

SPYCRAFT™

ROLEPLAYING GAME

VERSION 2.0



HANUKKAH HAVOC

SCENE: JERUSALEM, ISRAEL

20 December 2007, 22:34

The last night of the Hanukkah Peace Summit

OPENING

It's the final evening of very promising peace talks between Israeli and Palestinian leaders, and the Agency has received a tip that eccentric billionaire and weapons designer Cecil Forsythe has chosen to make a "major announcement" near the Temple Mount in Jerusalem's Old City — sacred site for Islam, Christianity, and Judaism alike — at midnight on the first day of Hanukkah. Forsythe has recently (and very publicly) converted to Judaism, so the Agency is expecting the unexpected...

OBJECTIVES

- Discreetly access Forsythe's announcement party and see what he's up to
- Prevent any ensuing mayhem from endangering historic sites or the peace talks

CHALLENGES

- Infiltrate to Forsythe's announcement at the Western Wall
- Stop the DRED-L before it reaches the Dome of the Rock

SYNOPSIS

Scene Type: Dramatic

Campaign Qualities: Bigger (+0 XP)

GC Briefing: The site of Forsythe's announcement is a closed event at the Western Wall plaza, one of the holiest sites in all Judaism, where he has erected a 50-ft. cubical "box." At midnight, Forsythe intends to reveal what's behind the curtain — his newest weapon, a massive drill known as the DRED-L. Forsythe intends to use the device in its first field test tonight as a "present" to the Jews of Jerusalem by grinding the Muslim quarter into the dust! Needless to say, such an event would be a disaster for the people of Jerusalem and the Middle East peace process like, so the team must engage in a running chase/battle with the DRED-L as it careens through the narrow streets of the Old City!

Special Note: This entire scene is intended to be good, campy, light-hearted fun, in the spirit of *The Avengers* or the Roger Moore Bond pictures, so keep things moving briskly and most importantly. Have fun with it!

Gear: Possessions only

LOCATION

The action takes place in the Jewish Quarter and Temple Mount of the Old City of Jerusalem, an ancient and closely packed walled compound in the center of modern Jerusalem. After starting in the Western Wall plaza, the action carries out into the streets of the Old City itself — a series of narrow, labyrinthine avenues lined by densely packed apartment buildings.

Ambiance: The soft voices of children singing Hanukkah songs inside apartments; the sizzle and buttery aroma of latkes frying; laughter of families walking the streets or celebrating together.

Terrain: Urban

Cultures Focus: Middle East. Characters with the Western Europe or Eastern Europe focuses suffer only a -2 penalty with their Cultures checks due to the melting pot of people and languages present this night.

ACTION

Read the following to the players:

"Your Agency handler drops you off in the center of Jerusalem, at the Old City's Dung Gate. The December air is crisp in your lungs, and the sweet smells of home cooking float in the air. As you pass through the time worn stone arch and enter the Old City, you hear raised voices arguing and exclaiming in Hebrew. The entire Western Plaza has been draped with a heavy black curtain and a number of orthodox Jews are refusing entrance to secular Jews crowding by the main stairs."

A Search/Perception check (DC 15 + 2 × TL) reveals that these men are in fact poorly disguised goons in the clothing of Orthodox Jews — doubtlessly posted by Forsythe to keep out unwanted guests. If the team looks for other entrances, they find similar groups blocking their paths. Should the team attempt to force its way in, start a fight, or circumvent a fence, a squad of Forsythe Security Guards immediately moves to intercept them (see *Cast*, page 3). The guards allow men and women dressed in a similar fashion into the plaza, however, and a successful Falsify/Disguise check or use of the *quick change* class ability is enough to slip past them. The team may also infiltrate from the roofs near the plaza by scaling on a power line, though this is difficult (Athletics/Climb DC 25).

In the plaza, the team finds a 50-ft. cube of scaffolding and black fabric. A platform with a podium is situated in front of the structure, surrounded by a wall of security guards dressed in similar fashion, some waving their copies of the Torah threateningly at the small but angry crowd surrounding them. As the players approach the platform, a smallish man dressed in a large black hat, spectacles, and somber black clothing takes the podium, flanked by 2 more guards (Knowledge check DC 15 reveals the figure to be Forsythe). Read the following to the players:

"As you approach the podium, the small, unassuming man in black speaks to the angry crowd with a high-bred but nasal English accent. 'Please, my brothers and sisters... I know you are both excited and angry about my presentation here today. But I want you to understand the magnitude of this day. Every year during Hanukkah, we celebrate the rededication of our Temple, right behind me on the Temple Mount. The Festival of Lights is a celebration of purity and cleansing. Today, I present my gift not just to you, the children of Abraham, but to all Jerusalem: the Di-Rotational Endogyroscopic Device, Mark 50!'"

At that, Forsythe uses a remote control to free the cube's curtains, revealing a 30-ft. tall, four-sided vehicle propped up by the scaffolding around it. The machine seems to rest on a small point at the bottom, and is topped with a large bubble cockpit. The crowd gasps and exclaims loudly, some in amazement, others in bewilderment. Clearly in his element, Forsythe slips on a headset microphone and quickly scales a ladder to the top of the... thing.

"The DRED-L is one of the greatest inventions of my career, an unstoppable juggernaut which shall cleanse the city of violence and unrest forever! Fifty tons of whirling advanced combat ceramics that can deflect the blast of a cruise missile, unleash an amazing array of deadly weaponry, and exert 12,000 lbs of pressure per square inch — enough to grind a tank into dust! Just one of these devices can annihilate a city in a matter of hours, and tonight, I will show you. Tonight, I will show those alleged peacemakers meeting in the Knesset how peace is really made — by tearing the Muslim quarter to pieces!"

With that, the bubble dome cockpit of the DRED-L pops open, and Forsythe leaps inside. The plaza's terrified occupants, including the security guards, run in terror as the device begins to spin, generating a sound like the whirring of a giant jet engine. As it picks up speed, the scaffolding around it rattles and falls away, leaving the DRED-L to stand on its point! Slowly it begins to move out of the square, throwing hunks of stone and sparks dozens of feet around it... It's heading right for the Muslim quarter!

From here it's a running combat between the PCs and the DRED-L through the narrow streets of the Old City. The DRED-L is extremely deadly to inanimate objects, so make sure to include lots of flavorful collateral damage — cars crushed, telephone polls knocked over, collapsing walls, civilians running in terror, etc. — as the vehicle careens drunkenly towards the Muslim Quarter, with Forsythe cackling maniacally from its core the entire time.

The DRED-L moves 50 ft. per round. Each round, it also makes 1 randomly selected attack: roll 1d4 and consult the following table.

Table 1: DRED-L Attacks

Result	Attack
1	Flamethrower: An 8-barreled flamethrower extends from the side of the DRED-L and fires at 1 randomly selected character; use Forsythe's attack bonus for this weapon, which inflicts 1d10 fire damage with each hit.
2	Top Bots: A door opens in the vehicle's side, releasing 1d4 Top Bots (<i>see Cast, page 4</i>).
3	Oil Slick: A cascade of pure oil coats the ground; each character standing on it or moving across must make a successful Acrobatics/Balance check or become <i>sprawled</i> .
4	Shrapnel: A deadly shower of golden stars whirl from a weapons bay; 1d4 characters within 20 ft. suffer 1d6 lethal damage (Reflex save for 1/2 damage, rounded down).

If the characters attempt to attack the DRED-L directly, they quickly realize their attacks are ineffective: bullets ricochet off its surface and heavy explosives such as RPGs cannot find purchase on the machine's smooth and rapidly moving ceramic surface. The cockpit is made of advanced polymers and possesses a Damage save bonus of +15.

Using the *intuition* ability or requesting a clue informs the players that the best chance of stopping the DRED-L is by boarding it and seizing control! There are a number of ways to do this. The first, and most difficult, is to grab hold of one of the device's whirling surfaces and scale it, hanging on for dear life (this is a 3-Challenge Complex Athletics/Climb check with a DC of $20 + 2 \times \text{TL}$, and with an error, the character is flung 2d6 squares, suffering 1 point of lethal damage per square traveled). The second option is to climb a nearby roof and

make a 25-ft. flying leap to board the top (Acrobatics/Jump DC 20). Finally, a character can use a grappling hook to latch onto the top of the device, which doesn't spin, though the DC to climb the rope increases by 5 due to the spin.

Once the players have boarded the top of the DRED-L, Forsythe starts to panic, glaring intently at the unwanted passengers, then increasing the vehicle's speed (and the damage to the Old City). The DRED-L now moves 150 ft. per round and no longer makes attacks, but the team only has 6 rounds before Forsythe reaches the Muslim quarter. The cockpit can be forced (Complex Athletics (Str) check with 3 Challenges, each at DC 30), jimmied (Complex Security/Disable check with 3 Challenges, each at DC 20), or broken (Damage save +15). Forsythe surrenders when the players gain access to the cockpit, and if a player successfully hits him, he's automatically knocked out.

Taking control of the DRED-L is a piece of cake from there. Mission complete!

SPECIAL EFFECTS (OPTIONAL)

Disarming the Top-Bots (+2 Reputation/\$100,000 Net Worth):

Top-Bots have a peculiar safety to prevent them from running amok. Any character may make a half-action Impress/Performance check (DC $15 + 2 \times \text{TL}$), and with success, all Top-Bots within CQB Range become *stunned* for 1 round. Alternatively, if any *player* can sing an entire verse of the Dreidel song as his character's half action, this check is automatically successful! The first PC to figure this puzzle out receives +2 Reputation/\$100,000 Net Worth at the end of the mission.

CAST

CECIL FORSYTHE (SPECIAL NPC, ANTAGONIST)

"Shalom, my good friend. Now DIE!"

Description: Mousy demeanor; round spectacles with a coke-bottle thickness; nasal hoity-toity accent; comically large hat.

Motivations: Forsythe is your run-of-the-mill weapons developer/ recently-converted Jew, who's hoping to make nice with Jerusalem's Israeli populace by destroying some of Islam's most sacred places. What's to explain?

Initiative: I **Attack:** III **Defense:** VII

Resilience: II **Competence:** V

Vitality/Wound Points: III

Skills: Impress IV, Science IX, Sense Motive VIII

Weapons: None

Vehicles: DRED-L (*see Action, page 2*)

Wealth: VII (Lifestyle 10, Possessions 3, Spending Cash 8)

Gear: Miniature gear (average low-profile armor; housing: prayer shawl) (DR 2/5, Notice/Search DC 20D)

Qualities: Class ability (terminally harmless), mastermind

Notes: None

FORSYTHE SECURITY PERSONNEL (STANDARD NPCS, ANTAGONISTS)

(In thick Austrian accent) *"No entrance to unbelievers!"*

Description: "Disguised" as orthodox Jews, these burly European mercenaries have been stationed around the Western Plaza. They wear tight-fitting black suits and black Borselino hats, with poorly applied fake beards on their meaty chins.

Motivations: Forsythe's security guards are on the lookout for intruders who may try to sabotage the announcement or the DRED-L field test. They've been strictly instructed not to use firearms, so they rely on grappling, hand-to-hand combat, and gadget tasers to subdue their opponents — in that order.

Initiative: VII **Attack:** V **Defense:** V

Resilience: V **Competence:** I

Damage Save: VIII

Skills: Athletics IV, Intimidate III, Notice III, Sense Motive III

Weapons: Melee stun gun (disguised as copy of the Torah) (5d4 electrical, error/threat 1/18–20, size D/1h, qualities: DST, FIN)

Vehicles: None

Wealth: II (Lifestyle 3, Possessions 1, Spending Cash 2)

Gear: Miniature gear (melee stun gun; housing: Torah), disguise kit I

Qualities: Minion

Notes: None

TOP BOTS (STANDARD NPCS, ANTAGONISTS)

"WHIIIIIRRRR!!!"

Description: These spinning drones look like miniature (Small sized) versions of the DRED-L.

Motivations: The Top Bots exist only to defend the DRED-L from interlopers such as the team. They seem to move about aimlessly, but gang up on an isolated opponent as often as possible.

Initiative: IV **Attack:** V **Defense:** VIII

Resilience: III **Competence:** I

Damage Save: III

Skills: None

Weapons: Unarmed attack (1d4 lethal, Error/Threat –/20)

Vehicles: None

Wealth: None

Gear: None

Qualities: Construct, diminutive (Small), feat (Combat Mobility, Wolf Pack Basics), minion.

Notes: Top bots must make 1 move action and 1 attack action each round, without exception. They're also vulnerable to an audio safety feature (see *Special Effects*, page 3).

NEXT STEPS

With Forsythe behind bars, the prospects for peace seem safe for now. But who knows what sort of retaliation the actions of this misguided mastermind may invoke? Perhaps Jerusalem will see a new threat of terror from militant fighters hell-bent on payback, or maybe Forsythe was just a distraction from a real plot to undermine the agreements...

REWARDS AND PENALTIES

Success	Base XP Reward
A. Team sees the announcement	25 XP
B. Team infiltrates the announcement without fighting	50 XP
C. Team infiltrates the announcement using clever disguises	100 XP
A. Team stops the DRED-L from reaching the Muslim Quarter	500 XP
A. Team subdues Forsythe without killing him	50 XP
A. Team figures out the audio safety to the Top Bots	50 XP