; Mas 18; Init +1; Spd 30 ft.; Defense 15 (+1 Dex, +4 Class); BAB +6; Grap +8; Atk +8 melee

(1d4+2 knife) or +7 ranged (2d8, AKM); Full Atk +8 melee or +7 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Jubair's Gang; SV Fort +6, Ref +3, Will +3; AP 0; Rep +1; Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8. Skills: Climb +5, Disable Device +1, Intimidate +1, Knowledge (streetwise) +4, Move Silently +5, Repair +5, Spot +4, Survival +4, Speak Language (Russian, Tajik) Feats: Advanced Firearm Proficiency, Brawl, Improved Damage Threshold, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency. Occ: Criminal (class skills: Disable Device, Move Silently). Possessions: AKM assault rifle, 6 magazines, knife. Tactics: These guys are tough, but not stupid. When outnumbered, they'll find cover and try to pin down opposition. When outnumbering their opponents, they'll sometimes take chances to advance to put pressure on opponents, but suicidal charges are only last-ditch efforts.

The Not-So Bad Guys

Avaz Zaripov (Rocketman): (Smart Ordinary 3): CR 3; Medium-sized Human; HD 3d6+1; hp 12; Mas 12; Init +2; Spd 30 ft.; Defense 13 (+2 Dex +1 Class); BAB: +1; Grap +0; Atk +0 or +3 ranged; Full Atk +0 melee or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL Family; SV Fort +2, Ref +3, Will +2; AP 0; Rep +1; Str 8, Dex 14, Con 12, Int 15, Wis 10, Cha 13. Skills and feats: Computer Use +10, Craft (electronic) +9, Craft (mechanical) +9, Knowledge (current events) +8, Knowledge (popular culture) +8, Knowledge (physical sciences) +10, Knowledge (streetwise) +8, Knowledge (technology) +10, Repair +10, Research +8, Search +6, Speak Language (Russian, English, Tajik), Read/Write Language (Russian, English, Tajik) Feats: Builder (electronic and mechanical), Educated (physical sciences and technology), Gearhead, Simple Weapons Proficiency. Occ: Student (+1 competence bonus on checks using Computer Use, Craft {electronic} and Knowledge {technology}) Tactics: Avaz really doesn't have any tactics. He doesn't want to get hurt and he'll do whatever he has to do to insure that. He is actually better inclined toward Western forces rather than the thugs that run the Albenistani government or the narco-terrorists he works for. Treated humanely, he'll cooperate out of inclination.

The Good Guys

Lt. Cameron Sykes (Fast Hero 4/ Soldier 7/Counter-Terrorism Assaulter 3) (14): CR 14; M; HD 4d8+8 and 7d10+14 and 3d8+6; hp: 112; Mas 15; Init +5; Spd 25 ft.; Defense 26 (+3 Dex, +11 Class, +2 equipment); BAB +11/+6/+1; Atk +13 melee (1d4+2 knife) or +15 ranged (2d8+2, Diemaco C8 Carbine); Full Atk: +13/+8/+3 melee or +14/+9/+4 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL SAS; SV Fort +7, Ref +8, Will +3; AP 9; Rep +3; Str 15, Dex 17, Con 15, Int 13, Wis 11, Cha 10. Skills: Demolitions +6, Disable Device +9, Drive +7, Escape Artist +9, Hide +10, Gather Information +4, Intimidate +6, Jump +4, Knowledge (current events) +4, Knowledge (streetwise) +4, Knowledge (tactics) +8, Listen +8, Move Silently +11, Navigate +3, Spot +8, Read/Write (English, Russian), Speak (Arabic, English, German, Russian, Tajik), Tumble +5 Feats and Talents: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Combat Expertise, Dodge, Double Tap, Far Shot, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Quick Reload, Simple Weapons Proficiency, Stealthy; Breaching, CQD, Evasion, Improved Critical (Diemaco C8 Carbine), Improved Reaction, Tactical Aid, Uncanny Dodge 1, Weapon Focus (Diemaco C8 Carbine), Weapon Specialization (Diemaco C8 Carbine) Occ: Military (Knowledge (tactics) and Survival permanent class skills; Personal Firearms Proficiency). Possessions: Diemaco C8 Carbine (illuminator; laser sight; scope, electro-optical; suppressor, removable); 8 C8 magazines; SIG Sauer P226; 4 P226 magazines; concealable vest; backpack; binoculars, electro-optical; chem-lights (5); compass; flashlight; GPS receiver; map, area; multi-purpose tool; night vision goggles; radio, squad; rope (synthetic, 75 ft); satcom (portable satellite phone); soldier intercom. Tactics: Lt. Sykes prefers to engage targets from less than 2 range increments away. He will attack leaders and the strongest targets available. Should any of his allies go down, he'll put himself at risk to get them out of the line of fire. He will be the last out of a fight, though if the PCs tell him to withdraw, he will.

The Italian Prisoners

Amintore Piscitelli (Dedicated Ordinary 3): CR 2; Medium-sized Human; HD 3d6+3; hp 12; Mas 12; Init +1; Spd 30 ft.; Defense 13 (+1 Dex, +2 Class); BAB +2; Grap +1; Atk +1 melee (1d3-1 unarmed strike) or +3 ranged; Full Atk +0 melee or +3 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL International Humanitarian Society; SV Fort +3, Ref +2, Will +4; AP 0; Rep +1; Str 8, Dex 13, Con 12, Int 14, Wis 15, Cha 10.

Skills Craft (pharmaceutical)+10, Knowledge (behavioral sciences) +5, Knowledge (current events) +5, Knowledge (earth and life sciences) +8, Profession (humanitarian aid worker) +6, Sense Motive +6, Survival +5, Treat Injury +10, Read/Write Language (Russian, English, Italian, Tajik), Speak Language (Russian, English, German, Italian, Russian, Tajik)

Feats: Medical Expert, Surgery.

Occ: Emergency Services (+1 competence bonus on checks using Knowledge (earth and life sciences) and Treat Injury).

Possessions: tattered clothing.

Massimo Ventre (Smart Ordinary 3): CR 2; Medium-sized Human; HD 3d6+3; hp 12; Mas 13; Init +1; Spd 30 ft.; Defense 12 (+1 Dex, +1 Class); BAB +1; Grap +0; Atk +0 melee (1d3-1 unarmed strike) or +2 ranged; Full Atk +0 melee or +2 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL International Humanitarian Society; SV Fort +2, Ref +4, Will +4; AP 0; Rep +1; Str 8, Dex 12, Con 13, Int 15, Wis 14, Cha 10.

Skills: Computer Use +7, Craft (chemical) +8, Craft (pharmaceutical) +8, Knowledge (behavioral sciences) +6, Knowledge (current events) +8, Knowledge (earth and life sciences) +10, Knowledge (physical sciences) +8, Knowledge (streetwise) +5, Knowledge (technology) +5, Knowledge (theology and philosophy) +5, Navigate +7, Profession (humanitarian aid worker) +6, Repair +7, Research +8, Search +4, Read/Write Language (Russian, English, German, Italian, Russian, Tajik), Speak Language (Russian, English, German, Italian, Russian, Tajik)

Feats: Educated (earth and life sciences and physical sciences), Lightning Reflexes.

Occ: Academic (+1 competence bonus on checks using Knowledge (earth and life sciences), Knowledge (physical sciences) and Research).

Possessions: tattered clothing.

Tactics: Mr. Ventre and Mr. Piscitelli are not combatants and will not take part in combat. Even were they not suffering the effects of their imprisonment and less than kind treatment, both are philosophically disinclined to violence. Mr. Ventre is a project director for the medical arm of the International Humanitarian Society, while Mr. Piscitelli is a medical technician--not a doctor.

APPENDIX 2: EQUIPMENT

Personal Equipment

Name	Size	Weight (lbs.)	Purchase DC	Restrictions
High Altitude Jump Suit	M	17	18	--

High Altitude Jump Suit: This suit is used for HALO and HAHO jumps and includes a coverall-style suit with liner, gloves, over-boots, balaclava, helmet, goggles, oxygen mask and an oxygen bottle and carrier. This suit is necessary for high-altitude jumps due to the low temperatures, low pressure and minimal oxygen at such heights.

Firearms Weapons

Weapon	Damage	Critical	Type	Range	ROF	Mag.	Size	Weight	Purchase	Rest
<i>Handguns (require the Personal Firearms Proficiency feat)</i>										
AK-74	2d8	20	Ballistic	70 ft	S, A	30 box	Large	8 lbs.	18	Res
AK-74SU	2d8	20	Ballistic	60 ft	S, A	30 box	Large	7 lbs.	18	Res
C8	2d8	20	Ballistic	65 ft	S,A	30 box	Large	7 lbs.	16	Res
L85A1	2d8	20	Ballistic	85 ft	S,A	30 box	Large	8 lbs.	16	Res
PMM	2d6	20	Ballistic	30 ft	S	12 box	Small	2 lbs.	15	Lic
P226	2d6	20	Ballistic	30 ft	S	15 box	Small	2 lbs.	17	Lic
PKM	2d10	20	Ballistic	90 ft	A	Linked	Huge	22 lb.	20	Mil
P-38	2d6	20	Ballistic	20 ft	S	8 box	Small	2 lbs.	16	Lic
<i>Heavy Machine Gun (requires the Exotic Firearms Proficiency, heavy machine gun feat)</i>										
ZPU-4	3d12	20	Ballistic	125 ft	A	Linked	Huge	--	28	Mil

Diemaco C8 carbine: The C8 is the carbine version of the C7 assault rifle, a license-built variant of the M16. It fires 5.56 NATO ammunition. The C8 is very similar in design to the M4--the carbine version of the M16--but tests have indicated that it has a greater range and accuracy.

Kalashnikov AK-74 assault rifle: A Russian assault rifle using 5.45x39 mm ammunition. Introduced in the 1970s, this weapon is very similar to its predecessors, the AK-47 and the AKM.

Kalashnikov AKSU-74 short assault rifle: This is a compact variant of the AK-74.

Kalashnikov PKM: The PKM is an improved version of the PK general purpose machine gun, originally issued in the 1960s. It uses 7.62x54R ammunition.

L85A1: The L85A1 is a variant of the Enfield SA80. It has since been replaced in the British Army by the L85A2. It uses 5.56mm NATO ammunition. Complaints against the L85A1 are based on reliability, which is not covered in the Modern weapons' rules.

Makarov PMM: A Soviet military pistol, recently having been replaced in the military of the Russian Federation. It is an autoloader using the "improved" version of the Russian 9X18mm PM (Pistolet Makarova) ammunition.

SIG Sauer P226: The P226 is based on the popular P220 and is commonly used by special operations forces around the world. It is an autoloader chambered for 9mm Parabellum ammunition.

Walther P-38: A German military pistol used during World War II. It is an autoloader using 9X19mm ammunition, also known as 9mm Parabellum.

ZPU-4: This is an anti-aircraft weapon developed by the Soviet Union from four 14.5mm machine guns and also built by the People's Republic of China.

Explosives and Splash Weapons

Weapon	Damage	Critical	Type	Burst	REF DC	Size	Weight	Purchase	Rest
Mine	5d6	--	Con.	10 ft	18	M	12 lbs.	14	Mil

Mine: A mine is a generic term for a buried or hidden explosive intended to disable or destroy at target.

Wheeled Vehicles

Name	Crew	Pass	Cargo	Init	Man	Speed	Def	Hard	HP	Size	Purchase	Rest
BMP-2	3	7	250	-2	-2	70 (7)	8	10	52	H	40	Mil
BRDM-2	4	--	500	-3	-4	70 (7)	8	10	50	H	42	Mil



BMP-2: BMP is an acronym for Boyevaya Mashina Pyekhota, which can be translated as Infantry Fighting Vehicle. This military vehicle was used by the Soviet military in the 1980s. Its main armament is a 30mm automatic cannon, and it has an anti-tank guided missile (ATGM) launcher atop its turret, which is usually used for AT-5 Spandrel ATGM. Games stats are from the *d20 Modern* Roleplaying Game.

BRDM-2: The BRDM-2 is an armored reconnaissance vehicle widely used in Soviet and Warsaw Pact countries in the 1980s. The 9P148 variant used in this adventure does not have 14.5mm machine gun turret most models have.



Vehicle Weapons

Weapon	Damage	Critical	Type	Range	ROF	Mag.	Size	Weight	Purchase	Rest
AT-5	8d12	20	Ballistic	175	S	varies	Huge	--	--	--

AT-5 Spandrel: A wire-guided, anti-tank missile originally deployed in the late 1970s, the AT-5 Spandrel Anti-Tank Guided Missile (ATGM) was intended for use only as a vehicle weapon. The Spandrel explodes like a grenade on impact, dealing 8d12 damage to all creatures within a 15-foot radius (Reflex save DC 20 for half damage). The warhead is designed to penetrate armor of military vehicles, so it ignores up to 15 points of hardness if it strikes a vehicle, building, or object. This only applies to the target struck, not to other objects or individuals within the burst radius. The Spandrel's minimum range is 250 feet, so if fired against a target closer than 250 feet away, it will not explode. The impact will still cause 2d10 damage.

The Spandrel's semi-automatic command to line of sight (SACLOS) guidance system provides the user with a +2 circumstance bonus to attack rolls. Using the sight is a standard action.

APPENDIX 3: NEW PRESTIGE CLASS

Counter-Terrorism Assaulter

The CT Assaulter is a member of a unit tasked to counter-terrorism (CT)--such as the SAS' Special Project Team or GSG-9 from Germany--or hostage-rescue (HR)--such as the FBI's Hostage Rescue Team (HRT) or Grupo Operacional Contra Extorsion y Secuestros (Anti-Extortion and Kidnapping Operational Group or GOES) from Columbia. CT Assaulters may also be found in other areas of the military--such as Naval Boarding Parties or Fleet Anti-terrorism Security Teams--and in many police forces at all levels of government, including municipal SWAT teams. CT Assaulters make up the main force used during an entry, room clearing or building assault, be that to rescue hostages, make an arrest or neutralize a threat. Entries are extremely dangerous and require extensive training and preparation.

Each entry is unique, though certain techniques have been developed and disseminated through CT and HR units. Cutting power to the target location is common. The mode of entry may be through a door (the hinges being blown off using a special round in a shotgun), a window (shaped charges applied to the window will remove it quite quickly) or through a hastily created portal (explosives of some sort are a common tool to expedite entry). Flash-bang grenades are standard weapons to stun opponents and

innocents alike. Once inside the location, the CT Assaulters must quickly eliminate all threats without harming any innocents or hostages.

Whether part of the military--such as 1st Special Forces Operational Detachment - Delta (also known as Delta Force or Combat Applications Group) from the USA or GROM from Poland--or from a civilian force--such as Groupement d'Intervention de la Gendarmerie Nationale (National Police Intervention Group or GIGN) from France--CT Assaulters are usually members of elite units or groups. Being the most common visual image of an elite CT or HR force, the public perception of CT Assaulters is often romantic or at least tainted by Hollywood action tropes. Far from being romantic, though certainly exciting, the role of these high-speed door-kickers is exceedingly dangerous and difficult. Entering into a hostile, enclosed area through a small portal that usually only allows a single entrant at a time and then removing the threats in that area without harming innocents is the bread and butter of the CT Assaulter. A single mistake could lead to multiple deaths, among the CT Assaulter's team but also of any hostages or by-standers. The CT Assaulter must be beyond professional to be effective.

Requirements:

To qualify to become a CT Assaulter, a character must fulfill the following criteria.

Base Attack Bonus: +8
Skill: Disable Device, 8 ranks
Skill: Knowledge (tactics), 6 ranks
Skill: Move Silently, 8 ranks
Skill: Spot, 8 ranks
Feat: Personal Firearms Proficiency
Feat: Advanced Firearms Proficiency
Feat: Precise Shot

Class Information

The following information pertains to the CT Assaulter prestige class.

Hit Die

The CT Assaulter gains 1d8 hit points per level. The Constitution modifier applies.

Action Points

The CT Assaulter gains a number of action points equal to 6 + one-half his character level, rounded down, every time the character attains a new level in this class.

Class Skills

The CT Assaulter's class skills are as follows: Balance; Bluff; Computer Use; Climb; Demolitions; Disable Device; Disguise; Drive; Escape Artist; Gather Information; Hide; Intimidate; Jump; Knowledge (tactics); Listen; Move Silently; Repair; Search; Sense Motive; Spot; Survival; Swim; Treat Injury; Tumble

Skill Points at each level: 5 + INT modifier

Table: The Counter-Terrorism Assaulter

Level	BAB	Fort	Ref	Will	Special	Defense	Rep
1st	+1	+1	+1	+0	Talent, Bonus Feat	+1	+0
2nd	+2	+1	+2	+0	Talent	+1	+0
3rd	+3	+2	+2	+0	Bonus Feat	+2	+1
4th	+4	+2	+3	+1	Talent	+2	+1
5th	+5	+3	+4	+1	Bonus Feat	+3	+1
6th	+6	+3	+4	+1	Talent	+3	+2
7th	+7	+4	+5	+2	Bonus Feat	+4	+2
8th	+8	+4	+6	+2	Talent	+4	+2
9th	+9	+5	+6	+2	Bonus Feat	+5	+3
10th	+10	+5	+7	+3	Talent	+5	+3



Talents: At 1st, 2nd, 4th, 6th, 8th and 10th level, the CT Assaulter selects a talent from the following talent trees. As long as the character qualifies, he or she can select freely from any and all talent trees. No talent can be selected more than once unless expressly indicated.

Assault Talent Tree

Most special operations forces are trained in room clearing and assaulting enclosed areas--such as buildings, aircraft, train cars, etc--to rescue hostages, make an arrest or neutralize a threat.

CQD: CQD stands for Close Quarters Drill. When fighting in close quarters (room, shed, aircraft cabin, etc), the character incurs no attacks of opportunity when making any kind of attack.

Breaching: Breaching is the term applied to entering an area during an assault. This may mean going through a door, a window or even a hole blasted in a wall by explosives. When entering an area during an assault or entering an area in which resistance is expected, the character always acts in the surprise round with a +4 bonus to initiative in the surprise round and the first round of regular combat. This modifier only affects the first round of regular combat so the character's position in the initiative order may change after the first round.

Prerequisite: CQD

Defensive Aid: This talent reflects rigorous training in hostage rescue scenarios. As a move equivalent action, the character can provide Defensive Aid to any individual within the character's reach. The character must spend an action point to trigger this talent.

Defensive Aid provides a +1 bonus to defense and saving throws.

Prerequisites: Breaching

Instinctive Shooting: Instinctive shooting is a term referring to a type of training common to CT and HR forces. This talent allows the character to instantly identify and engage hostile targets while also identifying and not engaging friendlies. This is an important skill in a hostage situation. The Instinctive shooting talent provides the benefit of the Quick Draw feat. If the character has the Quick Draw feat or later acquires it, the talent provides a +2 modifier to initiative checks when the character is using personal firearms.

Further, when the character spends an action point, the Instinctive Shooting talent allows the character to automatically confirm all critical threats in the surprise round and critical threats against flat-footed opponents in regular combat.

Prerequisites: Breaching

Clear the Room: In most situations, characters involved in an assault will be armed with automatic weapons capable of burst fire. When using a weapon that has either automatic or burst fire capacity, the character can subject opponents to auto-fire but will not subject any friendly or non-hostile targets to the effects of auto-fire. The auto-fire attack is made as per the normal rules, but the character may choose which targets in the area of effect are subject to the auto-fire attack. The Clear the Room talent may also be used with the Strafe feat.

When using this talent, the character may make an auto-fire or strafe attack with weapons that have automatic or burst fire capacity and can even be used with weapons that have burst fire but do not have automatic fire capacity. Using the Clear the Room talent uses 6 bullets even when using a weapon with a burst setting.

Prerequisites: Instinctive Shooting

Firearms Training Talent Tree

One cornerstone of CT Assaulter training is firearm drill. Thousands of rounds are expended on both shooting ranges and in "killing houses"--specially designed training areas for close quarters drill using firearms.

Improved Critical: The character chooses a weapon with which s/he has Personal Weapon Specialization. The threat range of the chosen weapon increases by one. This increase stacks with other such increases, such as those provided by feats or talents. The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Specialization talent with the weapon chosen

Personal Weapon Focus: The character chooses a specific weapon--which includes unarmed strike or grapple. The character must be proficient with the chosen weapon. The character adds +1 to all attack rolls made using the selected weapon. This benefit stacks with any other benefits including the Weapon Focus feat. The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Proficiency in weapon chosen

Personal Weapon Specialization: The character chooses a weapon with which s/he has Personal Weapon Focus talent. Personal Weapon Specialization provides the benefit of the Weapon Specialization feat. The character gets a +2 bonus on damage rolls with the chosen weapon. This benefit stacks with any other benefits including the Weapon Specialization feat. The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Focus talent with the weapon chosen

Greater Weapon Specialization: The character chooses a weapon with which s/he has Personal Weapon Specialization. The Greater Weapon Specialization talent increases the bonus on damage rolls from the Personal Weapon Specialization to +4 when using the selected weapon. This benefit stacks with any other benefits including feats and talents. The character can choose this talent multiple times, each time applying it to a different weapon.

Prerequisites: Personal Weapon Specialization in weapon chosen

Bonus Feat: At 1st, 3rd, 5th, 7th and 9th level, a CT Assaulter gains a bonus feat from this list below. The CT Assaulter must meet the prerequisites of the feat to select it.

Acrobatic, Advanced Combat Martial Arts, Alertness, Armor Proficiency (light), Armor Proficiency

(medium), Armor Proficiency (heavy), Athletic, Attentive, Blind-Fight, Burst Fire, Cautious, Combat Expertise, Combat Martial Arts, Combat Reflexes, Combat Throw, Confident, Dead Aim, Defensive Martial Arts, Dodge, Double Tap, Elusive Target, Endurance, Exotic Firearms Proficiency, Far Shot, Focused, Gearhead, Improved Combat Martial Arts, Improved Combat Throw, Improved Damage Threshold, Improved Disarm, Improved Feint, Improved Initiative, Improved Knockout Punch, Improved Trip, Knockout Punch, Lightning Reflexes, Meticulous, Mobility, Nimble, Point Blank Shot, Quick Draw, Quick Reload, Run, Shot on the Run, Stealthy, Strafe, Toughness, Unbalance Opponent, Weapon Focus.

APPENDIX 4: ALBENISTAN

Please note that while Albenistan is a completely fictitious country, the format of presentation and information has been borrowed from the CIA World Factbook, specifically the entries for Tajikistan, Turkmenistan and Uzbekistan.

Background

Since gaining independence from the USSR, Albenistan has been led by Abdul Umarov, first as Chairman of the Supreme Assembly

and then as President. Effective control of the government was lost during a civil war that lasted from 1991 to 1997, but an agreement signed at the end of 1997 led to a new constitution and elections in 1998. The government's control is not total, and the area along the Afghanistan border is in the hands of warlords and smugglers. Only recently has the Russian military made a full withdrawal at the request of the president. Economic assistance has followed the war in Afghanistan due to Albenistan's geographic proximity; however the government remains neutral due to a large anti-Western faction in the Assembly of Representatives. Albenistan is in the early stages of seeking World Trade Organization membership and has joined NATO's Partnership for Peace.

Geography

Location: Central Asia, west of Tajikistan, south and east of Uzbekistan, north of Afghanistan.

Area - comparative: slightly smaller than Wisconsin

Land boundaries: border countries: Afghanistan, Tajikistan, Uzbekistan

Coastline: 0 km (landlocked)

Climate: mid-latitude continental, hot summers, mild winters; semiarid to polar in the Qarshu and Darjhand Mountains

Terrain: Qarshu and Darjhand Mountains dominate landscape; western Darya Valley in north, Bakhand Valley in southwest

Natural resources: hydropower, some petroleum, silver, gold, uranium, and tungsten

Land use: arable land: 9%; permanent crops: 3%; other: 88%

Natural hazards: earthquakes and floods



Environment - current issues: inadequate sanitation facilities; increasing levels of soil salinity; industrial pollution; excessive pesticides

People

Population: 6,863,752 (July 2003 EST.)

Nationality: noun: Albenistani(s); adjective: Albenistani

Ethnic groups: Tajik 52%, Uzbek 38%, Russian 3% (declining because of Emigration), other/unknown 7%

Religions: Sunni Muslim 85%, Shi'a Muslim 5%

Languages: Tajik (official), Russian widely used in government and business

Government

Country name: conventional long form, Republic of Albenistan; conventional short form: Albenistan; local short form: Albieniston; former: Albeni Soviet Socialist Republic

Government type: republic

Capital: Isherbazi

Administrative divisions: 2 provinces (viloyatho, singular - viloyat), Viloyati Qasharlon and Viloyati Khujkhon

1 autonomous province (viloyati mukhtor), Viloyati Mukhtori Qurghon Khujand

Independence: 18 September 1991 (from Soviet Union)

National holiday: Independence Day (or National Day), 18 September (1991)

Constitution: 1 January 1998

Legal system: based on civil law system; no judicial review of legislative acts

Suffrage: 18 years of age; universal

Executive branch: Head of State: President Abdul UMAROV (President since 12 April 1998; Supreme Assembly Chairman since 18 September 1991)

Head of Government: Prime Minister Ikhbol NUROV (since 23 April 2001)

Cabinet: Council of Ministers appointed by the president, approved by the Supreme Assembly

Election results: Abdul UMAROV elected president; percent of vote - Abdul UMAROV 96%, Islam KHAFIZ 3%

Elections: president elected by popular vote for a seven-year term; election last held 12 April 1998 (next to be held NA 2005); prime minister appointed by the president; Albenistan held a constitutional referendum on 1 January 1998 that, among other things, ratified the constitution which created the offices of President and Prime Minister and defined the structure of the legislature

Legislative Branch: bicameral Supreme Assembly or Majlisi Oli consists of the Assembly of Representatives (lower chamber) or Majlisi Namoyandagon (52 seats; members are elected by popular vote to serve five-year terms) and the National Assembly (upper chamber) or Majlisi Milliy (25 seats; members are indirectly elected, 15 selected by local deputies, 10 appointed by the president; all serve five-year terms)

Judicial branch: Supreme Court (judges are appointed by the president)

Economy

Economy - overview: Albenistan has the second-lowest per capita GDP among the 16 former Soviet republics. Arable land is limited to between 9% and 12%. The most valuable crop is cotton, though much of the arable land is given over to subsistence farming. The nation has various mineral resources, but most are in limited quantity. The most valuable minerals now being mined include silver, gold, uranium, and tungsten. Hydropower facilities are important for the Albenistani economy. The industrial infrastructure suffered greatly during the civil war (1992 - 1997) and Albenistan carries a large foreign debt. An agreement was reached with Russia to restructure Albenistan's debt burden in 2002.

Export Commodities: aluminum, electricity, cotton, fruits, vegetable oil, textiles

Import Commodities: electricity, petroleum products, aluminum oxide, machinery and equipment, foodstuffs

Currency: dinar

Currency code: ADA

Exchange rates: Albenistan dinars per US dollar - 2,500 (2004), 2,500 (2003), 2,500 (2002), 2,500 (2001), 2,500 (2000); note - the official exchange rate has not varied since 1998, though the black market rate has

fluctuated between 12,000 and 25,000 dinars to the dollar; Albenistan dinars are not officially available outside of Albenistan

Transnational Issues

Disputes: prolonged regional drought creates water-sharing difficulties in the Bakhand valley region along the border with Afghanistan; talks have begun with Uzbekistan to de-mine and delimit border; disputes in Darya Valley delay completion of delimitation with Tajikistan.

APPENDIX 5: ORGANIZATIONS

CIA Special Activities Division: The main preoccupation of the United States' Central Intelligence Agency (CIA) is gathering intelligence; however there are other, special missions that require operatives with specific skills. Special Operations Groups (SOG) from the CIA's Special Activities (SA) Division undertakes these paramilitary missions. The operators in SOGs are usually ex-military--often from one of the special operations forces--and both highly trained and motivated. Their missions include direct action, unconventional warfare and covert intelligence gathering. In truth, the CIA SOGs will carry out any military-style operation that the CIA embarks on. An operator assigned to a SOG must be ready to activate and move in a matter of days once the call comes down. Most operators specialize in particular regions, learning the history, culture and languages of the region. These regional experts have numerous contacts and can operate all but invisibly, melting into the populace.

The CIA SOG personnel are similar to special operations forces operators; however SOGs offer some level of plausible deniability and are expected to work all but independently, often being issued a task and then set loose to complete the mission objective however they see fit. Should a SOG operator be captured by hostile forces, that individual is not protected by the Geneva Convention and would likely face torture and/or execution. The stakes are high for SOG missions, the dangers are staggering, and it takes a special type of individual to successfully overcome the obstacles and survive.

Holy Motherland Albenistan (HMA): This is a terrorist organization with links to other extremist, separatist groups in other Central Asian republics. Holy Motherland Albenistan has funded itself through drug smuggling and has accumulated equipment in concert with elements in Afghanistan. The aim of the group is to overthrow the democratically elected government of Albenistan and install a conservative theocracy. The HMA detests the west and the current Albenistan government due to its ties to Western nations and its strict secular interests.

Members of the HMA are more than willing to target civilians and aid workers. While it claims to represent the people of the lawless border region, its members routinely steal from, beat and kill the populace of that area. At this time, the armaments of the HMA are restricted to small arms and RPGs. There is some evidence to show that associates of the HMA have attempted to steal as well as purchase armored military vehicles.

The government of Albenistan does not have the military strength to oppose the HMA in the border region, but there have been crackdowns in the urban areas, netting accused HMA terrorists and sympathizers. Due to the slow pace of justice in Albenistan, none of these detainees have been charged or brought to trial, though they remain incarcerated.

International Humanitarian Society (IHS): As mentioned in the adventure text, this is a fictitious Non-Governmental and private voluntary organization involved in disaster relief and humanitarian services in conflict zones. It is based in Stockholm, Sweden and has links to the Islamic Humanitarian Society, based in Riyadh, Saudi Arabia. While essentially a medical aid group, the work of the IHS has grown to include the logistical and diplomatic assets necessary to work in areas hit by natural disasters and political unrest. While a non-profit organization, all workers in the IHS are paid and the group has the requisite cash and liquid assets to rent equipment and personnel in the regions in which it works. The IHS has no security apparatus to protect workers in the field and must often rely on existing security forces or paid local guards.

The IHS can be used like a Department 7 section in that its purview and resources are wide enough to be used whenever an NGO or PVO is needed to advance a campaign or adventure's plot. For the Albenistan

series, the IHS is involved in humanitarian relief along the Afghanistan border.

NATO Special Actions Group: (This is a fictional Department 7) The Special Actions Group (SAG) is the operational designation for Department 7 of the NATO Combined Military Intelligence Directorate (CMID). The SAG is tasked to direct action and covert surveillance in hostile territories. With a black budget--one that is not included in any official report or accounting--the SAG allows member nations to pool resources and cross-train operators in both covert and special operations units.

The SAG has no permanent units or assets. A member nation must make a request to the CMID for activation of a SAG unit. If the CMID accepts the mission, the command component of the operation will originate in the requesting nation; though it is not uncommon for the nation to hand command over to an individual of sufficient experience from another member nation. The command component places a request for personnel through the CMID, and it is often the case that operators are requested by name. The country of origin for the requested personnel have the right of refusal, as does the commanding officer of the requested individual. Should permission be granted, an SAG unit will be formed and will remain in force until the mission has been completed.

SIS Increment: The Increment is a shadowy organization, reputedly an arm of the Secret Intelligence Service--also known as MI6 or Her Majesty's Secret Service. Very little is actually known about the Increment, its existence and operations covered under the Official Secrets Act; however it has been mentioned in newspapers and at least one parliamentary report. While the Her Majesty's government will not comment on the Increment, they will also not officially deny its existence. The Increment engages in direct action, unconventional warfare and covert intelligence gathering. Most of the missions involve military-style operations and regular SIS agents are ill-equipped for such roles.

Unlike the CIA's SAD, the Increment has few, if any, permanent personnel. Operators for an Increment mission are seconded from one of units of the military's Special Forces Group. The Special Forces Group includes such illustrious units as the 22nd Regiment Special Air Service and the Special Boat Service. Personnel might also come from elements of the Royal Marines Commando, such as the Brigade Patrol Troop or the Fleet Protection Group. The Intelligence Services Act of 1994 protects SIS personnel from prosecution for crimes committed outside the United Kingdom, and as such, operators with the Increment are immune to such prosecution.

APPENDIX 6: GLOSSARY

16 Air Assault Brigade: A combined air assault and airborne operations unit in the British Army.

160 Special Operations Aviation Regiment: The premier special operations aviators in the world. A part of the United States' Special Operations Command, 160 SOAR is also known as the Nightstalkers due to the night operations capability of its pilots.

7 Squadron: The RAF squadron that regularly supports special operations units. 7 Squadron is the premier night operation squadron in the RAF.

AKM: An acronym for Avtomat Kalashnikova Modernizirovannyj, meaning modified Kalashnikov automatic rifle. A slightly more modern version of the AK-47.

Chinook: A transport helicopter detailed in *Blood & Guts: Modern Military*.

CIA: Central Intelligence Agency, the United States Government department for foreign intelligence gathering. When it is necessary for the CIA to complete a direct action or paramilitary mission, the Special Activities Division (SAD) handles it.

Gazelle: A light utility helicopter which is also used as a ground support and anti-armor aircraft for the UK's 16 Air Assault Brigade. More information available in *Blood & Guts: In Her Majesty's Service*.

HAHO: High Altitude High Opening. A technique of paradrop in which the parachutist opens the parachute at a high altitude and glides to the target.

HUMINT: Human Intelligence, gathering intelligence by using people, be they actual spies or informants.

Increment, The: A special operations unit used by the Secret Intelligence Service, also a Prestige Class in *Blood & Guts: In Her Majesty's Service*.

Operator: A term that refers to members of elite special operations forces, such as the UK's SAS, the US' Delta Force or Canada's JTF-2.

NVDs: Night Vision Device also called Night Optical Device or Night Vision Goggles. Special optics that enhance ambient light to allow wearers to see in darkness.

RPG: Rocket Propelled Grenade. A cheap and plentiful anti-armor weapon.

SAD: The CIA's Special Activities Division which is responsible for all direct action or paramilitary missions. The SAD controls the CIA Special Operations Group.

SAM: Surface-to-air missile. An anti-aircraft missile, fired from the ground.

SAS: 22nd Regiment Special Air Service, perhaps the most famous special operations force in the world. This unit is part of Great Britain's Special Forces Group. Also a Prestige Class in *Blood & Guts: In Her Majesty's Service*.

SBS: Special Boat Service, along with the Special Air Service, an elite special operations force from the United Kingdom. This unit is part of Great Britain's Special Forces Group. Also a Prestige Class in *Blood & Guts: In Her Majesty's Service*.

SEALs: The elite special operations force of the US Navy, able to insert by sea, air or land, ergo SEAL. This unit is part of the United States Special Operations Command.

SIS: Secret Intelligence Service, also known as MI6 or Her Majesty's Secret Service.

Sitrep: Situation Report. A report outlining the individual, unit or project's situation at a given time. A sitrep may be short as a single word or as long as a thousand page report.

SOG: Special Operations Group, a CIA unit tasked to direct action and paramilitary missions through the Special Activities Division (SAD).

Unmanned Aerial Vehicles: UAVs. Pilot-less drone aircraft that can be used for reconnaissance or as a weapons' platform.

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RAID ON ASHKASHEM

AN SEP SPEC OP ADVENTURE

The government of the Central Asian Republic of Albenistan has given the UK's Special Intelligence Service permission to operate within its borders. The drug trade has moved into the mountainous, lawless region along the border Albenistan shares with Afghanistan. Players take on the roles of special military operatives working for the SIS' covert, direct action unit, the Increment. Sent to neutralize a drug smuggler's camp, the team runs into more than just criminals and opium.

"Raid on Ashkashem" is an adventure for 4 to 6 characters of levels 9 to 11 using the d20 Modern Roleplaying Game. This supplement can be used as a stand-alone adventure or as the introduction to the Albenistan Series. The Albenistan Series consists of three adventure supplements from SEP Spec Ops line. "Raid on Ashkashem" will be followed by "the Qalashar Device" and "the Khorforjan Gambit."

Along with the adventure, this supplement includes statistics for 11 weapons--including the Kalashnikov AK-74 assault rifle, Makarov PMM and the AT-5 Spandrel--and vehicle statistics for the BRDM-2 armored reconnaissance vehicle, as well as the Counter-Terrorist Assaulter prestige class, information on the fictional country Albenistan and write-ups on 5 different organizations

