

OPERATION ROGUE LION

A MISSION FOR THE CLASSIFIED ROLEPLAYING GAME

Classified is A Retro-Clone of The System Originally Designed by Gerard Christopher Klug

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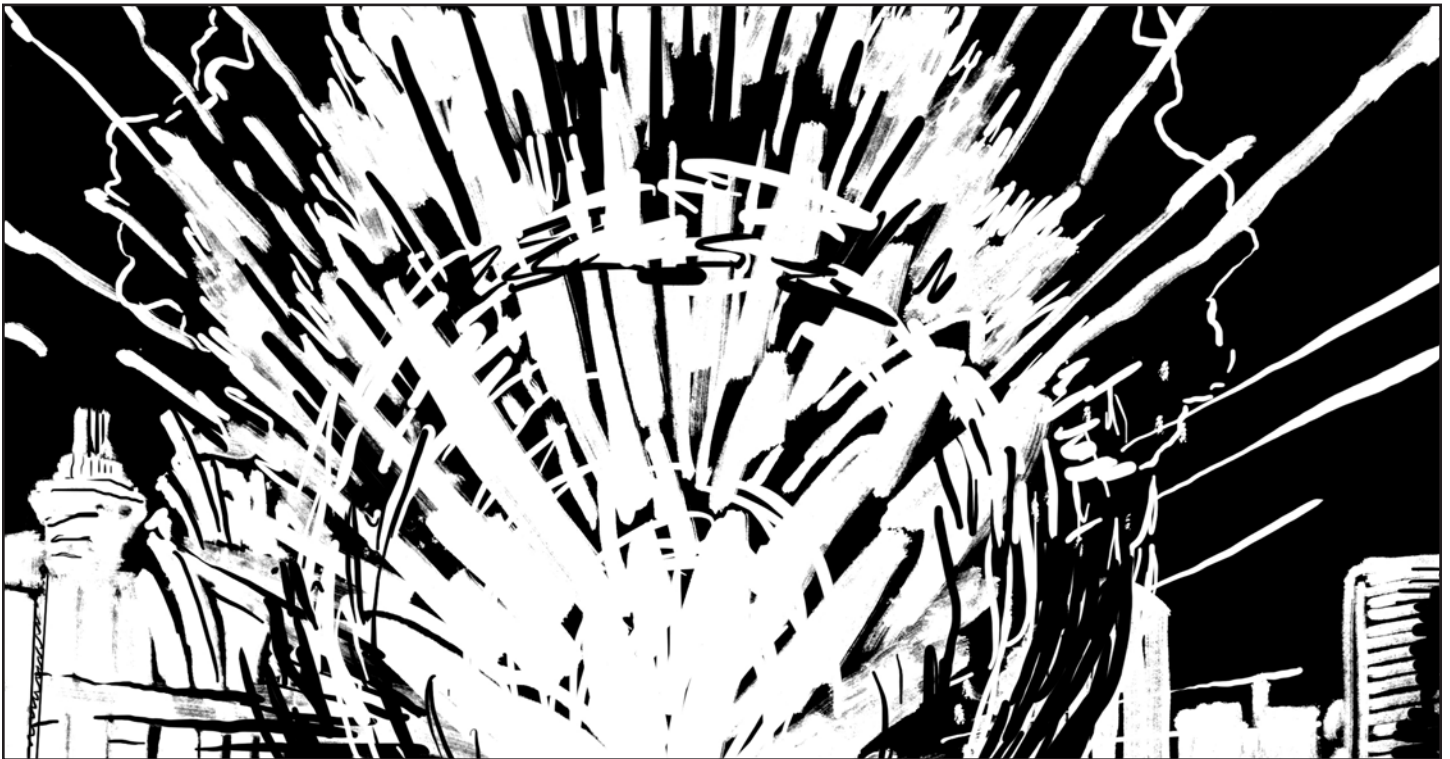


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OPERATION ROGUE LION



PART I: INTRODUCTION AND BRIEFINGS

INTRODUCTION AND BRIEFINGS |PART I

In *Operation Rogue Lion*, the characters are ordered to follow a De Beers executive and suspected diamond smuggler named Julian de Haan. But when Mr. de Haan is found dead of apparently natural causes, the characters realize he was murdered, and that a deeper plot exists behind the smuggling ring. *Operation Rogue Lion* takes the characters from exotic Zanzibar to a safari in Botswana, and then to the newly-renovated Safari Casino & Hotel in Macau. Along the way, the characters match wits against the crippled ex-CIA agent intending to blow Macau sky-high, combat his personal bodyguard Kwen, and discover that the interests of OSIRIS are many and varied.

Operation Rogue Lion is designed to be played by up to four characters. It presents a challenge to a single Special Agent, two Agents, or four Rookies. Additional guidelines for modifying the mission to parties of varying abilities are provided in section B of Part IV: Mission Information. The mission is written in an Adventurous style, but with leanings towards the Realistic. The goals and methods of the Primary Opponent are grand, but they are fairly-rooted in reality.

The information in this mission is Eyes Only for the Gamemaster. Players should not read any farther or risk spoiling the excitement of the mission.

The GM should be intimately familiar with the mission before running it. It's recommended that the GM quickly read through the entire mission and then re-read for more detail while making any needed notes to customize the mission for the players' particular situation. Before running the mission, the GM should also gather all other needed materials such as the Classified core rule book, pencils and dice, and have on hand any digital supplementation (images of the local areas, maps, props, etc.) the GM plans to display to the characters during the mission.

Operation Rogue Lion is broken up into five sequential parts.

Part I: Introduction and Briefings. Section A: Briefing for the Characters, provides all the background information the characters possess at the start of the mission. The information contained in this section is usually not accurate or complete. Section B: is the Briefing for the Gamemaster. It contains all the information the GM needs to know to run the mission: the backgrounds, timelines, plots, and introduces important non-player characters. Section C: Special Equipment provides a brief run-down on any special equipment

that could prove particularly useful in the mission. In situations where the characters are working for a nation-state organization, this equipment is presented to them for the mission. In other situations, the GM should decide how to provide the equipment to the PCs or how to present the mission in such a manner that the PCs are naturally inclined to acquire such equipment. Section D: Notes on the Mission is a section dedicated to the GM on what to expect from the mission as well as additional notes. Finally, Section E: OSIRIS's Plan explains OSIRIS's connection to Operation Rogue Lion and gives the GM a bit of background on this aspect.

Part II: Non-Player Characters includes all the enemies and/or allies of the characters. Each NPC is provided a history as well as guidelines on how the GM should roleplay him or her. During the course of play it is not unusual for an enemy to become an ally. It should be noted that any enemies that become allies have their Villain Points converted to Hero Points (allowing them greater flexibility). The GM should be familiar with the NPCs—their desires and goals are what move the mission from one location to another. Creative role-playing by the GM is encouraged!

Part III: Places and Events contains a list of the places that the characters are expected to visit as well as a list of events that, more-than-likely, will occur to the players during the mission. Places and Events are the “plot” of the mission—they're the “set pieces” that make each mission unique.

Part IV: Mission Information describes the consequences of the mission if it is a success or a failure. Additionally, suggestions on how to modify the mission are included, as well as some ideas about some follow-up missions that the GM could create based upon the results of Operation Rogue Lion.

Part V: Resources provides the GM high-level information on the various cities that the characters pass through during Operation Rogue Lion. The detail is light, but should be enough to help the GM get the “lay of the land” and build upon when doing additional research. It is highly-recommended that the GM spends some time online familiarizing himself with the various locations of the mission. The world is now at our fingertips and we should use it!

Part V: Resources also provides the GM all of the statistics for new weapons, vehicles, or equipment introduced in the mission.

A. Briefing for the Characters

This section assumes that the characters are working for a nation-state intelligence service and is written from the perspective of SIS (MI6) agents. The GM should modify this section if the characters are working for another nation-state intelligence service or for a private intelligence/covert ops organization as well as for number of player characters.

Early on the morning of April 1st, the characters are summoned by their case officer to a private meeting with an Interpol agent named William Jones and Jan Alexander-Hudson—the managing director of The Diamond Trading Company (DTC), the rough diamond sales and distribution arm of the De Beers Family of Companies. After all introductions are made, the meeting is turned over to agent Jones.

The GM should read or paraphrase the following to the players:

“I’d like to thank you all for attending this early morning. Three weeks ago, Mr. Alexander-Hudson approached us with a large amount of information regarding a suspected diamond smuggling ring originating out of Gaborone, Botswana. Working closely with Mr. Alexander-Hudson, we’ve decided a Purple Notice is needed regarding the suspected smuggling ring, but we’re lacking important information regarding the source of the diamonds. This is where you come in.

We’ve acquired permission from your agency for four field operatives to act as external investigative sources. Interpol suspects, given the information presented us, that there is a chance our agency has been compromised regarding this issue. In such cases, we prefer to work with an unrelated intelligence service to compartmentalize any potential damage. Previously, we’ve worked with the CIA, but we also suspect they may be compromised on this issue as well.

Agent Jones nods towards Mr. Jan Alexander-Hudson, who takes up the presentation.

“Thank you, Agent Jones. The full history of the smuggling that we believe is occurring may go all the way back to the early 1980’s, when De Beers worked closely with the CIA regarding our suspicions during a year-long mission. We have long suspected a high-level diamond smuggling operation in our Gaborone operations, but we’ve been unable to locate the source.

Currently, our prime suspect is one Julian de Haan. Mr. de Haan is a 59-year-old executive of South African descent who joined De Beers in the mid 1970’s. His father was also an executive of De Beers. We believe either he or his father initiated the smuggling ring, and have been slowly smuggling out small amounts of raw diamond over the past 30 years.

Two years ago, we stumbled upon a process allowing us to recognize the diamonds coming from our Gaborone facility even before they are cut and finished. Realizing the power of the discovery, we’ve started funneling our Gaborone diamonds only to North and South America to try and locate potential fencing locations. Since then, we’ve discovered our smuggled diamonds in Frankfurt, Macau, Rome, and Kuala Lumpur. We expect some natural movement in the secondary market, but the number of diamonds we discovered is significantly beyond the expected. Calculating backwards and assuming that we’ve lost a similar amount of diamonds every year, we believe approximately \$10,000,000 worth of diamonds is moving through this ring per year.”

Mr. Alexander-Hudson looks towards Agent Jones who continues the briefing.

“As you can see, a significant number of diamonds are being smuggled yearly from this single source. Given the quantity involved, and the possible duration of the ring, we’ve acquiesced to De Beers’ request for assistance. We’ve booked you for a flight to Zanzibar in five days to continue the surveillance we’ve put on de Haan at the diamond industry expo.”

Agent Jones indicates some plain manila envelopes to his left.

“Inside these files you’ll find a fake passport, the life history of your cover identity as employees of Glencoe & Agard, and all needed tickets to arrive at Zanzibar. Additionally, a 20-page primer on diamonds and the diamond industry is included. Read it. Memorize it.”

As the envelopes are passed to each character, their case manager thanks Agent Jones and Mr. Alexander-Hudson and escorts them to the door, closing it behind them. He turns towards the characters and says:

“As you can see, we’ve been tasked with something outside our normal purview, but the higher-ups have

decided to spend our valuable resources on what appears to be cop clap-trap. This is being done only because De Beers and Interpol both suspect leaks in Interpol and the CIA. Diamonds aren't important—information is. Your mission is to locate and observe Mr. Julian de Haan after the trade show and record his behavior and contacts. You are to place him under constant observation outside his workplace. All pertinent information is contained in your mission folder which

you should become intimately familiar with tonight. You have 5 days to prepare.

“One final note: De Beers is willing to take their time with this investigation and has asked us to be very discreet. Honor their wishes and ensure that your presence is undetectable by anyone associated with the company. If the information you gather proves useful, our next step will be inserting you into the De Beers network itself.”

B. Briefing for the Gamemaster

The diamond smuggling ring is composed of Julian de Haan and an ex-CIA agent named Leonard James Boudreaux. Since 1981, they have been working together. De Haan simply desires wealth, but Boudreaux desires revenge and this revenge forms the center of *Operation Rogue Lion*.

The diamond smuggling ring is ongoing from late 1978 and was conceived independently by Julian de Haan. During the long process of turning a raw diamond into a cut piece ready for sale, there are few places that are vulnerable to exploit—de Haan found one. When the raw diamonds (except exceptional finds) are first stored prior to cataloging and assessing, they are kept in the Reception Vault overnight. The Reception Vault is under observation by a concealed high-tech camera system (12 cameras) running at quadruple the normal speed (to increase resolution and ensure any rapid movements are detected) in the visual spectrum as well as in the infrared.

De Beers deliberately leaves the Reception Vault locked with a fairly simple keypad lock. They believe having an obvious weakness leads to increased security overall, and the Reception Vault is used as a honey trap to catch potential thieves who rarely look beyond the initial security weakness for an initial area of assault. It has successfully worked in this capacity over a dozen times since de Haan joined the firm.

But unlike most potential thieves, de Haan (as a Technology Executive) knew about the cameras and could gain access to the raw data. De Haan realized that if he wrote a program that subtly lowered the frame rate of the camera he could effectively excise large swaths of data and a human viewing the recording

would be unable to notice the altered frame rate. This allows de Haan to excise a portion of the recorded date and “replace” it by stretching out the rest of the day’s recording via lowered frame rate. In this way de Haan is able to “create” an extra five to ten minutes of time per day.

De Haan works quickly. On days that he intends to take action, he programs the five minutes that will be deleted and starts reducing the frame rate of the camera. He then triggers the virus he’s implanted in the keypad lock and acts in that five minutes to get in, grab an ounce or so of unremarkable diamonds, and get out. He focuses on the less-valuable diamonds to prevent any recollection among the miners or foremen regarding their discovery—people naturally remember the good finds and forget the poor and average ones. Getting the diamonds out of the building is easy: he swallows them. Being an executive means never having to be x-rayed like other workers.

After leaving with a stomach full of diamonds, De Haan immediately goes home and induces vomiting using Ipecac syrup. He collects the diamonds, washes them off and places them in a thin metal cylinder (a dead drop spike) which he then spikes into the lawn of his residential building for Kwena (Boudreaux’s henchman) to pick up when he comes and does his monthly “special gardening” for De Haan’s building. If De Haan has been busy, Kwena sometimes picks up more than one dead drop spike on his monthly trip.

Once the diamonds are in Boudreaux’s hands, they’re stored in the safe in Boudreaux’s office in the Morning Sun Safari. Every year around Christmas, Boudreaux travels to Geneva, Switzerland, and deposits

all the diamonds in a private account in the Pictet & Cie bank. During his two week vacation, Boudreaux fences De Haan's half of last year's diamonds to smugglers operating in Frankfurt, Macau, Rome, and Kuala Lumpur. The cash acquired is then transferred into another private Pictet & Cie bank account for De Haan's use. Boudreaux also fences whatever amount he needs for his own purposes. Currently, Boudreaux has over 2,000 carats of diamonds (roughly 10.5 million USD) in his safety deposit box in Geneva and 600 carats in his safe in Morning Sun Safari.

QUICK MISSION SUMMARY

Ex-CIA agent Leonard Boudreaux (the Primary Opponent of *Operation Rogue Lion*) has been part of the diamond smuggling ring since 1981. He's been wheelchair-bound the past 30 years after he was injured during a mission and his surgery deliberately botched by a doctor working for the Chinese MSS (Ministry of State Security). This crippling forced Boudreaux out of the field and into a planning position at the agency, but he eventually had his personal revenge on the doctor by forcing his prison "suicide." Unfortunately, Boudreaux's broken body eventually crippled his morality and he has sworn revenge upon the faceless bureaucrats of China that ordered his spinal cord severed.

Boudreaux has taken his gains from diamond smuggling and purchased a safari in Botswana near the Okavango delta. From this safe location he keeps tabs on Julian de Haan, the De Beers executive who is his smuggling partner. After many years of savings, he purchased a controlling interest in a small casino in Macau called The Grand Dragon. He intended to blow the entire casino up after inviting the Politburo Standing Committee of the Communist Party of China to a special gambling event, but no more than a single member would commit to his offer at any single time.

Faced with failure, Boudreaux decided to build a very exclusive casino in Macau by renovating The Grand Dragon into the new Safari Casino & Hotel. He suspects that if he builds something truly luxurious, he can lure the old grandeur-seekers in the Politburo to their death. To cover his tracks, and to ensure he receives all his insurance on the destroyed building, he has acquired a significant amount of radioactive material that will disperse with the blast, effectively disguising his multiple assassinations as a terrorist nuclear attack

against China using something similar to a Davy Crockett weapon. He plans to destroy and irradiate much of Macau (the peninsular part, to be precise).

Unfortunately for Boudreaux, his plan has been co-opted by OSIRIS. An OSIRIS-controlled company was the renovation contractor for the Safari Casino & Hotel and Boudreaux is to be murdered by surface-to-air missile as he flees away from his exploding casino.

OSIRIS wants the elimination of the old men of the Politburo so it can influence replacements that are less communistic and more aristocratic; princelings, as they're starting to be called by the media. OSIRIS also plans to purchase Boudreaux's safari in Botswana after the event—there's no reason to let a good, legitimate business pass into undeserving hands.

EXPECTED MISSION FLOW

Below is a narrative describing the expected flow of action through *Operation Rogue Lion*. A quick read through of this section by the GM will help place each location/scene in context with the mission as a whole.

During the character's briefing/orientation period, the target Julian de Haan is attending a three-day diamond industry trade show (where companies showcase their work for large-scale buyers) in Frankfurt. Operatives aligned with the character's agency have been provided the cover of diamond purchasers for a private North American firm based in New York (Glencoe & Agard). The operatives are tasked with meeting de Haan and recording his behavior and contacts. They are supposed to establish a continual surveillance upon de Haan's movements during the convention.

As de Haan does nothing unusual at the convention and takes a flight from Frankfurt to Zanzibar, the characters enter the mission as passengers on the same flight. In Zanzibar he rents a car and drives to his mistress, Amina Salah, who lives in a small mansion on a clove farm (just off Maliwai road north of Zanzibar Town). He spends three days with her, never leaving the mansion except to swim in the ocean.

De Haan returns to the airport on the fourth day, flying to Gaborone, Botswana. Sitting next to him on the flight is a disguised Anna Elisabeth Munro, OSIRIS's Queen of Death. She strikes up a conversation with him and he agrees to take poison and kill himself (allowing his family to collect on his very ample life insurance) in order to prevent OSIRIS from murdering them (Munro

shows him pictures of his family taken through the scope of a sniper rifle). His death is discovered right before landing when he “refuses” to leave the toilet. It is ruled natural causes (heart attack).

De Haan’s death should put everyone on edge. What the hell just happened? Boudreaux quickly (and very discretely) contacts his old pals and tries to gain more information. He finds out that the characters were tailing de Haan, but learns that the CIA believes that the characters’ organization didn’t kill de Haan. (If the characters are working for the CIA, the confirmation is direct.) Boudreaux acts quickly, sending goons to discretely scour de Haan’s house and possibly Amina Salah’s house for any indications that de Haan learned of Boudreaux’s Macau plans.

While searching de Haan’s or Salah’s, Boudreaux’s goons finds communication records indicating that de Haan had learned of Boudreaux’s plans in Macau and had just made initial contact with the character’s agency to broker a deal providing immunity from prosecution for diamond smuggling in exchange for “information of the highest importance.” These communications are fakes, planted by OSIRIS to push Boudreaux into killing the characters for OSIRIS—saving OSIRIS the trouble of killing a group of trained field agents, something that would attract unwanted attention from the covert organizations of the world. OSIRIS expects Boudreaux to dispatch the characters in an “accidental” way, but if he fails OSIRIS believes that he won’t fail in a manner that endangers the Macau mission. Even if Boudreaux is captured and confesses, OSIRIS believes it highly unlikely he will mention Macau as his back-up plan should still prove successful.

For the characters, the discovery of de Haan’s death transforms the mission from an investigation of a potential diamond smuggler into an investigation to determine if de Haan’s death was natural or homicide. When the characters investigate de Haan’s home, they discover de Haan’s association with Boudreaux (via more “evidence” planted by OSIRIS) and should find it fairly easy to book a safari to get closer to their new target, Boudreaux.

Boudreaux eagerly accepts the characters’ bookings, or if necessary, arranges for them to “win” a safari through their hotel (our customers deserve special treatment—your stay is free and enjoy this complementary safari at Morning Sun Safari!). When the characters are at Morning Sun, Boudreaux tries to

determine how much the characters know regarding the diamond smuggling as well as if they know anything about the Macau operation. It’s assumed that the characters will also try to find out anything they can against Boudreaux while there. The characters should be able to find out about Boudreaux’s plans to visit Macau and the grand opening of his casino, along with the visiting four members of the Politburo Standing Committee of the Communist Party of China. The characters will also learn that the building renovations of the casino were not all on the level.

Regardless the outcome, Boudreaux eventually decides it is most prudent to knock the characters unconscious and drop them off in the Kalahari Desert. Boudreaux does this via a fake “raid” against Morning Sun Safari company by a group of Angolan mercenaries that kills all of the tourists and captures the characters, dropping them off in Namibia to try and incite an international incident between Botswana and Namibia. Boudreaux has had this “raid” planned for a long time, intending to use it as cover to disappear if such a need arose. The attack ends in the destruction of Morning Sun Safari of course, but Boudreaux’s insured, so everything’s fine.

With the knowledge that the characters will be out of the way shortly, Boudreaux flies to Macau the evening before the attack on Morning Sun. The characters wake up captives and are deposited in Namibia with 7 days to get to Macau and prevent the explosion at The Safari Casino & Hotel. During this period they’ll befriend some helpful passersby who are a bit on the shady side, engage in a car chase and firefight against some even-more shady local thugs and catch a plane to Macau.

In Macau, the characters need to determine the nature of the threat and neutralize it. Once the characters get to this point in the mission, predicting their behavior is very difficult. They may choose a covert night reconnoiter, a Persuasion or Seduction attempt on various employees (or perhaps even Yang Ziyi, the casino manager), or try to find locals that worked on the building to determine what’s so unusual about it.

TIMETABLES

The below timelines help put the actions of those in Operation Rouge Lion into sequential order. The first timetable is the past, consisting of actions that occur prior to the character’s arrival in Frankfurt. The second

timetable is the future, outlining what will happen if the characters do nothing to influence the course of action.

THE PAST

This timetable details things that occur before the characters show up in Frankfort. For supplemental (and individually-specific) information, the GM should read the backgrounds of each of the listed NPCs. In some cases, names are provided for NPCs that are not stated out or even mentioned again in the text. This is information the GM can use if the characters dig deeper into a particular aspect of the mission. Providing these names allows the GM to say, “Zheng Feng is the Chinese MSS agent that shot Boudreaux,” as opposed to just saying, “a Chinese agent,” when the characters learn the background of Boudreaux. This type of specific information helps the game seem more real and may prove useful to the GM who wants to expand or build upon *Operation Rogue Lion* in the future. Additionally, such information may be followed up by the characters, used as a bargaining chip to acquire additional information from another party, reported back to superiors, or simply kept in the character’s heads for a potential use in the future.

February, 1981: CIA agent Leonard Boudreaux’s year-long, collaborative mission with De Beers investigating diamond smuggling comes to an unexpected end: instead of turning the smuggler (young executive Julian de Haan) over to the authorities, Boudreaux instead decides to blackmail him for a cut of the diamonds. The pair agrees upon a 50/50 split, with de Haan continuing his embezzling and Boudreaux providing cover by using his status at the CIA to shut down the investigation and ensure another doesn’t start.

December, 1982: Boudreaux receives the first of the smuggled diamonds and begins moving roughly 10 million dollars of untraceable diamonds every year. They are deposited yearly in a private account at Pictet & Cie bank in Geneva.

May, 1983: On a mission in Hong Kong, Boudreaux is shot by fleeing Chinese MSS agent, Zheng Feng. Boudreaux manages to get to a hospital, but the doctor treating him (Dr. William Arnswith) secretly works for the mainland Chinese and deliberately botches the extraction of the bullet from Boudreaux’s spine. The “accident” leaves Boudreaux unable to walk and takes an accomplished operative out of the field.

July-December, 1995: Dr. William Arnswith is uncovered as a Chinese operative and confesses to the botched operation during his lengthy interrogation. Arnswith is sentenced to 25 years in prison. In December, Boudreaux organizes Dr. William Arnswith’s “suicide” in prison.

April, 1997: Boudreaux ends his CIA career after almost 25 years of service. He leaves for Botswana, where he purchases a sizable amount of land and a struggling safari company (Morning Sun Safari). He starts a non-profit called Dumalang to continue his charity work, focusing on rural water wells and homeless/orphaned urban children.

May, 1997: Boudreaux begins purchasing shares of a small casino in Macau called The Grand Dragon.

June, 2001-2002: Boudreaux meets, befriends, and eventually employs Kwen as his bodyguard.

January, 2006: Boudreaux gains the controlling interest in The Grand Dragon after years of secret buys.

February, 2013: Julian de Haan becomes bored with accumulating the diamond wealth and decides he wants to start really enjoying the good life with his mistress in Zanzibar. His unusual spending habits are noticed by De Beers and the CIA, and a new investigation starts. Boudreaux catches wind of this and realizes that the time had come for tying loose ends, even if it means cutting off much of his personal income.



March, 2013: After 15 months of renovation/reconstruction, the Grand Dragon casino, now renamed The Safari Casino & Hotel announces its soft open for April 8 and its Grand Opening on April 29. The Grand Opening will be attended by the eldest four of the seven members of the Politburo Standing Committee of the Communist Party of China under intense security.

THE FUTURE

The below timeline shows the future of the various NPCs if the characters take no action. It is highly unlikely that the characters won't derail the entries in this timeline, but the future timeline provides a good framework for the GM to work within. When possible, the GM should strive to bring the NPCs' actions back "into timeline" for ease of play. The GM should feel free to go off timeline at any moment as the characters may do something dramatic (such as killing someone) and make the remainder of the timeline somewhat of a moot point, but the GM's job will be easier the closer to timeline the mission stays.

April 1: The characters are assigned the mission and given 5 days to come up to speed with the situation, learning about the diamond mining, distribution, and sales business as well as immersing themselves in their cover as employees of Glencoe & Agard.

April 2: Operatives from the character's agency fly to Frankfurt, check into their hotel, tour the convention center before it opens, and gain eyes on de Haan.

April 3-5: The Frankfurt Diamond Industry Expo proceeds as expected and de Haan does nothing unusual. On the 3rd OSIRIS Team Sobek takes up residence at The Western Waters Resort from a suite of rooms that has line of sight on the Salah Clove Farms main house.

April 6: De Haan flies out of Frankfurt, lands in Zanzibar on the morning of the 7th, rents a car, and travels to Salah Clove Farms. The characters are booked on the same flight as de Haan and are given orders to maintain observation on de Haan. OSIRIS Team Sobek infiltrates the Salah Clove Farms on the night of the 6th and plants several bugs along with false information indicating de Haan has contacted the character's agency.

April 7-9: De Haan spends 3 days with his mistress, leaving the house only to relax on the beach and swim in the ocean. On the 8th, OSIRIS Team Sobek flies to Gaborone and on the night of the 9th infiltrates De Haan's home in Gaborone and plants more false information.

April 10: De Haan flies from Zanzibar to Gaborone and commits suicide after he's presented the choice by Anna Elisabeth Munro. De Haan's wife is notified of his death.

April 11: De Haan's funeral is arranged for the 14th. It lasts from 10am-1pm.

April 12-14: De Haan's death is made public. Boudreaux calls his contacts and learns of nothing unseemly regarding De Haan's death. Boudreaux puts together a small team (led by Kwenya) and sends them to Gaborone to check out De Haan's house for any information. During the funeral on the 14th, they discover the planted documentation.

April 15: Boudreaux considers his options.

April 16: If the characters have not contacted Boudreaux, he arranges some way to get them to the Morning Sun Safari on the 17th for a week-long safari.

April 17: The characters arrive and settle in. Introductions are made and initial opinions formed.

April 18: The characters go on safari in the Okavango Delta.

April 19: The characters go on safari in the Okavango Delta. Boudreaux makes his decision and starts *Operation Rogue Lion* by contacting the Angolan militant group and ordering the destruction of Morning Sun Safari. He books an early flight to Macau from Gaborone for the 21st.

April 20: Boudreaux holds a grand banquet for all his guests and workers celebrating the anniversary (17th) of his ownership of Morning Sun Safari. He announces he has business in Macau and has to leave to make an early flight out of Gaborone. While the characters sleep in their rooms, knock-out gas (fentanyl) is pumped into the aromatherapy shafts, ensuring they remain unconscious during the raid.

April 21: Early in the morning (3:15 am) the Morning Sun Safari is attacked, the characters captured and dropped off in the Namibian Kalahari. The Morning Sun Safari is destroyed in the raid and all people killed.

April 22: Boudreaux arrives in Macau and triggers his 7-day backup system to ensure an explosion.

April 29: The 4 members of the Politburo Standing Committee of the Communist Party of China arrive at The Safari Casino & Hotel at 7pm. The casino explodes at 10pm. Boudreaux plans to leave via helicopter to Hong Kong 10 minutes before the explosion. OSIRIS destroys Boudreaux's helicopter before it reaches Hong Kong via a stinger missile launched from a boat.

C. Special Equipment

The characters have access to customizable equipment if they desire. If the players don't wish to customize (or if the GM wishes to speed play), the GM should provide the Suggested Equipment. If either of these suggestions doesn't fit the GM's campaign, consider the below equipment as a guideline for determining what would fit better. Remember, the mission is a surveillance mission and combat is not expected, so equipment should be heavy on surveillance and infiltration gear and light on destructives/weapnry.

SUGGESTED EQUIPMENT

- (1) Parabolic and laser microphones
- (1) Recording binoculars
- (1) Military-grade night vision goggles
- (1) Law-enforcement grade night vision goggles
- (1) Elite lock pick set
- (1) Electronic passcard cracker
- (1) Bug cased in a clock radio common to Europe (sound, GSM, 72-hour rolling, continuous). The bug has two secondary clock radio casings, one for sub-Saharan Africa and a second for South-East Asia. Changing or removing casings is easy.
- (3 per character) Tracer bug disguised as a metal Glencoe & Agard business card. (location, radio, 10-day fixed, 10-day battery)
- (1 per character) Attaché Case: Korchmar Monroe 5" black leather attaché with brass trimming. Modifications—covert linings, 3 modification points of level 3 hidden compartment (-3 DF checks, large enough to conceal a disassembled rifle or shotgun, or any other items of similar size).
- (1 per character) Large Luggage: Ghurka Pontoon II No. 233 Black Leather Rolling Luggage. Modifications—covert linings, 3 modification points of level 3 hidden compartment (-3 DF checks, large enough to conceal a disassembled rifle or shotgun, or any other items of similar size), alarm and tracer, knife dispenser. This luggage is carry-on sized.
- (1 per character) Pistol of character's choice from the following list: Walther P99, H&K P30, or Walther PPK. Ammunition for 4 reloads.
- (1 per character) Pepper spray

(1 per character) Secure smart phone and charger. The smart phones are programed to interface with the various bugs. Additionally, the phones themselves can act as limited versions of a shotgun microphone (up to 20 yards range), recording up to two hours of conversation.

(1 per character) 512 GB USB flash drive for copying electronic data

Additional minor non-destructive equipment as deemed needed by the GM and/or players.

TRANSPORTATION

The characters have an automobile available if they feel the need to use something else besides typical transport. The automobile can be delivered almost anywhere in the world within 24 hours. After the initial delivery, pick-up and delivery elsewhere is a 48 hour affair.

(1) Black Dodge Charger. Modifications—agent modification package, tack strip dispenser, modifiable running lights, quick-tint windows, level 2 hidden compartment (-2 DF checks, large enough to conceal two disassembled rifles or shotguns or other objects of similar size). The Charger has a tracer bug on it (location, GSM, 10-day fixed, continuous) that the character's smart phones are programed to detect.

FUNDING

The characters are granted the authority to charge up to \$50,000 per person using their cover credit cards. Additionally, each character is given €1,000 and a covert money belt containing 3 Krugerrands and €1,000 equivalent in both Malaysian riggit and USD. The characters' credit cards can be used for cash advances if additional currency is needed. Expenses beyond this need to be approved.

LODGING

The characters are expected to make their own lodging plans based upon the vicissitudes of the mission. Some suggestions for housing are available in the City Dossiers, but the GM should feel free to create whatever appropriate lodging is necessary.

D. Notes on the Mission

This mission is designed to introduce new players to the Classified system and includes opportunities to experience all the major aspects of the system (using covert equipment, NPC interactions, chases, gambling, combat) if such opportunities are taken and the characters play wisely. The mission begins with an easy and straight-forward surveillance operation allowing new players to “get their feet wet” in the world of covert ops. The GM should take as much time as desired on the initial observation of de Haan.

The opening surveillance operation is designed to allow players a “safe” location to hatch whatever type of observation and infiltration schemes they desire. This helps new players understand the main role of covert operation is remaining covert. As the great spy author John le Carré said, a spy hopes that he may never, never be noticed. In this way, new Classified players first experience the game with the desire to remain

covert from the very beginning. Classified is not a game of shoot ‘em up action heroes (characters will die in droves if the players try to make it so) and introducing new players to game via a covert surveillance directly reinforces this.

If the GM is playing with experienced players, there may be a need to beef up the challenges in Operation Rogue Lion if it seems appropriate based upon the players’ skills. See Part IV for more information on modifying the mission.

Finally, the GM should always feel free to modify the backgrounds of the NPCs to suit his campaign. For a simple example, if the established characters are working for the CIA, simply have Agent Jones from Interpol believe the leak is in SIS and have Boudreaux using an old SIS contact instead of contacts in the CIA. The GM should customize Operation Rogue Lion to best suit his campaign.

E. OSIRIS’s Plan

OSIRIS’s goal is pretty straightforward: remove the older members of the Politburo Standing Committee of the Communist Party of China to have them replaced with princelings who are more suitable for the formation of the new autocratic world order. In addition to this, OSIRIS plans to make a killing on world stock markets after the shock of the Macau explosion.

Starting in January, Nine Castles has been heavily shorting five major, publicly-traded gambling companies with a presence in Macau (Las Vegas Sands, Wynn Resorts, Melco Crown Entertainment, Galaxy Entertainment, and MGM Resorts). Additionally, Nine Castles has shorted the ETFs (exchange traded funds) that correspond with the major indexes on the 20 largest stock exchanges. In total, OSIRIS plans to net more than billion USD when all the positions are closed. The returns will then be used to go long the index ETFs for another expected billion after the markets recover from the initial shocks.

PTAH CONSTRUCTION

Ptah Construction is headquartered in Cairo. It is privately held and currently has construction sites throughout Egypt and North Africa as well as in the cities of Sydney, São Paulo, Singapore, Kuala Lumpur, Yangon, Miami, Dhaka, and Manilla. Ptah focuses on high-rise buildings in the 50m-150m height range. These are mostly residential towers, hotels, and smaller commercial towers. Ptah Construction is for all practical purposes a legitimate business, although it occasionally does “off the books” transactions. The current CEO is Siddeeq al-Jawahir. Last year’s revenue was 786 million with a profit of 45 million.

OPERATION ROGUE LION



PART II: NON-PLAYER CHARACTERS

NON-PLAYER CHARACTERS | PART II

All of the major NPCs the characters encounter in *Operation Rogue Lion* are presented here. If the characters run background checks through their agency on any of the NPCs, the GM should summarize the information found in the NPC's background. Care should be taken when doing this for not all of the information should show up in a background check, and the GM should tailor the background check results based upon the quality of the agency the characters are working for. In other words, if they're CIA, the information will likely be better than if they characters are working for a private firm. Familiarity with the backgrounds of the NPCs will make this summation easier.

Each NPC is given game statistics, a physical description, a background, and idiosyncrasies designed to help the GM role-play the NPC. Some NPCs are

“group” NPCs (such as the members of Team Sobek or the Desert Rats) that are a generalized hybrid of two or more members. This is done because there is little need for detailed information on NPCs that (probably) have very minor roles in the mission. These “group” NPCS contain all the skill information to cover all members, but not all members have all the skill information.

Using Team Sobek as an example, not all Team Sobek members have the Cryptography skill, but at least one does at the listed ability. If knowing who exactly knows what becomes important in play, the GM should decide based upon the flow of the game and what would result in the most interesting or enjoyable outcome. If necessary, these NPC should be further detailed by the GM to suit the needs of where the mission is going.

LEONARD JAMES BOUDREAUX

RANK: CRIMINAL

STR: 03 DEX: 1(10)WIL: 13 PER: 14 INT: 12

SKILLS (SKILL RANK/BASE CHANCE)

Boating (7/10), Charisma (13/23), Cryptography (12/22), Demolitions (12/26), Disguise (12/18), Diving (2/6), Driving (7/14), Electronics (12/26), Evasion (2/6), Fire Combat (12/24), Gambling (14/25), Hand-to-Hand Combat (3/6), Interrogation (12/20), Local Customs (14/16), Lockpicking/Safecracking (10/20), Mountaineering (8/10), Pickpocket (10/15), Piloting (7/16), Riding (13/15), Science (12/15), Seduction (11/16), Sixth Sense (13/26), Stealth (13/22), Torture (12/12)

ABILITIES: Connoisseur, First Aid, English, French

LANGUAGES: Arabic (12/25), Setswana (12/24)

HEIGHT: 5'10"

SPEED: 1

WEIGHT: 125 lbs.

HAND-TO-HAND DAMAGE: A

AGE: 63

STAMINA: 30 Hours

APPEARANCE: Normal

RUN/SWIM: 40 Minutes

REPUTATION: 122

CARRYING: 60-100 lbs.

VILLAIN POINTS: 5

WEAPON: SIG Sauer P229

FIELDS OF EXPERIENCE: Board Games, Computers, Chemistry, Economics/Business, International Law, Jewelry, Political Science

WEAKNESSES: Personal Tie (children)

IDIOSYNCRASIES: His Cajun accent returns when relaxed and among company. Often looks over his shoulders to see if anyone's behind him.

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-3), Seduction (-6), Interrogation (-1), Torture (-1)

DESCRIPTION: Boudreaux has the squat, square face common among older Cajun men. His brown hair is graying and thinning.



BACKGROUND: Born into a Cajun family in Catahulu, Louisiana in 1950, Leonard James Boudreaux spent his early years inside, a sickly child. He had great difficulty walking (requiring leg braces until he was 9) in the early years, but medicine eventually molded his legs into full-functionality, and he was soon known as a swamp rat: the local kid that spent as much time in the wilds as he did at home and in school. Boudreaux's father and mother were rice/crawfish farmers.

Boudreaux did well in school (when he was there) and excelled in American football, earning a scholarship to Louisiana State University where he played for the Tigers as a linebacker for the 1970 conference champs. He graduated in 1972, earning a degree in Petroleum Engineering and one in French. After graduation, Boudreaux entered the CIA, where he excelled in training. After two years as an analyst, he moved into field work.

During his first years as a field operative, most of Boudreaux's missions occurred in French-speaking Africa, particularly North Africa. He performed admirably and was soon operating missions throughout all of Africa. It was during this period of his life that he fell in love with the great continent and its many peoples. As he went about his missions, Boudreaux couldn't help but learn of the plight of the common peasant in Africa. He saw the vast wealth being extracted from the land and how very little of it made its way to the common man. He became increasingly disgruntled

about his missions: missions that were inevitably about protecting or expanding the interests of the wealthy, but eventually consoled himself with the knowledge that he personally could do much good. He started giving to organizations that he saw, first-hand, performing valuable functions in the communities he visited.

While donating some well-pumping machinery to one of the organizations he supported, Boudreaux fell in love with another volunteer. In 1976, he married Inga Knaus, the daughter of a rich Tanzanian landowner/coffee farmer. Boudreaux brought the new Mrs. Boudreaux to Virginia, where they had two children (Donald, Rose) in quick succession.

In late 1979 Boudreaux got his first really big operation: investigating a potential diamond smuggling operation for De Beers. De Beers believed it had a leak somewhere as it seemed that its mines were not producing as much as normal and expected. Boudreaux went deep cover, assumed the role of a minor executive and travelled extensively throughout the De Beers empire before discovering the source of the leak: a young executive named Julian de Haan. De Haan had discovered a way of removing inventory, and more importantly, the record that there was even the inventory to begin with. He'd figured out how to effectively embezzle the diamonds out of De Beers in a manner almost undetectable.

Once Boudreaux realized what was going on, it would have been a simple matter to bring de Haan to the front and expose his operation, but Boudreaux instead did something out-of-character: he blackmailed de Haan for half the value of the operation. Boudreaux realized that this was perhaps his only chance to ever be able to give back to the common people what was being taken from them first by guns and then by law. De Haan agreed to the blackmail and Boudreaux reported that he believed that De Beers was seeing ghost and that there was nothing illegal occurring.

On Boudreaux's report, the operation shut down and he took the first step towards becoming a very wealthy man. He knew that he couldn't really touch his new wealth without sending up red flags, so he continued with his missions as normal and only very carefully sold a few diamonds to fund his charitable donations. He planned to use the majority of his wealth after he put in his 20 years at the agency and retired—when he would be under much less scrutiny.

Boudreaux's plan would have worked, had he not been sent on a mission to Hong Kong in 1983. During the mission, he was shot by the Chinese operative, Zheng Feng. Direly wounded, he managed to get to a hospital, but the doctor that treated him recognized him because he was working for the Chinese as well. After reporting his discovery to his handlers, the doctor (Dr. William Amswith) was ordered to botch the bullet extraction from Boudreaux's spine. This consigned him to a wheelchair and took him out of the field.

Boudreaux spent several months in Hong Kong recovering. When he returned to Virginia, he was assigned a new position in operations planning. He tried to maintain his spirit as best as possible, but the one thing he had feared the most since his youth, being crippled, had happened, and he took to drinking a bit more than he should and verbally lashing out against his family. In 1985, his marriage crumbled and Inga left with the children, returning to her beloved Tanzania.

Boudreaux spent the next decade in a mire of bitterness and anger, eventually cumulating in thoughts of suicide in 1995. However, right when things seemed the worse, the CIA uncovered the doctor that "botched" his surgery as a Chinese spy and it was revealed that he had deliberately crippled Boudreaux. This discovery re-ignited the fire within Boudreaux for life, and more importantly, revenge. Revenge against the doctor and those he worked for.

Revenge against the doctor proved fairly easy, but revenge against his handlers and the Chinese government proved vastly more difficult. Eventually Boudreaux decided upon the plan he calls *Operation Rogue Lion*.

PERSONALITY: Boudreaux is more active than would be assumed for a disabled man of his age. He always seems to be bustling from place to place, full of energy. He is a hard worker who believes a minute wasted is lost forever, but he's also ready to drop whatever he's doing at the moment for good conversation, good food, or good music. He enjoys classical, jazz, and zydeco.

NOTE:Because of his disability, Boudreaux has a Dexterity score of 1 or 10 depending upon the circumstances. In situations where his disability directly interferes with an action (such as Diving), 1 is used. In situations where it does not interfere (such as Fire Combat) 10 is used.

KWENA

RANK: CRIMINAL

STR: 14 **DEX:** 10 **WIL:** 12 **PER:** 07 **INT:** 07

SKILLS (SKILL RANK/BASE CHANCE)

Boating (8/8), Charisma (12/20), Cryptography (7/7), Demolitions (7/7), Disguise (7/7), Diving (12/12), Driving (8/15), Electronics (7/7), Evasion (12/22), Fire Combat (8/15), Gambling (7/12), Hand-to-Hand Combat (14/28), Interrogation (7/14), Local Customs (7/7), Lockpicking/Safecracking (10/10), Mountaineering (13/0), Pickpocket (Ability), Piloting (8/14), Riding (9/9), Science (7/7), Seduction (10/20), Sixth Sense (7/14), Stealth (12/16), Torture (9/15)

ABILITIES: First Aid, Setswana, English, Pickpocket

LANGUAGES: No additional languages.

HEIGHT: 6'3"

SPEED: 2

WEIGHT: 235 lbs.

HAND-TO-HAND DAMAGE: C

AGE: 00

STAMINA: 30 Hours

APPEARANCE: Good Looking

RUN/SWIM: 40 Minutes

REPUTATION: 60

CARRYING: 211-280 lbs.

VILLAIN POINTS: 6

WEAPON: Beretta M9

FIELDS OF EXPERIENCE: Football

WEAKNESSES: None

IDIOSYNCRASIES: Stares people he meets directly in the eyes and appears either unaware, or indifferent, of the effect it has on most people.



INTERACTION MODIFIERS: Reaction (-2), Persuasion (-1), Seduction (0), Interrogation (-2), Torture (-2)

DESCRIPTION: Kwena is best described as a Tswana Adonis. He is 6' 3" and in peak physical condition, both in strength and grace. He bears many scars across his body from his youth, including a notable one along his jawline from a failed attempt on his life.

BACKGROUND: Kwena's youth is one of sorrow. Born from rape, Kwena and his mother were outcast from their village and migrated to Gaborone when Kwena was an infant. Having no skills to speak of, his mother used prostitution to feed herself and her child. But such work is extremely dangerous and she was murdered when he was 12. Having nowhere to go, Kwena took to the streets.

He lived with other orphans in abandoned or makeshift housing for the next 4 years. They survived by doing odd jobs supplemented by prostitution, theft, and minor robbery. During this period, Kwena grew in leaps and bounds, hinting at the impressive physique he would have as an adult. He was soon the leader of his little family and he was responsible for solving disputes with others. These often involved physical conflict and Kwena became inured to physical pain and indifferent to the exercise of violence. This served him well when he entered the illegal boxing circuit in South Africa, where he went on to have a many wins and less than a handful of losses over the next five years.

At age 21, he learned that a foreigner had donated a large amount of money to help the homeless street children of Gaborone. Kwena went to the shelter the foreigner had funded and met Leonard James Boudreaux. At first, Kwena was put-off by the half-man he saw before him, but a brief introduction led to a longer conversation and an eventual friendship. Kwena found much to admire in the energy, grit, and determination of the foreigner who tried to make a difference.

A year later in 2002, Kwena stopped illegally boxing and agreed to bodyguard for Boudreaux. The two have become almost inseparable and Kwena has grown to love life outside the city.

PERSONALITY: Kwena is a reserved person. He always closely watches and observes any situation before speaking up or taking action. He trusts his gut (the result of his tough life) and isn't at all hesitant to make instant decisions, especially when it comes to physical violence.

INFORMATION: Kwena is aware of the diamond smuggling and the plans at Macau. Kwena has a hatred of Chinese people. During his time on the streets he saw a series of amoral Chinese businessmen engaging in behavior damaging to his people. His hatred has only increased through self-education: he has discovered that such behavior is being played out through much of sub-Saharan Africa.

Kwena is not aware that Boudreaux plans to destroy the Morning Sun and kill everyone there. He believes that Boudreaux has plans only for the characters, and that the rest of the staff will simply wake up after being gassed. Kwena will not be pleased by such behavior, but Boudreaux has judged that forgiveness will be more easily given than permission.

JULIAN DE HAAN

RANK: PUNK

STR: 06 **DEX:** 06 **WIL:** 07 **PER:** 09 **INT:** 13

SKILLS (SKILL RANK/BASE CHANCE)

Boating (8/10), Charisma (7/14), Cryptography (13/13), Demolitions (13/13), Disguise (13/13), Diving (6/6), Driving (7/12), Electronics (13/22), Evasion (6/8), Fire Combat (7/7), Gambling (Ability), Hand-to-Hand Combat (6/6), Interrogation (13/13), Local Customs (9/10), Lockpicking/Safecracking (6/6), Mountaineering (6/6), Pickpocket (6/6), Piloting (7/10), Riding (8/10), Science (13/15), Seduction (11/15), Sixth Sense (10/14), Stealth (7/11), Torture (10/10)

ABILITIES: Connoisseur, First Aid, Afrikaans, Gambling

LANGUAGES: English (13/25), German (13/25)

HEIGHT: 5' 11"

WEIGHT: 182 lbs.

AGE: 59

APPEARANCE: Good Looking

REPUTATION: 35

VILLAIN POINTS: 3

SPEED: 1

HAND-TO-HAND DAMAGE: A

STAMINA: 28 Hours

RUN/SWIM: 25 Minutes

CARRYING: 101-150 lbs.

WEAPON: None

FIELDS OF EXPERIENCE: Chemistry, Computers, Economics/Business, Jewelry

WEAKNESSES: Personal Tie (family), Sexual Attraction (females)

IDIOSYNCRASIES: Nods his head a lot. Has a barking laugh and an off-color sense of humor that is often inappropriate.

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+1), Interrogation (-1), Torture (+4)

DESCRIPTION: De Haan's thinning blond hair is neatly trimmed and combed. His emerald eyes have prominent crows-feet from frequent laughing.

BACKGROUND: Julian August de Haan was born in Bloemfontein South Africa in 1954. His mother was the daughter of a wealthy landowner and his father an executive at De Beers. Born with the proverbial silver-spoon-in-mouth, de Haan excelled

in school and attended M.I.T, earning his EE degree at the age of 22. He married Miranda Jeannette Kerneys-Tynte (2nd daughter of the Baron of Rhye) the week after his graduation and they moved to South Africa where he strolled into a junior executive position (technology) at De Beers.

Although de Haan quickly moved up to a full-executive position in de Beers, he found the work boring as hell. He quickly grew to hate the company because he knew it was insanely profitable while he made only a pittance. One day in 1978, while drinking more than reasonable, he hit upon a method to embezzle diamonds. After thinking about it for several months, he could find no flaw in his plan and he put it into order. By the end of the day, he had six two caret, ownership-free, diamonds in his possession.

De Haan initially planned to stash away a few diamonds a month and build up a large supply before doing the ground work necessary for finding a fence, but his greed (and the rush of the experience) got the better of him and he got wind that the board had authorized an internal investigation regarding less-than-expected mine performance. De Haan immediately stopped embezzling and figured that after a month or so the investigation would fizzle out, but he learned that CIA agent Leonard Boudreaux had been brought in and he started to sweat.

He was finally caught by Boudreaux in early 1981, but instead of being arrested, Boudreaux insisted on being a partner. Not having much choice, de Haan agreed and soon everything was split 50/50. Boudreaux solved the fence issue, ended the investigation, and promised to prevent the success of any future investigations. After these events life again became boring for de Haan. Over the next three decades he slowly embezzled almost 400 million in diamonds, had a series of mistresses, and generally avoided responsibility when given the option.

De Haan became a senior executive in 2010 and his life suddenly took a turn for the worse. He could no longer avoid the work and responsibility of his role in De Beers and he spent many long hours working. Eventually this got the better of him and he decided to start cashing out (beyond the few small-value withdrawals he'd made before) his horde to live a more enjoyable and exciting life. After a few years his changed behavior was noted by the board, and another CIA-lead investigation was started, but this time it was focused on him.

PERSONALITY: De Haan is a jovial fellow, quick witted and wry. He has learned to enjoy the finer things in life and he enjoys introducing his string of mistresses into the world of wealth. He is a master at appearing to work while actually doing very little.

INFORMATION: De Haan knows of almost all the aspects of the diamond smuggling, but he does not know who Boudreaux contacts to fence the diamonds. He knows that Boudreaux has spent lavishly to upgrade the casino in Macau. He is unaware of the explosive plans for the building. He knows that Salah is doing something illegal with her clove farming business and is indifferent to that fact.



AMINA SALAH

RANK: PUNK

STR: 04 **DEX:** 06 **WIL:** 08 **PER:** 11 **INT:** 08

SKILLS (SKILL RANK/BASE CHANCE)

Boating (8/10), Charisma (8/14), Cryptography (8/8), Demolitions (8/8), Disguise (8/8), Diving (5/10), Driving (8/12), Electronics (8/8), Evasion (5/5), Fire Combat (8/8), Gambling (11/12), Hand-to-Hand Combat (4/4), Interrogation (8/8), Local Customs (11/11), Lockpicking/Safecracking (6/6), Mountaineering (6/6), Pickpocket (6/6), Piloting (8/8), Riding (Ability), Science (8/14), Seduction (6/10), Sixth Sense (9/11), Stealth (8/9), Torture (8/8)

ABILITIES: Connoisseur, First Aid, Swahili, Riding

LANGUAGES: English (8/21), German (8/24)

HEIGHT: 5'6"

WEIGHT: 121 lbs.

AGE: 23

APPEARANCE: Attractive

REPUTATION: 35

VILLAIN POINTS: 3

SPEED: 1

HAND-TO-HAND DAMAGE: A

STAMINA: 28 Hours

RUN/SWIM: 25 Minutes

CARRYING: 60-100 lbs.

WEAPON: None

FIELDS OF EXPERIENCE: Biology, Economics/Business, Dance

WEAKNESSES: Sexual Attraction (males)

IDIOSYNCRASIES: Tends to brush her hair out of her face even when such is not needed.

INTERACTION MODIFIERS: Reaction (0), Persuasion (-1), Seduction (+1), Interrogation (+1), Torture (+4)

DESCRIPTION: Salah has dark caramel skin and kinky hair she keeps in well-tended dreadlocks. She has a flat, oval face that is unerringly symmetrical. Her eyes are a dark hazel and, when exposed by one of her rare smiles, her teeth perfect.

BACKGROUND: Salah was born into a prominent Shirazi family on Zanzibar in 1987. The Shirazi are Swahili peoples claiming descent from traders from Shiraz, Iran. Her family owned the Salah Clove Farms—the largest clove farms on the main island (Unguja) in Zanzibar—and she was trained to run the farm from an early age once her mother was pronounced unable to birth another child.

Salah attended the International School of Zanzibar and then the University of Frankfurt earning a degree in Economics. During her studies in Frankfurt, she had a modest modeling career to earn spending money. She met de Haan while tradeshow modeling at the 2012 Diamond Industry Expo. She found his charm and wealth attractive and they became lovers.

During her last year at university, both of her parents were killed in a car accident. Faced with this tragedy, Salah soldiered on, finishing her degree and managing the family clove farm at the same time. After the first harvest, she discovered that her parents were smuggling tons of cloves to nearby Kenya in order to avoid selling to the Zanzibar State Trading Corporation (ZSTC) at their greatly-reduced monopolistic price. After looking over her books closely, Salah decided to continue the smuggling operation. Balancing her grief with her new smuggler life has been made easier with De Haan—his presence in her life has helped her cope through this difficult time.

PERSONALITY: Salah is an introverted and serious-minded person. She is direct, speaks her mind, and has a remarkable way of seeing to the heart of any problem or issue. She is attracted to De Haan because he is many things that she wishes she was more like: full of laughter, easy going, and sensual. She has had many lovers, but tires of them quickly and is surprised to find she still continues to enjoy De Haan's company.

INFORMATION: Salah is involved in her own smuggling ring: smuggling cloves out from the monopoly of the Zanzibar State Trading Corp. Instead of earning only \$0.34 UDS a pound she earns \$1.05 a pound, quintupling her profits and allowing her to employ the many people she does. Salah keeps her illicit gains in Diamond Trust Bank in Mombasa, Kenya.

KABELO MOLWANTWA

RANK: PUNK

STR: 09 **DEX:** 08 **WIL:** 10 **PER:** 11 **INT:** 09

SKILLS (SKILL RANK/BASE CHANCE)

Boating (Ability), Charisma (10/15), Cryptography (9/9), Demolitions (9/9), Disguise (9/9), Diving (8/8), Driving (9/16), Electronics (9/12), Evasion (8/14), Fire Combat (9/16), Gambling (11/14), Hand-to-Hand Combat (9/13), Interrogation (9/9), Local Customs (11/11), Lockpicking/Safecracking (8/8), Mountaineering (9/9), Pickpocket (8/8), Piloting (9/14), Riding (10/14), Science (9/12), Seduction (7/9), Sixth Sense (10/19), Stealth (10/20), Torture (9/9)

ABILITIES: First Aid, Setswana, English, Boating

LANGUAGES: No additional languages.

HEIGHT: 5'8"

WEIGHT: 155 lbs.

AGE: 35

APPEARANCE: Normal

REPUTATION: 25

VILLAIN POINTS: 3

SPEED: 2

HAND-TO-HAND DAMAGE: B

STAMINA: 28 Hours

RUN/SWIM: 25 Minutes

CARRYING: 101-150 lbs.

WEAPON: Lee-Enfield No. 4

FIELDS OF EXPERIENCE: Cinema, Economics/Business, Football

WEAKNESSES: None

IDIOSYNCRASIES: Smiles in tense or uncomfortable social situations.

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+2), Interrogation (0), Torture (+2)

DESCRIPTION: Kabelo has leathery skin darkened from years of exposure to the sun. He has a full head of closely-cropped hair, and an angular face that narrows from a wide brow to a sharp chin beneath full lips.

BACKGROUND: Born in a small Bayei village west of the Okovango Delta, Molwantwa excelled in outdoorsmanship from an early age. He came from a prominent local family of cattle herders, who pushed him into a city-education he never really wanted. During his studies he mastered English, discovered a fascination with cinema, and adequately passed his exams, earning a degree in business from Botswana Accountancy College in Gabrone. However, he was never happier than when on his own in the bush, and he quickly made his way back to his beloved Okovango, working the offices of several safari companies before eventually becoming the VP of Operations at Morning Sun Safari.

PERSONALITY: Molwantwa is joyous man. He wakes up in a pleasant mood every morning and happily gets about his daily routine. He's chosen to live a life connected to the wilds and enjoys his choice. He has an infectious laugh and a sparkling smile that easily endears him to the patrons of Morning Sun Safari.

INFORMATION: Molwantwa knows that Boudreaux and Kwena are doing something illegal, given Kwena's monthly trips to the capital. He doesn't care what they are doing as long as he keeps getting paid and Morning Sun is well maintained. He is also aware that Boudreaux occasionally meets with some Angolans of questionable integrity when Kwena is away on one of his trips. Molwantwa believes that Boudreaux is engaged in a bribe campaign and suspects that he's seeking beneficial treatment for opening another safari company.



YANG ZIYI

RANK: PUNK

STR: 07 **DEX:** 10 **WIL:** 08 **PER:** 09 **INT:** 08

SKILLS (SKILL RANK/BASE CHANCE)

Boating (9/9), Charisma (8/14), Cryptography (8/8), Demolitions (8/8), Disguise (8/8), Diving (8/8), Driving (9/12), Electronics (8/10), Evasion (8/8), Fire Combat (9/9), Gambling (9/15), Hand-to-Hand Combat (7/7), Interrogation (8/8), Local Customs (9/13), Lockpicking/Safecracking (10/10), Mountaineering (7/7), Pickpocket (10/10), Piloting (9/9), Riding (8/8), Science (8/8), Seduction (6/10), Sixth Sense (8/8), Stealth (8/11), Torture (8/8)

ABILITIES: Connoisseur, First Aid, Mandarin, Cantonese

LANGUAGES: English (8/23), French (8/21)

HEIGHT: 5'0"

WEIGHT: 105 lbs.

AGE: 29

APPEARANCE: Good Looking

REPUTATION: 40

VILLAIN POINTS: 3

SPEED: 2

HAND-TO-HAND DAMAGE: A

STAMINA: 28 Hours

RUN/SWIM: 25 Minutes

CARRYING: 60-100 lbs.

WEAPON: None

FIELDS OF EXPERIENCE: Economics/Business, Linguistics

WEAKNESSES: None

IDIOSYNCRASIES: Flawless manners, economical movements.

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (+1), Interrogation (+1), Torture (+3)

DESCRIPTION: Yang is petite, pale-skinned and has body language that demonstrates her mastery of customer service. She wears her very long hair in ornate braids that change daily.

BACKGROUND: Yang Ziyi is the only daughter of a coal miner father and a schoolteacher mother. Raised in rural Shanxi province, she showed early promise, both gymnastically and intellectually. Her gymnastic career ended at age 11 in a car accident that left her with a shattered hip and a permanent limp. After healing from the tragedy, Yang focused on her education and won a scholarship to the prestigious Tsinghua University, where she earned her MB in Business and Management at the young age of 23. Desirous to put her education to work, Yang traveled to Macau seeking to work for a major garment manufacturer, but through a stroke of good luck found herself running the small Triple Lucky Casino. Her efforts at the Triple Lucky paid off and she has recently been hired to run the Safari Casino & Hotel, owned by Leonard James Boudreaux.

PERSONALITY: Yang is a dedicated and driven person. She believes in working smart and working hard. She has a natural grace and a masterful way of putting others at ease that has resulted in her well-earned reputation for deescalating tense situations at the tables of her casino.

INFORMATION: Yang is aware that there is a 13th floor, knows the elevator code to enter, and knows that Boudreaux and Kwena sometimes visit the area. She has been told to not go there and has, so far, honored the request. Not from a lack of interest, but because she believes the area is under surveillance and that she will be discovered.



TEAM SOBEK

RANK: PUNKS

STR: 08 **DEX:** 08 **WIL:** 09 **PER:** 09 **INT:** 08

SKILLS (SKILL RANK/BASE CHANCE)

Boating (8/8), Charisma (9/12), Cryptography (8/11), Demolitions (8/11), Disguise (8/12), Diving (8/8), Driving (8/12), Electronics (8/12), Evasion (8/13), Fire Combat (8/11), Gambling (9/9), Hand-to-Hand Combat (8/12), Interrogation (8/8), Local Customs (9/10), Lockpicking/Safecracking (8/14), Mountaineering (8/12), Pickpocket (8/8), Piloting (8/8), Riding (9/9), Science (8/8), Seduction (6/11), Sixth Sense (8/14), Stealth (9/15), Torture (9/13)

ABILITIES: Connoisseur, First Aid, Afrikaans, English

LANGUAGES: Arabic (8/16), Setswana (8/15), French (8/12)

HEIGHT: 5'4" - 6'1"

WEIGHT: 125-185 lbs.

AGE: 27-32

APPEARANCE: Normal

REPUTATION: 25

VILLAIN POINTS: 3

SPEED: 2

HAND-TO-HAND DAMAGE: A

STAMINA: 28 Hours

RUN/SWIM: 25 Minutes

CARRYING: 101-150 lbs.

WEAPON: As stated in text

FIELDS OF EXPERIENCE: Computers, Forensics, Mechanical Engineering, Military Science

WEAKNESSES: Sadism

INTERACTION MODIFIERS: Reaction (-2), Persuasion (-2), Seduction (0), Interrogation (-3), Torture (-1)

DESCRIPTION: All members of Team Sobek were chosen as much as for their physical unremarkableness as for their abilities.

BACKGROUND: Team Sobek is composed of four South Africans (David Botha, Sarah Bester, Arther van Rooyen, and Jacob Pretorius). OSIRIS uses Sobek in light-intensity covert operations where combat is unlikely or unintentional. Team Sobek has been operating for two years, and have ran a total of 7 missions, 6 successfully.

PERSONALITY: Team Sobek is nondescript and strives to remain average in behavior and dress. They are consummate professionals, but have an unusual affinity for each other that could be exploited in the right circumstance. They will not leave a man behind.

INFORMATION: Team Sobek does not know they are part of OSIRIS. They work for a South African company called Ironfist Enterprises (publicly owned, but majority-controlled by an OSIRIS shell company). The GM will need to decide on what other information Sobek knows based upon his campaign world in the unlikely chance that the characters have the ability to gain such information.

DESERT RATS

RANK: ROOKIES

STR: 07 **DEX:** 07 **WIL:** 09 **PER:** 08 **INT:** 07

SKILLS (SKILL RANK/BASE CHANCE)

Boating (7/7), Charisma (9/12), Cryptography (7/7), Demolitions (7/8), Disguise (7/7), Diving (7/7), Driving (7/13), Electronics (7/12), Evasion (7/14), Fire Combat (7/11), Gambling (8/10), Hand-to-Hand Combat (7/11), Interrogation (7/7), Local Customs (8/9), Lockpicking/Safecracking (7/10), Mountaineering (8/10), Pickpocket (7/12), Piloting (7/7), Riding (8/8), Science (7/7), Seduction (6/10), Sixth Sense (7/10), Stealth (9/13), Torture (8/8)

ABILITIES: Connoisseur, First Aid, English, French

LANGUAGES: German (7/18)

HEIGHT: 5'7" - 6'0"

SPEED: 1

WEIGHT: 140-180 lbs.

HAND-TO-HAND DAMAGE: A

AGE: 36-42

STAMINA: 28 Hours

APPEARANCE: Normal

RUN/SWIM: 25 Minutes

REPUTATION: 0

CARRYING: 101-150 lbs.

HERO POINTS: 0

WEAPON: As stated in text

FIELDS OF EXPERIENCE: Computers, History, Football, Wargaming

WEAKNESSES: Sexual Attraction (women)

IDIOSYNCRASIES: The Rats often clap each other about the shoulders and fist bump with explosions. They also love to quote 80's movies and songs.



INTERACTION MODIFIERS: Reaction (+1), Persuasion (0), Seduction (+2), Interrogation (-1), Torture (+3)

DESCRIPTION: Both are darkly tanned. Nick is brown haired and Simon is a dirty blond. They are both of average height and weight, with the tough water-thin look common in desert dwellers.

BACKGROUND: The two Desert Rats (Nick Taylor, Simon Rhodes) fled their respective countries (Australia, UK) because of non-violent criminal activity and they've eked out a living in the dry and dangerous Kalahari Desert running a small adventure tour business (Kalahari Adventure!). Since starting the business eight years ago they have remained on the up-and-up (mostly), and have found a new home of sorts in the barren lands of the Kalahari.

PERSONALITY: The two share a rough-and-ready personality well-suited towards adventure tourism. Given the elder Nick's thick Australian accent and his tendency to speak first, they both could easily be mistaken for two stereotypical Australian outback blokes. When not giving a tour, they often laugh and crack jokes.

INFORMATION: Nick and Simon know nothing of importance relating to diamond smuggling or Macau. They do know the somewhat acrimonious history between Namibia and Botswana and may be able to help the character piece together why they would be captured and left where they were.

GUARDS AND GOONS

RANK: PUNKS

STR: 07 **DEX:** 08 **WIL:** 06 **PER:** 06 **INT:** 05

SKILLS (SKILL RANK/BASE CHANCE)

Boating (7/9), Charisma (6/6), Cryptography (5/5), Demolitions (5/5), Disguise (5/5), Diving (7/7), Driving (7/13), Electronics (5/5), Evasion (7/11), Fire Combat (7/11), Gambling (6/6), Hand-to-Hand Combat (7/10), Interrogation (5/5), Local Customs (6/6), Lockpicking/Safecracking (8/8), Mountaineering (7/7), Pickpocket (8/8), Piloting (7/7), Riding (6/6), Science (5/5), Seduction (3/3), Sixth Sense (5/8), Stealth (6/11), Torture (5/5)

ABILITIES: First Aid, Native language, English

LANGUAGES: No additional languages.

HEIGHT: 5'7" - 6'0"

SPEED: 1

WEIGHT: 140-180 lbs.

HAND-TO-HAND DAMAGE: A

AGE: 24-32

STAMINA: 24 Hours

APPEARANCE: Normal

RUN/SWIM: 10 Minutes

REPUTATION: 0

CARRYING: 101-150 lbs.

VILLAIN POINTS: 0

WEAPON: As stated in text

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

INTERACTION MODIFIERS: Reaction (-6), Persuasion (-2), Seduction (0), Interrogation (0), Torture (0)

DESCRIPTION: As appropriate for the role.

BACKGROUND: Guards and Goons provide quick statistics for any unnamed guard, goon, soldier, or police officer.

OPERATION ROGUE LION



PART III: PLACES AND EVENTS

All of the places and events are detailed within the 10 sections listed to the right. Generally, each section has a brief introduction, a more-detailed body, and a summation section about the importance of the location or event along with possible complications. While reading, the GM should consider possible responses to the environment based upon his knowledge of his players and how they prefer to address obstacles. Additionally, GMs should seek to improve play by tailoring the places and events to the group.

- A. Flight 467 to Salah Clove Farms, Zanzibar
- B. A Chase through Zanzibar
- C. Salah Clove Farms
- D. From Zanzibar to Gaborone
- E. Gaborone
- F: From Gaborone to the Morning Sun Safari
- G: The Morning Sun Safari
- H. Into the Kalahari
- I. Towards Macau
- J. The Safari Casino & Hotel

A. Flight 467 to Salah Clove Farms, Zanzibar

After a quick debriefing with the surveillance agents at Frankfurt, the characters board Flight 467 from Frankfurt am Main International Airport (FRA) to Abeid Amani Karume International Airport (ZNZ). The players learn from the agents that de Haan intends to visit his mistress (Amina Salah) at her clove farm north of Zanzibar City. The flight leaves at 8pm on the 6th and arrives at 7am on the 7th. One character is assigned a first class seat behind de Haan to observe, while additional characters sit in business class. The players should decide who sits in first class with the smart choice being the most perceptive character.

Nothing unusual happens during the flight. De Haan initiates small talk with an attractive female passenger sitting next to him (in which he is politely rebuffed), orders 3 drinks (sundowner cocktails), and spends the rest of his time sleeping or watching the inflight entertainment. About an hour before landing, de Haan wakes and goes to the restroom to tidy up. A successful Perception check (+2 Difficulty Factor) detects grooming and a subtle, newly-applied cologne.

This flight allows the players to gain knowledge about de Haan's typical behavior while flying. The flight from Frankfurt to Zanzibar is uneventful, but serves to provide a comparison to the one from Zanzibar to Gaborone. If the GM wishes, the flight can be complicated with a red herring by the characters recognizing a known operative.

Flight 467 lands without incident in Abeid Amani Karume International and deplanes quickly. De Haan gathers his luggage and heads towards the ticket counter where he purchases a first class ticket to Gaborone, leaving on the 10th at 9:45am. Characters will have no difficulty tailing de Haan up to his purchase at the ticket counter. A tailing character must then succeed on a Difficulty Factor 8 Evasion skill check to discreetly maintain the tail. The Success Quality of this check is doubled and de Haan then makes a Sixth Sense Check against this total as the Difficulty Factor. Given the busy nature of an International Airport, de Haan suffers a -2 Difficulty Factor penalty on his Sixth Sense check. As always, Hero Points can be spent to alter these outcomes. If the tailing character fails his check, or if de Haan succeeds in his, de Haan is aware that the character is tailing him.

If de Haan doesn't notice the tail, he picks up his Vauxhall Astra at the rental company and drives (a bit aggressively) to Salah Clove Farms in about 25 minutes. If the characters have transport ready, they can follow an unaware de Haan to Salah Clove Farms without difficulty provided they try to maintain a modicum of discretion. If de Haan notices a tail at the ticket counter, he drives slowly and carefully into traffic outside of the airport and then immediately opens a chase with an Escape Maneuver. If the characters have transport ready when this Maneuver happens, see B. A Chase through Zanzibar below.

B. A Chase through Zanzibar

If de Haan notices the characters following him at the ticket counter, he bolts once he enters the traffic outside Abeid Amani Karume International Airport. This suddenly starts a chase with de Haan at Long range if the characters wish to try and follow. Because de Haan is very familiar with the city and the various routes he can use to get to Salah Clove Farms, he receives a +1 Difficulty Factor modifier during the chase. If necessary, de Haan will use all his Villain Points during the chase because he's rattled by a tail and desperate to shake it.

There is a lot of traffic on the roads during the chase (morning rush hour) and speeds are fairly restricted. Trying to go faster than 45mph requires a Difficulty Factor 5 Stunt. De Haan favors Escape and Fast Turn maneuvers during the chase and he will not perform a Ram. He plans to lead the characters towards Stone

Town (the oldest part of Zanzibar City) and quickly lose them in the narrow streets and maze-like city center.

The results of this chase vary heavily upon the actions of the characters. They already know that de Haan is (eventually) heading to his mistress Amina Salah who lives on her family clove farm, but if the characters lose eyes-on contact, there is always the possibility that they'll miss something important occurring before he arrives at the farm. Of course, de Haan isn't going to do anything important on his way to the farm, but the characters don't know this.

The GM should be prepared to provide repercussions if the characters decide to do anything that attracts the attention of Zanzibar authorities. A discreet chase is one thing, but a multi-car pile-up is something entirely different. If statistics are needed for any encounters with authorities, use the Guards and Goons entry.

C. Salah Clove Farms

The Salah family has owned clove farms since 1675, but the modern Salah Clove Farms (including the 36 individual farms spread throughout Zanzibar Island and Pemba Island) was only recently incorporated in 1976. The family's traditional house and first farm is located on the beautiful shoreline just north of Stone Town off Malawi Road.

Unknown to Amina Salah, the house has been infiltrated by Team Sobek on the night of the 6th while the characters and de Haan were in flight. Sobek has placed several bugs throughout the building, including a visual surveillance bug in Amina Salah's office. The team has also planted incriminating evidence against de Haan in Salah's office, falsely indicating that de Haan has opened a dialogue with the characters' agency to broker a deal providing immunity from prosecution for diamond smuggling in exchange for "information of the highest importance." This evidence has been placed to push Boudreaux into killing the characters for OSIRIS—saving OSIRIS the trouble of killing a group of trained field agents, something that would attract

unwanted attention from the covert organizations of the world. OSIRIS expects Boudreaux to dispatch the characters in an "accidental" way after discovering this false information.

There are two different activity levels at Salah Clove Farms: Normal and Heightened. Normal activity occurs if de Haan doesn't notice his tail or if he noticed his tail but shook it. Heightened is when de Haan noticed his tail but did not manage to lose it.

Normal: Amina waits on the breezy front veranda for de Haan's arrival, a small pot of boiling water ready for two clove and cinnamon teas. Upon arrival, the two meet, kiss, and sit down in the loungers discussing what they've done since their last meeting two months ago. They spend the next three days lounging about the house and the nearby beach, eating, drinking, and having sex.

Heightened: Upon arrival, de Haan draws Salah into the house, explains that he has a tail, and immediately arms himself with an old 1976 Browning side-by-side shotgun, putting 4 extra shells in his pocket. His behavior

rattles Salah (who wonders if the tail is because of her smuggling activities and unrelated to de Haan) and she arms herself with an equally-old Makarov 9mm. They move towards the front of the house and prepare to defend themselves. Neither will call the authorities as they both have no wish to draw attention. If no other vehicles drive up the long driveway, de Haan and Salah relax after half an hour, but keep their weapons nearby throughout de Haan’s entire visit, carrying them room to room as they move about. They spend the next three days lounging inside the house, eating, drinking, and having sex, but they’re generally more observant than under the Normal Activity level.

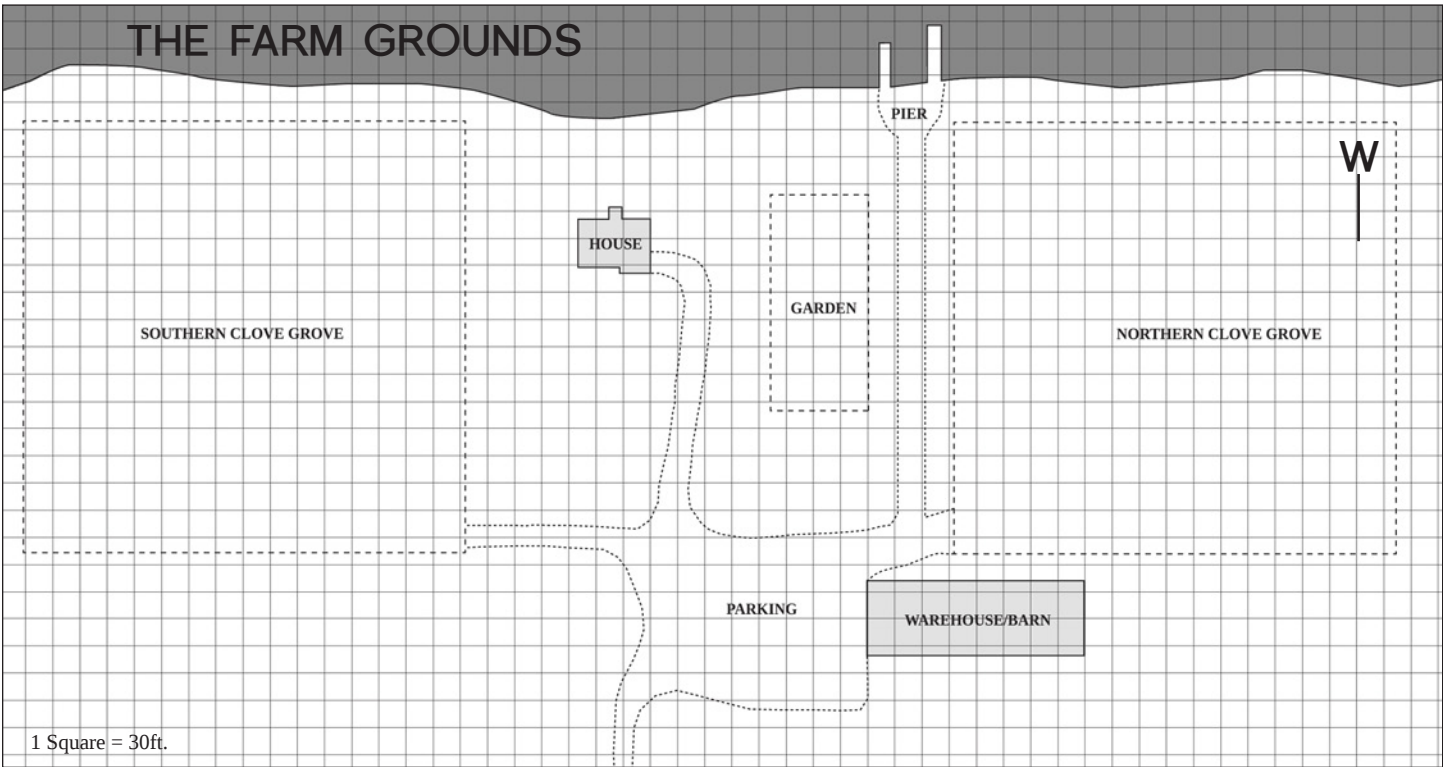
THE FARM GROUNDS

The farm property stretches about 0.25km between the ocean and Malawi Road. Hundreds of mature clove trees line two groves north and south of the farm house, filling an area roughly 7 acres in total size. A large vegetable garden lies between the clove groves, enclosed by several feet of flower garden all the way around the exterior. Both the groves and the garden are tended by employees of Salah Clove Farms. Salah tries to always have a wide variety of fresh flowers and fresh vegetables: the excess is given to employees to take home to their families.

There are two access roads leading to the groves connected to a small employee parking lot and a warehouse. 5 to 15 employees are busy in the groves, garden, and warehouse during the day. They leave around 6pm. The employees on the home farm have been with the Salah family for generations, and are completely trusted because of their loyalty (-3 Difficulty Factor to any interactions regarding a character gaining information about the company or Amina Salah). All are aware of the clove smuggling funneling through the nearby pier. Salah has asked to be left along during de Haan’s visit and won’t interact with the workers beyond a simple greeting unless something extraordinary happens that demands her attention.

THE FARM HOUSE

The main house is very tastefully (and luxuriously) appointed. Built in 1756, the house is considered a “historical residence” by the Zanzibar Heritage Society and floor plans of the house can be found in public record. These floor plans don’t reflect the modern house precisely, but they adequately indicate load-bearing walls and the general structure of the residence (If the GM wishes, a successful Persuade attempt on public records staff could provide characters the accurate, modern, floor plan). Although luxuriously furnished,



the size of the house is modest. Only the rec room and indoor theatre (seating 16), hints to the true wealth of the family business.

A floor plan of the house is provided and a brief description of key rooms are below.

Overview: The house is covered by imported Marseille Clay roof tiles. These tiles are well-maintained, but noisy if walked upon. Perception checks gain a +2 Difficulty Factor to detect the noise.

Exterior Doors: These three doors (front, back, porch) are all made from 4-inch-thick wood and hand-carved by native Zanzibarians. They have traditional key locks, but of exceptional quality (-1 DF Lockpicking).

Windows: All the windows are double-paned and framed with darkly-stained teak. The ground level windows are always kept locked unless opened, but the 2nd story windows are often unlocked (50% chance).

Porch: Made entirely of clove wood (from trees that stopped producing), the porch is also hand-carved in native motifs. It is exceptionally well-crafted and makes nary a noise if tread upon. It opens directly to the bar via a pair of exterior doors.

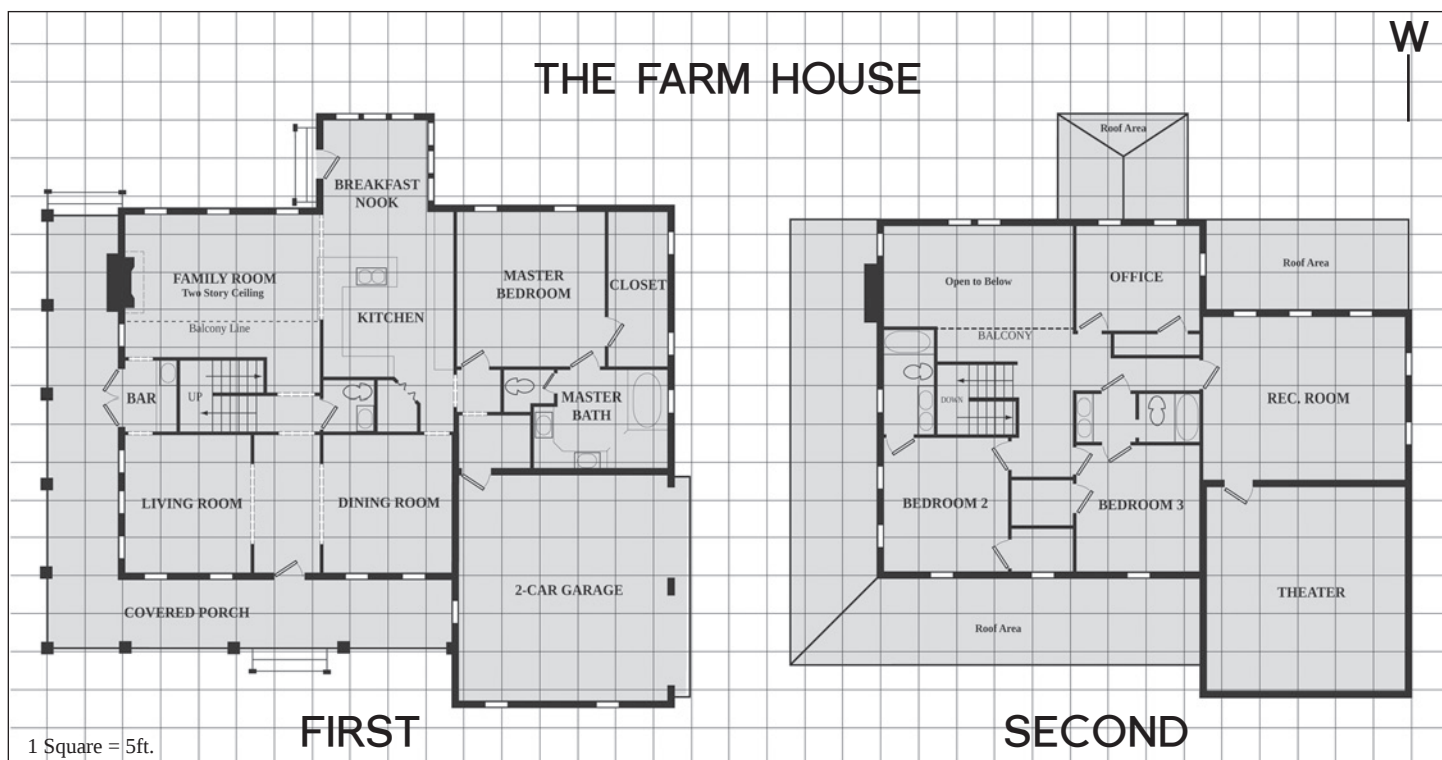
Garage: A small garage, the house has space for two vehicles. The garage door is standard market, but of wood stained to match the house's windows. During de Haans stay, his Vauxhall Astra is parked here next to Salah's BMW Z4.

Bar: Unusual in the historically Muslim country, the house was originally designed with this clove-wood bar. Salah keeps it well-stocked and it's capable of mixing up all common drinks.

Master Bedroom: Well-appointed with a king-sized memory foam bed, the master bedroom is where de Haan and Salah spend much of their time during the stay. Detecting the bug (sound, UHF, none, continuous) placed here by Team Sobek (in the alarm clock near the bed) requires a successful Difficulty Factor 3 Electronics check.

Office: A fully-modern office, Salah is able to remotely access records on every part of her business. Her laptop has only cursory protection that any trained agent should be able to quickly crack (Difficulty Factor 10 Electronics). De Haan's laptop is also stored here while he's visiting: he and Salah wake up, make some coffee and check their respective computers every morning. His laptop is more secure (Difficulty Factor 4 Electronics), but sub-par for what one would expect from a de Beers technology executive. De Haan has gotten increasingly sloppy over time as his smuggled wealth has increased.

The locked (+1 DF Lockpicking) converted closet in the south houses a long filing cabinet containing paper records as well as an old-fashioned, extremely heavy-duty safe (+1 DF Safecracking) that's been in the



family for generations. Within the rarely-opened safe are more important records (land titles, birth certificates, passports), information about Salah's illegal account at Diamond Trust Bank (account numbers, transaction information), and several pieces of jewelry worth over \$35,000 in total. Additionally, there is a portable hard drive duplicate of de Haan's laptop planted by Team Sobek containing the false contact information. Sobek placed this here to implicate that Salah has been copying de Haan's laptop or that de Haan has been maintaining two separate records.

Behind the safe (requiring quite the gymnastics to reach) is a hidden compartment in the wall containing records of Salah's smuggling operation.

Detecting the bug (visual, VLF, none, continuous) placed here by Team Sobek (in the ceiling light fixture) is very difficult, requiring a successful Difficulty Factor 1 Electronics check.

Rec Room: The rec room has a regulation-size pool table surrounded by comfortable seating and tables for drinks. The pool table also converts, allowing table tennis. Detecting the bug (sound, radio, none, continuous) placed here by Team Sobek (again in the ceiling light fixture) requires a successful Difficulty Factor 8 Electronics check to detect.

Theatre: The theatre features 16 of the finest leather seats facing a 15' screen. The system is connected via a dish on the roof to a daily-updated movie service providing a large library of movies and TV shows.

THE WESTERN WATERS RESORT

About 0.5km north of Salah Clove Farms and on the east side of Malawi Road, is the Western Waters Resort. A custom-built pedestrian underpass links the resort hotel building to its various beach-side buildings. There is little chance the characters will detect Team Sobek's observation of Salah Clove Farms, but if such is the case, they will certainly be interested, especially if they discover any of the bugs. If this occurs, and the characters make Team Sobek, the GM will need to create the floorplan of the Resort as well as any expected resort staff.

If the characters somehow manage to neutralize Team Sobek and find proof of the planted information, the characters gain a quick upper hand in the mission and they should be rewarded extra experience regardless of the final mission outcome.

INFORMATION & COMPLICATIONS

The characters can gain several clues at Salah Clove Farms. As they are supposed to constantly observe de Haan, they will likely infiltrate the farm house to place bugs after the employees have left for the day. Besides placing their bugs, the characters may unfruitfully hack into either Salah's or de Haan's computer. If they open the safe, they'll find something of interest: the planted information placed by Team Sobek on the 6th indicating that de Haan has just made initial contact with the character's agency to broker a deal providing immunity from prosecution for diamond smuggling in exchange for "information of the highest importance."

This information has some ramifications for the characters. If the characters check with HQ, there is no record of the communications. This could mean several things: that there really is no record; that HQ is not providing the information to the characters; that de Haan is being falsely led on by a third party; or that the information is completely false and planted. There's a lot for the characters to mull over.

During the infiltration the characters may be discovered by de Haan or Salah. This runs close to a worse-case scenario as both de Haan and Salah would have no compunction against using lethal force. If either de Haan or Salah is killed during a botched infiltration, the GM should adjudicate official response as required and penalize the characters with -50 Experience Points at the end of the mission for their sloppy work.

There is also the possibility that the characters discover Salah's clove smuggling ring. This information provides the characters powerful leverage against Salah if they decide to contact her after de Haan's death. From a campaign view, the information can have value in further play, either to the characters directly or to their agency. Perhaps Salah could be "persuaded" to act as an informant?

Minimally, the characters should learn through their surveillance that Salah is not part of any diamond smuggling operation and that she and de Haan never speak about anything related to diamonds in more detail than the "how's work been" conversation regarding both de Beers as well as the clove farm.

Finally, during the infiltration the characters may discover the bugs placed by Team Sobek. This opens up several options to the characters and some suggestions are provided on this matter. The GM should prepare

to deal with these gameplay-emergent issues based on how his campaign works and feel free to modify these suggestions as needed.

1. Try to identify the source of the bugs (are they of a type associated with a particular organization or agency). The characters can learn that the bugs are generic and convey no useful information. They have also been cleaned (no fingerprints), demonstrating that at least some level of sophistication is occurring.

2. Re-contact headquarters to get more information on Salah (are the bugs friendlies or hostiles?). HQ has no information on Salah outside of what is publicly available and is unaware of any surveillance. Perhaps it is a matter of local law enforcement?

3. Re-contact headquarters to notify of potentially blown cover (if the visual bug is found or if identifying remarks are made in range of one of the audio bugs). HQ tells the characters to continue, but scolds them harshly if they didn't take proper care during infiltration, such as failing to use code names (or using their cover names) when conversing, or failing to cover or disguise faces during the infiltration. This makes any Persuade attempts on HQ suffer a -2 Difficulty Factor for the remainder of the mission.

4. They may try and acquire equipment to either hack into the bugs to spread disinformation or to try and find some means of identifying the opposing surveillance crew. Disinformation could be spread by recording a set period of information and looping that into Team Sobek's bugs or through some other creative methods. Trying to find a way to sniff back to Team Sobek will be very difficult as none of the bugs leave a trail to their suite at The Western Waters Resort.

One possible way for a clever group would be to try to purchase (Local Customs, Zanzibar -3 Difficulty Factor) or create (Local Customs, Zanzibar -1 Difficulty Factor, plus an Electronics check) a device that can detect the laser beam of the laser microphone Team Sobek is using (the characters would have to guess about the microphone, and would have to strike before the morning of the 8th when Team Sobek flies to Gaborone). This would pay off immediately for it would pinpoint Team Sobek to the characters.

If the characters make Team Sobek, Operation Rogue Lion may turn into a very different mission depending on what information is gained from them. It's suggested that the information proved in the Team Sobek description be used to create realistic outcomes. If possible, the GM should try and steer the mission back "on-track" after such an occurrence, but players should be rewarded for good play, even if that scraps a prepared mission.

D. From Zanzibar to Gaborone

On the morning of the 10th, Salah and de Haan say their long goodbyes and he drives off to the airport around 7am to catch his 9:45 flight to Gaborone, Botswana while she begins earnestly running her business. If the house was in Heightened state, de Haan pays close attention, gaining a +1 Difficulty Factor Modification on his Sixth Sense check to detect tails. If he notices a tail, he doesn't do anything unusual this time until he enters the airport, at which point (if he can identify the characters) he notifies security that he's been followed and the characters are approached by four Zanzibarian Police. The characters can smooth-talk their way out of the confrontation with a successful Persuade. If that doesn't occur, the characters are briefly detained

until they can provide a reasonable explanation of their behavior (they have already purchased tickets, they have provable lodging reservations in Gaborone, etc.).

Kenya Airways Flight 224 from Abeid Amani Karume International Airport (ZNZ) to Sir Seretse Khama International Airport (GBE) begins boarding 30 minutes before its on-time departure of 9:45am. De Haan is flying 1st Class. Next to him is a disguised Anna Elisabeth Munro (OSIRIS Queen of Death – see core rules for statistics). If any of the characters are flying 1st Class, they have chance to identify Munro if they see through her disguise (requiring a secretly-rolled Difficulty Factor 3 Perception check from the GM). If the Perception check is successful the character notices

a disguised person next to de Haan and can then proceed to a Reputation check against Munro's 95 Reputation.

During the flight, knowing de Haan's predilections, Munro waits for him to try and chat her up, and after his second sundowner he does just that. Munro joins in the conversation and after a few minutes gets down to business. She tells him she knows about his diamond smuggling and informs him there are only two ways out of this: he either accepts his sentence (which would be life in a Botswanian prison, which is exactly as bad as it sounds) or presents him with the noble's way out: suicide. And not just a normal suicide, but one done here on the plane via a painless poison capsule that mimics a heart attack, allowing his family to collect on his large life insurance policy. To further his resolution, she also shows him photos of his family taken down the scope of her sniper rifle and lets him know that although he may live if he chooses prison, his family most-assuredly will not. After a few moments of thought, de Haan agrees that suicide is the best option at which point Munroe provides him the poison capsule and informs him to go to the toilet five minutes before their descent starts and pretend to defecate. He is then to take the pill, which will almost instantly go into effect and everyone, including his insurance company, will believe he had a heart attack on the toilet. De Haan spends the rest of the flight savoring different drinks, and then heads off to the toilet and commits suicide like he agreed.

Just how much of the exchange between de Haan and Munroe can be perceived depends on where the characters are in relation to the pair. The closer they are, the better chance they have to see the exchange in its totality (The GM should apply appropriate DF modifiers to the below Perception check). Unless using sensory amplifying equipment (or if de Haan is

bugged), characters will be unable to glean information from the conversation beyond the physical reactions of the two. A Difficulty Factor 3 Perception check reveals that the conversation was not unlike the last time he hit on a woman sitting next to him, but quickly turned into something more serious, based upon de Haan's body language—something that was most definitely not a flirtation. A failed check results in characters believing that Munroe and de Haan were simply flirting with each other to pass the time.

A few minutes after the pilot turns on the seatbelt light for the descent, the flight attendants realize something is wrong with the man in the 1st Class toilet. They force the door open and, seeing an apparently dead de Haan, make the "Is there a medical professional aboard?" announcement while raising his trousers to cover his nudity. Unless the characters very quickly claim to be a medical professional, a doctor who unknowingly works for OSIRIS hurriedly examines the body and declares that he probably died of a heart attack. The plane then lands, de Haan's body is removed, and the passengers deplane into the airport.

INFORMATION & COMPLICATIONS

During the flight, there are four main points of potential complication.

1. A recognized, but not accurately identified, Munro. If a character gets a niggling feeling about Munro being someone of importance (a "Perhaps" Reputation check result) there's a high probability that the character will try to find a surreptitious way of photographing Munro with a smart phone, intending to run the photo back to HQ for more processing. The GM should roll a Difficulty Factor 7 Sixth Sense check for Munro (she knows the characters are aboard) to notice a photo attempt. A Great (2) or better success indicates that the character will be unable to take a serviceable photo without being extremely obvious about it (such as standing right next to her and snapping a pic).

If a character is so crude, so plebeian, as to do this, that character enters himself on Munro's personal execution list and, more than likely, has an inevitable date with a .300 Winchester Magnum round traveling at 500 m/s from her Walther WA 2000. The GM must determine at what point such an assassination attempt occurs, but Munro will not give up after a failed attempt unless Wolf himself requires it of her.



2. An identified Munro. If the characters identify her, they'll be aware that she is a former SIS (MI6) agent turned mercenary, but they won't know about her OSIRIS ties because they are unknown to the intelligence communities. There is always the chance that the seating is pure chance, but it is unlikely that the characters will believe in chance after de Haan is found dead of an apparent heart attack. More than likely, the characters information will (once reported to HQ) send their agency into a full investigation of Munro's activities after leaving SIS. The GM could use this to create a new mission for the characters—acquiring information on Munro to create a fully-robust personality file. Such a mission would be extremely dangerous for Wolf would inevitably learn of the focus and deal with the matter directly and finally.

3. Hearing de Haan's and Munro's conversation, via bug or other surveillance gear. This is most difficult of possible complications. In the conversation, Munro identifies herself as Sarah Douglas, a freelance nature photographer from the UK. This is her cover identity, of course. It's a new one, and one without much depth, dead ending with a few photos on a few websites over the past 6 months with payments being made to a PayPal account with fraudulent information. If the characters hear about the suicide arrangement and the blackmail regarding the diamond smuggling, they may try to apprehend or tail Munroe after the plane lands.

If the PCs decide to attack or chase Munro, she (and her team) will fight only to escape, using any needed Villain Points to accomplish this goal. This will be a most-risky affair, as Munro is aware of the characters and will not be surprised. She has a Volkswagen Polo ready at the rental counter (which she doesn't intend to use), a Cadillac Escalade waiting to pick her up (filled with three armed goons), and a back-up Kawasaki Ninja in short-term parking.

If the characters try to tail Munro, they will also run afoul of the second vehicle (a Peugeot 308) with a single native Botswanian driver tasked to interfere with any tails. This driver will deliberately cause an accident, allowing Munro to escape. The driver has been paid \$1,000 USD for his efforts and provided the car.

4. If the characters miss out on the importance of the conversation occurring on the plane, de Haan's death will come as a complete surprise. It will be declared a natural death—heart attacks on the toilet are quite common and de Haan shows the other signs associated with an acute MI. What the characters choose to do after this is heavily dependent upon how much information they gathered at Salah Clove Farms. They will probably contact HQ, providing the GM the chance to steer them into either infiltrating Salah Clove farms (if they didn't do such the first time there) or de Haan's residence in Gaborone. If the players seem to be floundering a bit, the GM can have HQ simply tell them what to do here to keep them on the expected mission flow.

E. Gaborone

Kenya Airways Flight 224 lands in Gaborone at 12:30pm local time, which is 1 hour behind Zanibar time. Upon landing in Gaborone, de Haan's wife (Miranda Jeannette Kerneys-Tynte) is immediately notified of his death. The characters have many options about what to do once in Gaborone, so the GM should be ready for any number of actions. The GM should also keep the timeline in mind. The main place of interest for the characters in Gaborone is de Haan's house.

Since de Haan's death isn't made public until the 12th, the characters have about 3 days to investigate

before Boudreaux sends Kwena and 3 goons to de Haan's house during the funeral, to find the material planted by Team Sobek indicating de Haan's supposed contact with the characters' organization.

JULIAN DE HAAN'S HOUSE

De Haan's house is the 17th floor of the Sethunya Building, 9 Kaunda Road: his condo takes up the entire floor near the top of the residential tower. The house is full of activity on the 10th, but on the 11th it is relatively empty from the late morning until midafternoon while

the de Haan family makes funeral arraignments. During this time, only the maid Schultzy is in the condo. The house remains active until the mid-morning of the 14th, when it is empty of even Schultzy during the three hours of the funeral.

A floor plan of the house is provided and a brief description of key rooms are below.

Building Overview: The house occupies all of floor 17 in the 18-story Sethunya Building. Floors 16-18 require a special elevator access key to reach. There is a parking garage occupying the first 4 floors, a lobby on the 5th with two armed guards (use goons armed with Beretta M9's), a pool, exercise room, two conference rooms available to residents, as well as a small office suite for staff (receptionist, building manager, repair staff, etc.). A service elevator, requiring a key to enter, is capable of reaching all floors.

The guards are far from professional, mostly there just for show. They are bored and easily distracted.

Exterior Doors: There are two exterior doors, one leading into the grand room and one exiting the service area. These two are thick wooden doors with traditional key locks.

Sliding Doors: The 5 terraces are reached via 8 all-glass sliding doors. These doors are almost never locked and often left open, allowing a goodly breeze to flow through the condo.

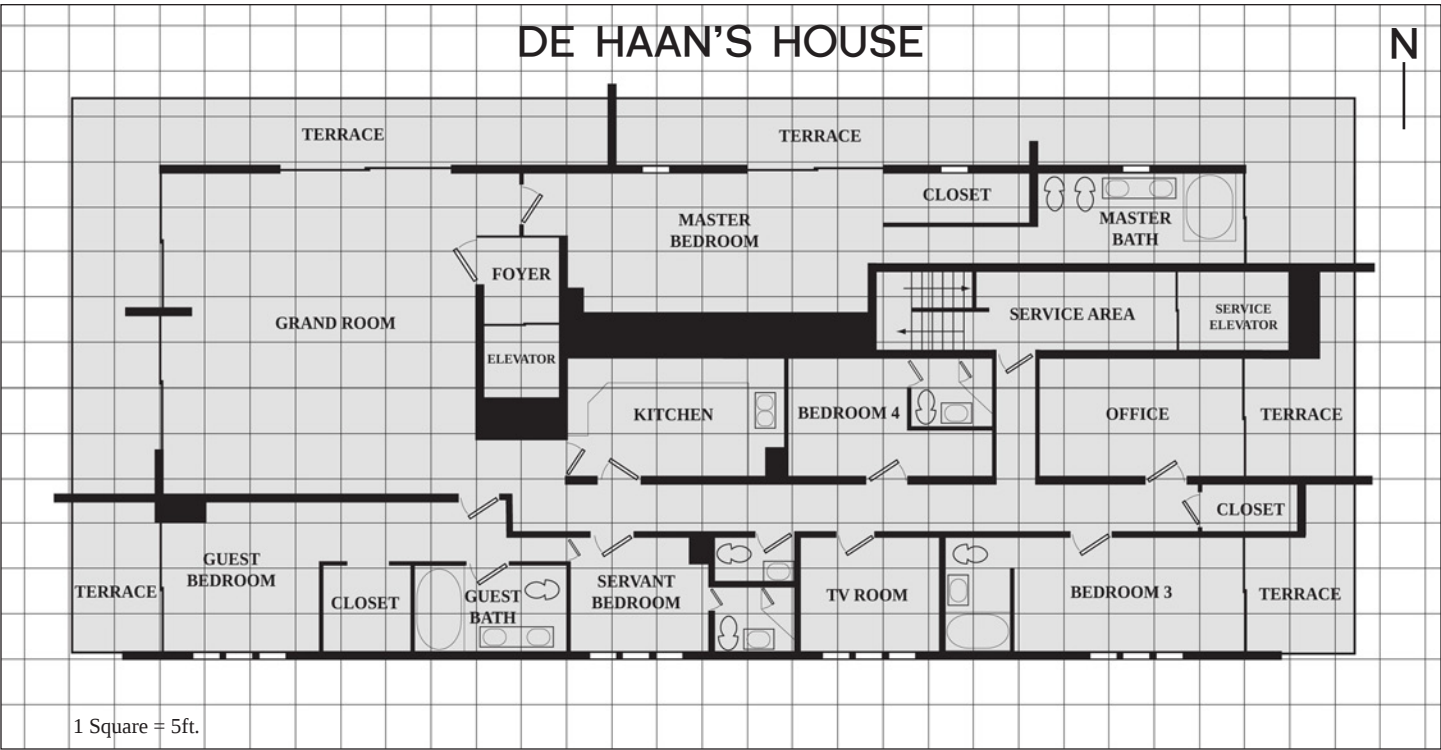
Windows: All the windows are singled-paned and framed with shiny stainless steel. Like the sliding doors, the windows are usually unlocked with some open.

Terrace: A wide terrace roams about 3 sides of the building. Separated into 5 separate sections, the terrace provides excellent views of Gaborone and is well-appportioned with lounging furniture.

Grand Room: The heart of the house, the grand room features a grand piano, an elegant dining room area and exquisite cherry-wood and white leather furniture. Next to the entrance into the foyer, an 18th-century French wardrobe awaits the coats, hats, and shawls of guests.

Master Bedroom: This elongated suite occupies most of the north-facing wall of the house. The centerpiece is a 9-foot-tall canopy bed, surrounded by birch and walnut furniture. The closet contains the majority of de Haan's and Kerneys-Tynte's clothing, but there are significant amounts stored in the southern hall closet. In the back of the closet is a large safe, containing over \$250,000 worth of various jewelry as well as family papers (birth records, passports, marriage licenses, etc.). If the characters arrive after Kwena, all the jewelry is gone.

Guest Bedroom: This master suite houses long-term guests. It was occupied last by a Kerneys-Tynte's mother, who stayed for 3 weeks in March.



Bedrooms 3 and 4: These two rooms were formerly occupied by de Haan's and Kerneys-Tynte's children, George (age 34) and Oscar (age 36) when they were younger. They are currently used as guest rooms.

Office: When at home, de Haan does all his work from this office. It is here that Team Sobek plants the false information regarding de Haan making initial contact with the character's agency to broker a deal providing immunity from prosecution for diamond smuggling in exchange for "information of the highest importance." Here the information is found on an unsecured back-up hard drive in the top left desk drawer.

In this room there is a wall safe hidden behind a painting that is very difficult to open (Difficulty Factor 2 Safecracking). If the PCs arrive after Kwena, they'll note some pry marks on the safe, but Kwena was unable to open it, and after finding the planted hard-drive, decided he had enough information and left. In this safe is an old cigar box containing 32 rough diamonds, all of similar size and quality (approximately 2 carats each and all FL or IF) and four hollow metal spikes with screw tops used for the dead drops. Unbeknownst to Boudreaux, de Haan has kept a single diamond from every year he's been smuggling. He intends to make a diamond necklace for himself from these diamonds once he retires—a smug insult to the company that took so much of his time. Also in the box, is an old (from 1996) business card of Leonard James Boudreaux, Owner of the Morning Sun Safari. On the back is written, "Since 1982". De Haan has held on to this card and written the note in the (improbable) case that he's killed by Boudreaux and needs to leave a cryptic message behind pointing in his direction.

Service Area: This area is used by the maid Schultzy to access the service elevator as well as by the maintenance staff of the Sethunya Building. Next to the emergency staircase are several shelves containing a variety of cleaning products.

INFORMATION & COMPLICATIONS

What happens at Gaborone depends upon what the characters do. If they dawdle for a few days, they'll receive an invitation to safari seemingly out of the blue on the 16th, which should be enough to prod them in the right direction. After all, such invitations are not really happenstance in the covert world. Curiosity, if nothing else, should propel them forward.

Indecisive characters are unlikely, however, and they'll probably decide to infiltrate de Haan's house. How the mission goes depends on the quality of the plan the characters concoct and how expertly pull it off.

A GM is reminded to go with the flow of the game, placing reasonable obstacles if things seem to be going way too smoothly (interpret that as "boringly"), and generally acting as an impartial intermediary between the fictional world and the players. During the infiltration, the characters can find the planted Team Sobek information, locate the raw diamonds and business card (which should be enough to point them in the right direction), or even run into Kwena and his 3 goons (if the characters decide to infiltrate during de Haan's funeral, 10am-1pm on the 14th). If the characters immediately notify their agency when they discover the diamonds, the GM should have the agency ask them to follow up on Boudreaux as a possible associate.

Smart characters may realize that the best time to hit the house will be when everyone's away and that'll surely result in a combat. If Kwena's group meets the characters in de Haan's house, they will engage only in hand-to-hand combat unless forced to use firearms.

During the raid they are all armed with knives (which they'll avoid using initially, but escalate into if the hand-to-hand combat goes against them), and Glock 19's. Kwena's group also wears service crew uniforms and dons ski masks before entering the apartment to protect their identities. If Kwena's group wins the melee, they'll tie up the characters with bedspread strips and continue their search. If the character's start to win, the band dashes for the service area and quickly escapes using the keys Boudreaux has long-ago duplicated. If the characters capture an NPC, escape with him, and then interrogate and/or torture him, the GM should tell the characters the information gained based upon their skill check results. The goons are street toughs Kwena personally knows, but they know nothing about diamond smuggling or the Macau plan. They can point the characters towards the Morning Sun Safari, as that's where Kwena's been working now for some years.

If the characters arrive before Kwena and are unprofessional enough to take the planted hard-drive (instead of just copying it) before he has had a chance to make a copy, the GM should assume that Boudreaux sends Kwena and some goons to the Salah Clove farms and locates the false information planted there. If the

characters took all the information from both locations, Boudreaux won't send an invitation to them to visit the Morning Sun Safari and the characters will have to find their way to the safari. A GM should gently nudge the characters in that direction, while keeping a constant eye on Boudreaux's timeline.

Regardless what the characters do, the GM will probably need to be flexible at this point in the mission because there's the chance the characters could flounder around a bit even if they gather enough information to send them to the Morning Sun Safari. Generally, any time characters have several days between important

events, a GM should be ready for just about anything and strive to keep the characters from traveling too far afield when possible.

AN INVITATION FOR SAFARI

If the characters don't book a safari at The Morning Sun Safari, they'll be contacted by their hotel's concierge informing them they have won the special all-expenses-paid promotional they are running for the quarter: a free 7-day safari experience at The Morning Sun Safari.

F. From Gaborone to the Morning Sun Safari

If the characters arrange for their own stay at The Morning Sun Safari, the GM should realistically adjudicate their travel arrangements remembering that, more than likely, Boudreaux wants the characters at the Safari. If the characters accept the invitation to safari, they'll be bundled in with 8 other guests (civilians 1-4 from the Civilians on Safari list below) aboard a de Havilland DHC-6 Twin Otter and flown to Maun, Botswana (departing on the 17th at 7am and arriving

at 9:30 am). From the airport at Maun, the passengers board a Ford E-150 passenger van for the 4-hour trip to the Safari proper, arriving in time for lunch at 1:30 pm.

Upon arrival, each guest is shown their suite and given a brief walking tour of the deck areas. They are then taken to the main deck for lunch. Lunch is an informal, buffet-like event on the main deck. Guests may arrive and leave as desired from 11am to 2pm.

G. The Morning Sun Safari

The Morning Sun Safari is one of the older safaris of the Okavango, having roots going back to the 1930's. Located north and east of Gumare, Botswana, Morning Sun is one of the few safaris on the western side of the delta: most are on the southern and eastern sides. It has a strong Botswanian history, having hosted Seretse and Ruth Khama (the first president of Botswana and his wife) over a dozen times during the 1960's through the late 1970's. The safari fell upon hard times in the 1980's and Leonard James Boudreaux purchased it for a relatively low price in April 1997 after Chedza Masire's (the then-owner) embezzlement became public.

The Safari was deep in the red when Boudreaux purchased it. His large reserves allowed him to pay off

all of the debts and completely modernize the premises. All of the old buildings were torn down and a new main building erected. A large, wandering deck was installed and 14 hut/suites scattered about the decking. In this way guests have the feeling of being separate from people, yet have the ability to come together if desired.

Breakfast is served individually to each suite at the desired time. Lunch is an informal, buffet-like event on the main deck between the hours of 11am and 2pm. Dinner is more formal and guests are asked to join together on the daily-assembled long table on the main deck. Guests with children may enjoy some adult-only time by sending the young ones to dine in the child care center, or they can choose en-suite dinner service.

Various aspect of the Morning Sun are detailed below. The GM should be thoroughly familiar with all aspects of the safari environment—the characters will likely do something unexpected and a good knowledge of the safari will make adjudicating these unexpected choices easier.

MORNING SUN ROUTINES

Morning Sun has a staff of 51 people: Kwena, who guards and takes care of Boudreaux; Molwantwa, who is in charge of operations; 1 chef and 3 cooks, who prepare all the meals; 3 handymen, who take care of the property and vehicles; 12 guides, who guide vehicle or hiking tours; 12 guards, who accompany the guides on the tours; 6 servers, who wait tables and perform other necessary menial tasks; 6 maids, who take care of the interior of the suites and the clothing of the guests; and 6 office workers, who run the office as well as staff the child care center. The daily routine of the staff follows. The GM should use the routines when adjudicating character actions.

Boudreaux's Routine: Boudreaux wakes at 6am and spends the first hour of his day on personal hygiene (it takes him additional time due his disability). He takes breakfast in his office when Kwena shows up after exercising. He works for a few hours and then goes to lunch to talk with his guests during the mid-day break. After lunch he returns to work for a few more hours before heading back to the deck around 5pm where he spends the remainder of the day until Kwena leaves him after dinner at 9pm. He then returns to his office and takes an hour or so of reading leisure before going to sleep around 11pm.

Kwena's Routine: Kwena wakes at 5am and has breakfast by 6am. He then spends an hour exercising in the exercise room, before attending to Boudreaux. He stays near him until 6pm when he goes to the exercise room again to work on his boxing skills. After exercise, he takes a quick shower, dines with Boudreaux on the main deck and attends to him until 9pm. He then goes to his quarters to read a bit before going to sleep. Kwena is a light sleeper.

Molwantwa's Routine: Molwantwa wakes at 7am and lounges in bed for at least 15 minutes before getting up and showering. He hits the office at 9am and stays there until around 4pm, taking a brief break for lunch. After 4pm, he likes to try and tag along on a short late afternoon/evening safari. He almost always

joins Boudreaux and Kwena for dinner, returning to his room to watch a movie and fall asleep around 10pm. Molwantwa is a heavy sleeper.

Office Workers' Routine: The office workers have two different duties. The first is desk/office work, starting at 7am and staggered (via 3 hour breaks) until ending at 9pm. The other task is child care, starting at 8am and staggered until 9pm as well. The office workers flow back and forth between the various tasks, ensuring that everyone performs each function at some time during the long day. When not working, they can be found in their quarters, in the kitchen, or relaxing in the back lobby or on the deck.

Chef's, Cooks', and Servers' Routine: These workers have the longest days. Up at 4am and not going to bed until 10pm, they spend almost all their time on the job. These workers are found in the kitchen, travelling to and fro from individual suites, and serving on the deck for lunch and dinner. Breakfast is served 5am-10am, lunch is served 11pm-3pm, and dinner is served 7pm-9pm. It is not unusual for one of these workers to nip off for a short nap between 4pm-6pm.

Handymen's Routine: The 3 handymen have the most flexible schedule of all the workers. They typically rise around 7:30am, have a quick breakfast in their quarters before heading down to the garage to get all the vehicles ready for the day's safaris. From that point on, they have great latitude in what they do based upon what is most important that needs to be done. Typically they'll be found performing maintenance on a vehicle, maintaining the various structures, or repairing a broken washer/dryer, appliance, or mechanical system. Some days the handymen do little work, other days they do nothing but work.

Guides' and Guards' Routine: The guides and guards always work in pairs for every safari. The earliest safari starts at 4am (with on-safari breakfast prepared the day before) and the latest departs at 9pm. The major safaris are 8-9 hours long while the lesser safaris are 3-4 hours long. During the night, a single guard is tasked with patrolling the main building and the deck. Because of this diverse schedule, the guards and guides can be found awake and about at almost any time: usually lounging in the back lobby, on the main deck, or in the kitchen getting a bite to eat.

Maid's Routine: The maids are up late (10am) and begin work around 11am. They make rounds through

the suites dropping off the prior day's laundry, cleaning and making-up all the rooms, and then gathering the day's laundry. Laundry usually begins around 4pm (after their quick lunch) and everything is sorted by 7pm. After that, they quickly clean the main building and head off to their quarters around 9pm, typically falling asleep around 10:30 or 11pm.

THE CHARACTERS' ITINERARY

It's expected that the characters will spend several days at Morning Sun Safari according to the timeline presented at the beginning of the mission. Each day's activities are briefly outlined below so the GM can build each scene as needed based upon the actions the characters have previously taken. Again what the characters choose to do can greatly change the expected flow of the game here, and the GM should logically deal with these changing circumstances.

April 17: The characters arrive and settle in. Introductions are made and initial opinions formed.

April 18: The characters go on safari in the Okavango Delta. This first safari is a 9 hour run (9am-6pm) via Landrover Defender around the northernwestern edge of the Okavango. During the trip the characters see examples of every animal common to the delta. The characters' Landrover is bugged via a bug (sound, UHF, none, continuous) under the driver's seat. Boudreaux spends much of the day listening to the trip to see if he can glean any information about the characters. The land safari involves one guide (who drives) and a guard armed with a Lee-Enfield No. 4. On the return, while approaching the safari, photographs of the characters are snapped via a long-lens camera. A successful DC ½ Perception check indicates a character notices a flash of light from the lens.

April 19: The characters go on safari in the Okavango Delta. This second safari is a 10 hour run (8am-6pm) via 16' airboat and runs deep into the watery heart of the delta. Where the prior safari focused on the land-based aspects of the Okavango, this safari focuses more on the water-based. Lunch is held on a prepared island in the center of the delta. Like the Landrover, the airboat is bugged (sound, UHF, none, continuous) under the captain's chair, although this bug isn't nearly as effective given the noise of the boat. Again, Boudreaux spends much of the day listening to the trip to see if he can glean any information about the characters.

Late in the evening (around 11pm) Boudreaux makes his decision and starts *Operation Rogue Lion* by contacting the Angolan militant group and ordering the destruction of Morning Sun Safari. He books an early flight to Macau from Gaborone for the 21st.

April 20: Upon awakening on the morning of the 20th, every guest is informed of a grand banquet tonight (6pm-9pm) to celebrate the 17th anniversary of the Safari. Unlike other dinners, even the staff is invited to join all the guests in this large, informal affair upon the main deck. The characters have this day free, wherein they can choose to do what they wish. There are many shorter safari tours available (including fishing, bird hunting, and even crocodile hunting up to the safari's yearly maximum of 20). There is also a clay pigeon range about half a mile to the west of the safari where sport could be had.

At the banquet, Boudreaux announces he has business at his casino in Macau and must leave the safari tonight to make an early flight out of Gaborone. After the banquet (in which plenty of fine and free alcohol is served) Kwena pumps knock-out gas (fentanyl) into the aromatherapy shafts (11:55pm) while the guests sleep in their rooms, ensuring they remain unconscious during the raid. Kwena and Boudreaux leave the safari 20 minutes later, after verifying that all are unconscious.

April 21: Early in the morning (3:15 am) the Morning Sun Safari is attacked by 15 Angolans. They kill the guests and staff, many by feeding the crocodiles. The Morning Sun Safari is destroyed in the raid via a mix of fire and explosives. Boudreaux considered simply killing the characters via the crocs, but decided against it. He instead decides to have them dropped off in the Namibian Kalahari with the intent of linking them (and therefore, their agency) to the massacre at Morning Sun. The characters are tied up and bundled into a beat-up Jeep Wrangler and sent westward with the four other Jeeps.

SAFARI SUITES & DECKING

All of the suites in Morning Sun Safari are exactly alike, designed by Boudreaux and a clever architect for maximum flexibility. There is a small communal living area, a fully-equipped bathroom, and four twin-sized beds in areas that are separable by folding screens: making up to four small personal rooms. The beds are designed to be stacked, making bunkbeds for

children, or to be joined together at the side to form a single king-sized bed for couples. If additional beds are required, they are taken from the storage room in The Garage. Each suite has internet connectivity via a rather slow satellite link and a telephone, but there are no televisions. The characters are assigned suite I.

In the center of the ceiling in each suite is a ceiling fan attached to a small ventilation shaft. These shafts run down the side of each suite and under the decking, meeting up in the aromatherapy room. From this location, scents from essential oils (lemon, thyme, lavender, and jasmine) are piped into each hut at various times. The scents are a subtle, luxurious touch that helps counter the occasional swampy-smell that comes off the delta. It is via these ducts that Boudroux plans to drug his guests and staff. The GM should specifically mention the aromatherapy ducts to the players as they have significance at a later point, but it should be done in passing, as if to only highlight one of the finer points of the suite. The ducts can be individually closed in the aromatherapy room but not in the suite unless the vent cover is removed and the slats manually turned.

The decking upon which all the suites stand is 10 feet off the ground or over the water. Around the decking is a 5'-tall railing filled in with clear acrylic, preventing a child of any size from accidentally falling.

The Main Deck is the centralized area where lunch and dinner are served. Throughout the deck area are many outdoor-suitable chairs, lounges, and tables, allowing guests to rest wherever desired. The Sunrise Deck has the best sunrise views of the safari and guests can take breakfast on the deck provided the staff is notified the night before.

THE MAIN BUILDING

Like the deck, the main building rests 10 feet off the ground on a series of strong concrete pillars. The area under the main building is fenced off with an aesthetic mix of metal and wood, providing a crocodile-free zone to park the safari's many vehicles and store extra equipment. A large staircase (and a ramp for Boudreaux) leads down to the ground at the southwest corner of the building. Gates at the bottom of the stairs (and ramp) ensure the crocs don't ascend. On the north side, the main building opens onto the deck, which is also 10 feet off the ground, but without the underside fence. The main building was built to accommodate greater numbers of guests and employees than currently

occupy the place—Boudreaux wanted to make a potential southern-facing expansion possible without increasing the size of the central building. During the night, a single guard is tasked with patrolling the main building and the deck. During the day, the guards will often be accompanying safaris, and either Molwantwa or Kwená respond to distress calls.

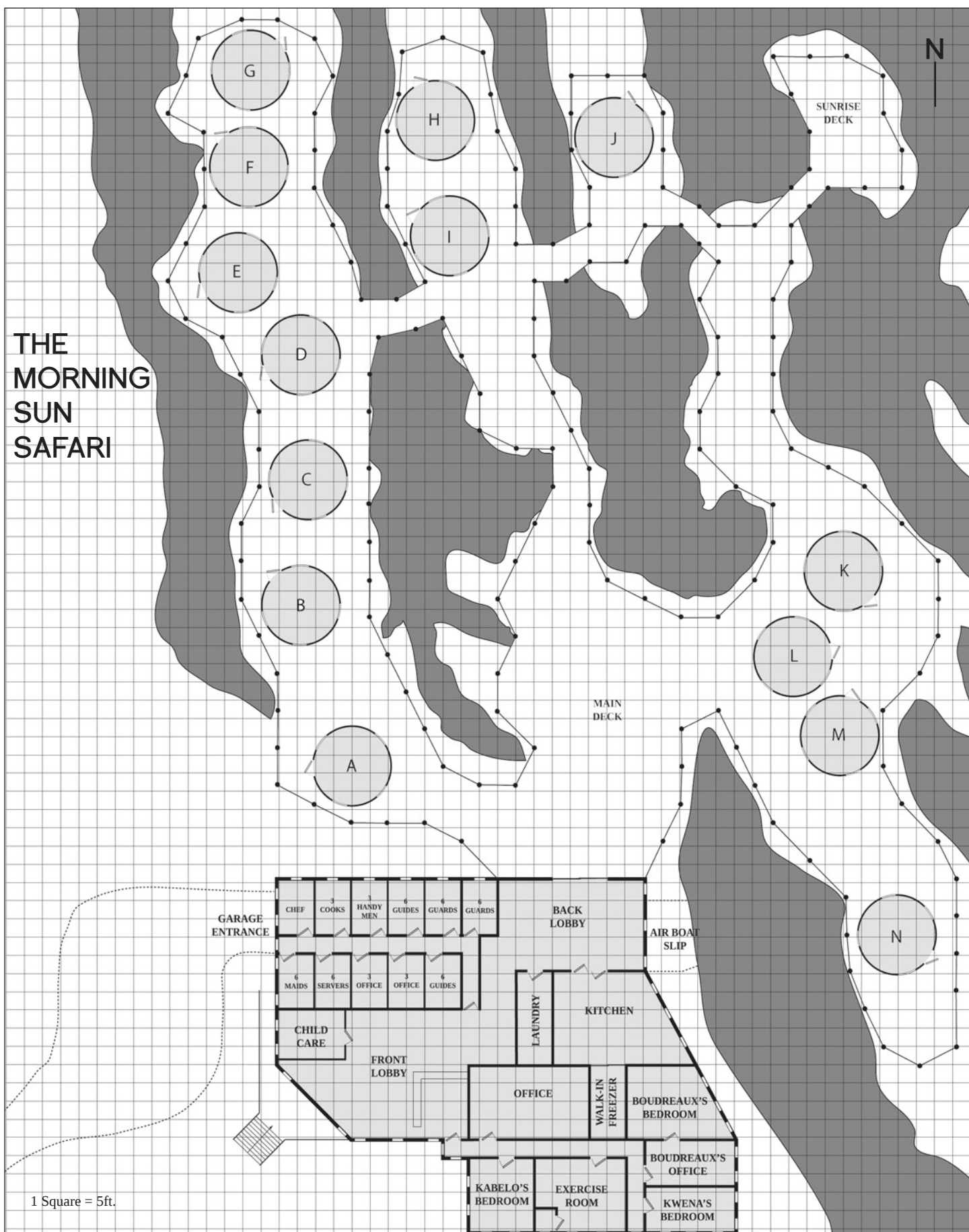
A floor plan of the main building is provided and a brief description of important aspects of key rooms are below. Note that the underside garage is not the floor plan as it is underneath the main building. Also note that doors which should reasonably be considered locked (doors into offices, private quarters, etc.) are locked at appropriate times.

The Garage: The garage can be accessed via the driveway on the west side or the boat launch on the east side. Directly under Molwantwa's room, there is a storage room containing additional beds, chairs, tables, and other larger items to immediately replace any damaged through accident. This storage room is unlocked. There are six 16' airboats (as 12' airboat, but seating six people instead of four) hauled up near the boat launch on the east side. The western portion of the garage is filled by two Ford E-150 passenger vans and 12 Landrover Defenders. Next to the vehicles is a small shed containing supplies and tools needed to maintain and repair the vehicles, as well as five 150-gallon fuel tanks. The keys to all vehicles are kept in a locked drawer in Molwantwa's desk in the office.

Front and Back Lobbies: These spacious lobbies are filled with rich leather furniture accented with several pieces of native Botswanian furniture maker Mabeo. On the eastern end of the front lobby is reception and check in, always staffed by at least one person. A large sliding glass door communicates the back lobby with the main deck.

Child Care: This area helps adults experience the Okavango without worrying about their children. It is fully-stocked with games and toys for all ages, and has 6 electronic book readers with access to entire libraries-worth of books in over a dozen languages. During dinner, the child care center is transformed into a dining area for children, allowing parents to dine with the other adult guests of the safari.

Servants Quarters: Each room in the servant's quarters is occupied by the indicated number of servants. The rooms feature the same style of beds found in the suites, and are often bunk-bedded to provide more



space in rooms with 6 occupants. Except for the chef's, these are industrial and functional rooms. The chef has furnished his room entirely in traditional Botwanian style. The two guard rooms have a gun rack holding 6 Lee-Enfield No. 4 rifles each.

Kitchen: This large, well-equipped kitchen prepares all the meals for staff and guests. Breakfast is typically a mix of British/Continental (served anytime between 5am and 10am). Lunch is a more on-the-go meal as most of the diners will be out on safari (served from 11pm-3pm). Dinner is rotating mix of continental food and as well as food typical of Namibia, Botswana, Zimbabwe, and South Africa (served from 7pm-9pm). All staff are allowed to enter the kitchen to quickly make themselves food such as sandwiches, microwaved leftovers, etc. This food is taken back to quarters.

Laundry: This room contains 8 industrial-sized washer/driers as well as all equipment needed for dry cleaning more sensitive clothing.

Office: Molwantwa and 3 office-workers spend most of the day here. This large room is an open-office plan, with Kabelo's desk and files located in the northeast corner. All four computers and all files here are 100% legitimate, containing nothing that points to any wrongdoings. In total, there are twelve 5-drawer lateral filing cabinets containing all the records of the safari dating back to the early 1930's. This goes much farther than required by law, but Boudreaux occasionally enjoys digging into the history of the Safari to the bewilderment of his staff.

If the characters spend at least an hour looking through the files of the past few years, they may notice (Difficulty Factor 3 Perception check) that Kwena travels to Gaborne at least once a month (sometimes twice) as a trip labeled "private gardening excursion."

A character with the Economics/Business Field of Experience will notice the information with a Difficulty Factor 5 Perception check. The Difficulty Factor of these checks may be reduced by one step for every additional hour of study (to a maximum of 5 hours). For example, after 2 hours of additional study of the records, the Perception check is done at Difficulty Factor 5 (without Business/Economics) or at Difficulty Factor 7 (with Business/Economics).

The characters also have the same chance to notice Boudreaux's yearly trips to Geneva, Switzerland. These trips are labeled "medical/therapeutic" in the files. The

characters may find it odd that the spa Boudreux attends is in downtown Geneva, near the banking district ("The Cité"), rather than at any of the superior spas outside the city proper on a successful Local Customs check.

Finally, characters can discover that Morning Sun Safari has a bank account at Pictet & Cie in Geneva, Switzerland as well as accounts with Bank of Botswana, and Bank Gaborone with 10 minutes of time and a Difficulty Factor 7 Perception Check.

Exercise Room: This room contains several different pieces of free-weight exercise equipment placed around a multi-station home gym. Kwena exercises here for two hours daily (6-7 am and 6-7 pm, spending the evening on the punching bags), and Boudreaux spends 3 hours weekly (working his upper body and mat-based flexibility exercises).

Aromatherapy Room: This small room inside the exercise room contains a fan system attached to a diffuser machine in which various essential oils are placed. Next to the diffuser machine is an electronic panel that opens and closes the various ducts to individual suites. Sabotaging this panel (to show a duct is open when it's actually closed, for example) only requires a Great (2) Success Quality Electronics check due its simplistic design. Beneath this panel are 5 gallon buckets of lemon, thyme, lavender, and jasmine essential oils. It is here, at 11:55 pm on the 20th, that the fentanyl sleeping gas is pumped throughout the safari. The Fentanyl gas isn't colorless or odorless, but Kwame mixes it with jasmine essential oil so it is impossible to smell, and the darkness of an Okavango night easily disguises the slight haze of the gas.

Kabelo's Room: The room of Kabelo Molwantwa is a visual representation of the man. His room is decorated with past safari mementos such as a wall-mounted Lechwe head, a 5'-long wall-mounted African sharptooth catfish, and a stuffed young male lion. The walls are also decorated with native artifacts and art.

Nestled in his Mabeo Kalahari Cabinet is a small tv/dvd player combo along with hundreds of English-subtitled pirated Bollywood movies. Molwantwa loves the energy and directness of Bollywood. Leaning in the southwest corner is a loaded Lee-Enfield No. 4—Molwanta's hunting rifle.

Kwena's Room: After years of tough living, Kwena's room reflects his newly found wealth. Only the finest Mabeo furniture, softest textiles, and a well-stocked personal bar ornament the room. The physical

rigors he puts his body through are tempered by the physical luxuries he allows himself in his private quarters. Perhaps surprisingly, Kwena has a small collection of 1st-edition science-fiction books. Kwena also has a Lee-Enfield No. 4, but his hangs on a wall-mounted gun rack along with a Browning Citori 525.

Boudreaux's Office: The only part of the Morning Sun Safari that isn't decorated natively, Boudreaux's office looks straight out of the mid-19th-century British Raj. He has collected many period pieces over the years and has finally furnished his office exactly the way he desires. Rich hard-wood paneling covers all the walls and the ceiling in coffered hardwood. A single brass and green glass banker's lamp rests upon a custom-build mahogany desk suitable for Boudreaux's wheelchair.

Boudreaux keeps his laptop in a specially-designed cubby that scrolls out when he needs it and retracts when he doesn't. His computer is top-of-the-line and features very high security (Difficulty Factor 1 Electronics) that should immediately inform any snooping character that something is untoward. Just the presence of such formidable security should be suspicious! If the characters manage to crack into his laptop, they'll find information showing yearly trips to Geneva, information regarding the renovation of the The Safari Casino & Hotel, and the 48 digit code for his office wall safe (Boudreaux has this memorized, but felt he should have a backup as he's getting older).

Boudreaux's wall safe is hidden behind a high-quality print of *The British Raj Great Indian Peninsular*

Terminus. The wall safe was state-of-the-art when installed in 1997, and is still quite imposing. It is a combination safe (requires both a passkey found in Boudreaux's wallet as well as a 48 digit code) that holds a series of folders containing detailed building schematics for the Safari Casino & Hotel as well as detailed receipts of construction costs kept on an USB flash drive. It also contains a velvet-lined locked metal box (traditional key lock – key found on Boudreaux and Kwena – Difficulty Factor 8 Lockpicking to open) containing roughly 600 carats of rough diamonds worth approximately 3.15 million dollars.

If characters with any of the following Fields of Experience (Architecture, Chemistry, or Mechanical Engineering) or the Demolitions skill spend more than 10 minutes reading through the construction records/schematics of the Safari Casino & Hotel, they may spot something unusual with a Difficulty Factor 3 Perception check. The Difficulty Factor is reduced by one step for every additional hour of study (to a maximum of 5 hours). For example, after 2 hours of additional study, the Perception check is done at Difficulty Factor 5. Those with Architecture or Mechanical Engineering will wonder why the building has a 13th floor kept separate from all the other floors and why there are no interior plans on that floor. Those with Chemistry or Demolitions will note that an unusually large amount of explosives were ordered during the construction of the building. In fact, it looks like all the explosives the building would need were ordered every day



for each of the 15 months it was under renovation/reconstruction resulting in almost 500x the amount of needed explosives, roughly 25 tons worth.

Boudreaux's Room: This room is rather Spartan compared to the luxury of the office and features a private, easily-accessible bathroom. Boudreaux's two small bookshelves contain books about spying and spycraft, several history books in Arabic, and relatively-current magazines about chemistry, politics, and computer science. Next to his bed is a record player of the highest quality. At the foot of his bed is locked cedar chest containing row upon row of jazz, classical, and zydeco records. Hidden in a secret compartment beneath the rows of records are two gasmasks and a sealed container filled with enough liquid fentanyl (roughly 2 gallons) to gas the entire safari.

CIVILIANS ON SAFARI

There are currently 26 other guests at the Morning Sun Safari. They are pleasant enough company, but none have knowledge of importance to the characters regarding their mission. Information is provided here so the GM can quickly role-play a number of diverse interactions. There are presented in order of the suite they occupy. NPC age is in parentheses.

A. Rhod and Sarah Brydon: This Welsh couple hails from Cardiff, Wales. Rhod (45) and Sarah (38) own and operate the The Victory Caerdydd, a luxury B&B. They are stretching to afford their safari, but are intent to enjoy it to the fullest.

B. Arthur and Daisy Williamson: This American couple hail from Kansas City. Arthur (38) is a lawyer and Daisy (37) a marketing executive for Mason White, Inc. They have been married for 8 years and neither seems terribly pleased with that.

C. Abrofo Hamidou: This Ghanaian businessman is on his first safari. He is an avid birdwatcher and animal photographer. Abrofo (55) is a friendly man, constantly smiling and has a loud, barking laugh.

D. Chwe Kongmin: Kongmin (28) is a tech millionaire from South Korea. He is also on his first safari and intends (and has been licensed) to kill a male lion for his seaside office in Busan.

E. Augustus and Emerald Fink-Nottle: Augustus (29) is a naturalist from Lincolnshire, England and Emerald (25) is an American automobile heiress from Detroit. Augustus is desirous to study the newts of the Okovango. Emerald just wants to have fun.

F. Adam and Mena van Riebeeck: This South African couple are both avid photographers. Adam (28) and Mena (29) are professional freelance photographers.

G. Matthew and Lucy White: This Australian couple runs a very successful adventure tourism business in the Australian outback. Matthew (34) and Lucy (32) are here scouting out possible expansion sites while enjoying a holiday that can be written off for tax purposes.

H. Jakob and Emma van der Waals: This elderly couple is visiting as a final hurrah. Jakob (74) has cancer and Emma (77) wants to spend their last few healthy weeks together amongst the beauty of the Okavango.

I. The characters' suite.

J. Kald Hawingway: This Norwegian-American ex-military man is greatly enjoying his 9th safari. On this trip he is licensed to kill two elephants and two lions. Kald (42) is a boastful braggart that the other guests barely tolerate.

K. Ernst and Liesl Pfaff: This older German couple hails from Frankfurt. Ernst (65) was an electrical engineer and Liesl (63) a librarian. They are here with their children, Berend and Heike, and their families (see below).

L. Berend and Tatyana Pfaff: Son of Ernst and Liesl, Berend (33) is a German architect married to Tatyana (36), a Russian history professor. They are with their children, Raimund (4) and Nina (3).

M. Gilles and Heike Beausoleil: Daughter of Ernst and Liesl, Heike (36) is a German mathematics professor married to Gilles (32), a young executive at the French bank Société Générale. They have also brought their children, Guillaume (8), Elisa (7), and Sabine (4).

N. Mustafa and Fatima al-Hadi: This progressive Qatari couple is newly-married and honeymooning. Mustafa (29) is a doctor and he and Fatima (22) are members of prominent families from the Al Rayyan district of Qatar. They are planning to never return to their country once their honeymoon is over. They wish to live in London.

INFORMATION & COMPLICATIONS

What happens at the Morning Sun Safari is heavily dependent upon the actions of the characters, but there are several important bits of information that the characters should learn before being trundled off to the Kalahari desert.

Most important is the information gained via breaking into Boudreaux's office, cracking his laptop, and then breaking into his wall-safe. Finding the building schematics and the detailed receipts on the USB flash drive is critically important for the characters to start looking closely at The Safari Casino & Hotel in Macau. Without this discovery the characters will probably flounder and the GM will need to think of some way to get them to Macau (reminding them of Boudreaux's trip will probably push them in the right direction).

Of secondary importance is finding the diamonds. If the characters have the diamonds, they'll be able to more easily comb through the office files (add a +2 Difficulty Factor Modifier to all checks made regarding the files and reduce the time needed by half) to gain the information contained therein. The diamonds are the stated point of the mission and they will certainly be enough to convict Boudreaux if the characters decide to go that route. It is possible that the mission may end here if the characters discover the diamonds on the first night and form a plan with local government to take Boudreaux into custody. If the GM isn't keen on this idea, the characters could be ordered to closely watch Boudreaux to try and find if he's working with anyone else (assuming the characters report to their agency before contacting local law enforcement). This order would keep the mission flow going and get the characters into the Kalahari and eventually to Macau if they survive.

Both of these two information points rely upon the characters' successfully breaking into Boudreaux's office. If this doesn't happen, the GM can help the characters locate the irregularities regarding the Safari Casino & Hotel by having the characters' agency send brand new information regarding Boudreaux to the characters' phones (assuming that the characters contacted their agency for all known information regarding Boudreaux once they made the decision to travel to the Safari). What this additional information contains is up for the GM to decide based upon what the characters already know, but it should be enough to get them back into the mission flow. This doesn't really help regarding the diamonds, but it should help regarding the real purpose of the mission: preventing a massive explosion in Macau.

It is possible that the characters may recognize Kwena if they encountered him at de Haan's house even though he was disguised and ski-masked. The GM should make Reputation checks for the characters, and Perhaps results indicate the characters suspect he may have been one of the thugs at de Haan's, but have no way of verifying their hunch. A Yes result positively identifies Kwena and should provide the characters a useful heads-up. This situation works both ways: unless the characters concealed their identities, Kwena positively identifies them.

Adding in some fun or complications at the Safari should be easy for the GM. While the characters are here Boudreaux is going to be sizing them up to determine just how much of a threat they are. This could easily lead to a shooting match at the clay pigeon range or even to a short boxing match with Kwena ("Oh, you're a boxer? My man Kwena is also a boxer. Not a professional of course, but before he chose to help me he had a good reputation in Gaborone. You two should exchange a few rounds. It would be great sport."). In this circumstance, Kwena will be most sportsmanlike as he tries to determine the skill of his opponent. The GM should run a hand-to-hand combat, but with no real damage done, and a character is considered "knocked out" when "Killed."

It's possible that the characters may get into a serious hand-to-hand with Kwena sometime during this part of the mission, say if they are caught in Boudreaux's office. In this situation Kwena will move with ruthless efficiency, intending to kill. Death, after all, is easily concealed in the Okavango. If a scuffle occurs in his office while Boudreaux is in his bedroom, he shows up, SIG Sauer P229 in hand, on the 8th combat round. If the mission goes this way, the characters will probably have to fight their way out of the main building and escape (either by land or water) using one of the safari's many vehicles.

As can be seen, the Morning Sun Safari is a wide-open role-playing area. The GM should focus on Boudreaux's attempts to judge the characters as the NPC's driving force, while the characters' search for information will provide their driving force. The GM should try to make whatever happens here take place within the framework created by these opposing forces.

H. Into the Kalahari

The characters groggily awaken, bound of course, and fully-clothed (dressed by Kwená if need be) about halfway through the 200 mile west-southwest trip from the Morning Sun into the Kalahari. During the trip, the mercenaries occasionally speak between themselves in Portuguese. If the characters can identify the language, they may be able to deduce they are among Angolans.

A speaker of Portuguese will, of course, know the language, but any character with Spanish can accurately identify Portuguese on a Difficulty Factor 9 Spanish Language check since the languages are very similar. Alternatively, if the GM wishes, a Spanish-speaking character could be considered to have 4 skill ranks in Portuguese because of this similarity.

At 6am, the characters are dropped on to one of the many salt pans in the Kalahari. They are 90 Miles from the nearest road if they travel east or southwest and 45 miles from the nearest roads if travelling in other directions. As the mercenaries head north, they also drop one of the Morning Sun's bright yellow pillowcases filled with the character's personal items (passports, wallets, credit cards, and even their weapons) about 100 yards away from the characters. After all, Boudreaux hopes to pin the Safari massacre on the characters and their agency, so they should be properly clothed and identified. The firearms are a nice bonus in this as they're not permitted in Namibia without a license.

Unless the characters have an easier way of getting out of their bonds (such as a knife concealed in a shoe), it takes 30 minutes to free themselves via successful Strength Checks. If the check fails, it takes another 30 minutes before the bonds are removed. Once free, they need to determine which direction to go. If the characters did any research into the Okavango or into Kalahari, they will be able to roughly determine their location or a successful Piloting check provides a character with such knowledge. Otherwise, they'll just have to guess.

THE MARCH

The characters travel at 3 miles per hour at a walking pace. This means that if they go east or southwest, they travel for 30 hours before finding a road. If they go any other direction, it takes them only 15 hours. The characters have no water, but they may be able

to acquire some if they are lucky or knowledgeable. Thankfully, autumn (remember, the characters are south of the equator) is the easiest season in the Kalahari and it is as lush as it gets. Temperatures range from 50°F during the night to 100°F during the day and there is little cover beyond a few camelthorn and acacia trees. This time of year, the sun rises around 6am and sets around 6:30pm, and there is a 30 minute twilight prior and after.

During the march, the GM should refer to the Kalahari March Chart. The chart is broken down into 4 hour periods, in which characters have different pressures put upon them: Endurance, Water, Food, Animals. These options are explained below. Endurance and Water penalties are cumulative, making multiple failures increasingly dangerous: food penalties are not cumulative. Characters staying awake longer than their Stamina suffer a -3 Difficulty Factor Modifier to all rolls until resting for 5 hours.

Endurance: The Base Chance for the Endurance roll is $(STR+WIL)/2$. The Difficulty Factor for the roll is listed on the chart. A failure results in a -1 Difficulty Factor Modifier to all rolls until the character rests at least 2 hours. Endurance checks made at night have a +1 Difficulty Factor Modifier.

Water: Characters have a chance to find enough water for one person on a successful Science check at the indicated Difficulty Factor. Success indicates the character found a wild melon, a !Kung water-filled buried ostrich egg, a bi! bulb, or some other minor water source. On a Success Quality Superb (1) or Great (2), the character found enough water for two people. After the first check, the characters must find water every 8 hours or suffer a -1 Difficulty Factor Modifier in all rolls. Water checks made at night have a -1 Difficulty Factor Modifier.

If a character goes more than 48 hours without water in the Kalahari, he must succeed on an Endurance roll or collapse and die within two hours. This check occurs every hour and every hour adds a cumulative -1 Difficulty Factor Modifier to the check.

Food: Although food is a minor concern given the relatively short duration of the desert march, the lack of it may still influence other rolls. Finding food is another

Science check at the indicated Difficulty Factor. Failure results in a -1 Difficulty Factor Modifier on all rolls. On a Success Quality Superb (1) or Great (2), enough food for two is found and the food also counts as a single successful water result (ie. the characters bagged a large enough creature to drink its blood, found a large patch of wild melons, etc.). Food checks made at night have a -1 Difficulty Factor Modifier.

Animals: The GM should roll a d10 and consult the below for every animal check. Night rolls have a +1 modifier to the roll.

1-4: No Encounter

5-6: The characters encounter one of the smaller animals of the Kalahari: meerkats, wild dogs, vultures, hares, porcupines, lizards. These creatures are not dangerous and try their best to avoid the characters.

7-8: In the distance, the characters see one of the larger animals of the Kalahari: jackals, hyenas, baboons, lions. These creatures will approach the characters to see if they’re easy prey, but a show of force (such as a gunshot) will send them away.

9-10: The characters stumble upon an African puff adder (hemotoxic). There’s a chance they may be bitten unless the characters have stated they are looking out for snakes or other venomous creatures. The African puff adder is responsible for the most snake-bite deaths on the continent, and the characters might just become statistics. A successful Sixth Sense check alerts a character of the danger, but a failure results in the character entering striking range before seeing the snake. Any characters with the Fear of Snakes

KALAHARI MARCH CHART

HOURL	ENDURANCE	WATER	FOOD	ANIMALS
1-4				Check
5-8	DF 9			
6-12		DF 3		
13-16	DF 8		DF 4	
17-20		DF 3		Check
21-24	DF 7			
25-28		DF 3		
29-32	DF 6		DF 4	
33-36		DF 3		Check
37-40	DF 5			
41-44		DF 3		
45-48	DF 4		DF 4	
49-52		DF 3		Check

weakness must succeed on a Difficulty Factor 3 WIL roll to avoid panicking. Panicked characters in striking range have a 50% chance to be bitten. Non-panicked characters in striking range have only a 20% chance to be bitten before leaping out of range. Depending on circumstances, the GM may limit this encounter to just one character (walking in line, etc.).

OVERNIGHTING IN THE KALAHARI

It is likely that the characters won’t reach a road before nightfall (sunrise 6am, sunset 6:30pm approximately) and they may decide to spend the night rather than continue on. A character with a Military or Military Science background can easily choose a good camping site, otherwise a successful Science check is required.

If a site is poorly chosen, the characters are stung by scorpions while sleeping unless such possibilities are countered by the players. A scorpion sting requires the character to succeed on a Difficulty Factor 5 Strength check or suffer pain for the next 24 hours resulting in a -1 Difficulty Factor Modifier on all actions.

Once the camp is over, the characters return to the Kalahari March, but at hour 17 instead of at hour 1.

MEET THE RATS

Eventually the characters encounter a dirt road. It is assumed they will follow the road, hoping for help to arrive, and such does in the form of The Desert Rats— Nick Taylor and Simon Rhodes. These two are driving their Kalahari Adventure!-labeled modified Ford E-150. The van’s roof has been chopped, exposing the passenger area so tourists have an unobstructed view. Additionally, Nick’s welded several rollbars to the back as well as a bucket-like storage area for his three Lee-Enfield No. 4s near the front passenger seat. He once had a rifle misfire and it nearly cost him his life against one uncharacteristically-aggressive baboon—he now always carries at least two backups. Simon drives.

The Desert Rats are scouting this part of the Kalahari and trying to determine if they should start tours in this area. They normally tour several hundred miles to the south of here, but their business has been doing well and they’re thinking of expanding. They’re worried about a man named Katuutire Ulenga who runs Barren Lands Adventure Tours in this area and who has a reputation of violent business practices. During this encounter, the GM should remember to role-play The Rats as a likeable pair with a few hard edges.

When the Desert Rats first encounter the players they are Neutral, but will still offer them some water as the characters are visibly desperate. If a character has been bitten by a puff adder, The Rats will without hesitation help the characters to a hospital at Windhoek (the capital of Namibia, about 6 hours westward). If none of the characters are injured it will take a Yes or Perhaps Persuasion result to convince the Rats to waste a business day to take the characters to Windhoek. Offering a decent sum of cash (\$200 USD+) provides a +2 Difficulty Factor Modifier. An offer of \$1,000USD+ will always convince The Rats of where their best interests lie.

If the characters don't Persuade The Rats, they're handed a 5 gallon jerry can of water and left to their own devices. Characters in this circumstance will eventually stumble upon other travelers who they will have to convince for a lift.

KALAHARI CHASE

Assuming The Rats give the characters a ride, about 30 minutes into the trip a Jeep Wrangler with 3 passengers appears behind them, gaining quickly. When the Jeep is within 300 feet, the front seat passenger opens fire with a Lee-Enfield No. 4. A successful Perception check prior to this lets the characters note it looks like the rifle is being prepared for firing, while a successful Sixth Sense check gives the characters a two second lead, allowing them to act in the Declaration Phase as if they had the higher Speed. The enemies are, of course, 4 goons in the employ of Katuutire Ulenga.

Once fire has been exchanged, Simon increases his speed and tries to Escape—the chase is on at Average distance. If pressed, he'll use Ram, a 180° Turn, or a Stunt. It is impossible to perform a Fast Turn in this terrain. If Simon is Incapacitated or Killed, an accident occurs equal to the Difficulty Factor of the last Chase Maneuver attempted unless a character gains control of the vehicle by succeeding on a Difficulty Factor 3 Driving check. Failure in such an attempt results in the accident happening as above, but the character suffers one Rank higher (LW becomes MW, MW becomes HW, etc.) because of the unusual positioning within the vehicle at the time of the accident.

The enemy goons have a total of three Lee-Enfield No. 4s in their possession and they quickly put them to use if they receive returning fire.

If the firefight ends with the opponents dead, the Rats quickly grab anything of value from the 4 bodies (some cash, inexpensive jewelry, and any useable firearms). They'll also grab the Jeep if it's still in working order as they're able to scrub it with their contacts: a vehicle's always valuable. If the opponents are incapacitated, they'll just drop them on the side of the road and let nature take care of the problem ("That's what they deserve for trying to kill us. Vultures are always hungry.").

Also after the firefight, the GM should recheck The Desert Rats Reaction to the characters based on how the characters performed to see if it improves. A +1 Difficulty Modifier should be applied if the characters managed to take care of the situation without getting any of The Rats Killed, or Incapacitated. A +2 Modifier should be applied if The Rats come out in almost perfect or better condition. If the Rats are converted to Friendly or Helpful, they'd be more willing to work with the characters if they have any other requests, such as perhaps running the border (not that such is hard) into Botswana and dropping the characters off at Gumare.

INFORMATION & COMPLICATIONS

There's no information to be gained in the Kalahari regarding Boudreaux's plan, but complications abound. The worst that can happen is a character death or incapacitation from the firefight or from a puff adder. Although not terribly life-threatening since The Rats will take the sufferer to a hospital, a puff adder bite will put a big damper on the character's ability to stop Boudreaux from blowing up Macau. But such is the consequences for not thinking about venomous snakes in a desert.

If the characters fail to Persuade The Rats to give them a lift, the characters head back on the Kalahari March Chart at a place appropriate for their prior duration on the chart. Thankfully their main concern (water) has been taken care of, but other dangers lurk. The GM should roll 1d10-3 (minimum 1) to determine how many hours it takes for the next vehicle to drive by. The characters will have to convince those travelers to give them a lift. Here's to hoping they speak a language the characters know!

I. Towards Macau

Coming out of the Kalahari, the characters should have their sights on the Safari Casino & Hotel in Macau. If they've done their jobs, they should know that there's something odd about the 13th floor and that Boudreaux has access to a large amount of explosives (unless the characters believe the explosive overcharging was part of a money laundering/fraud operation). They also should have put together that he and de Haan have been working together smuggling diamonds. Perhaps they even realize that the smuggling's been going on for a very long time (suspecting the deal may have started during Boudreaux's diamond smuggling case in the

early 1980's). All of these things point towards the Safari Casino & Hotel and Macau.

If the characters don't know all this information or if they are lacking some information, there should still be enough of a impetuous to get them to Macau, although their actions there will be less focused. If the characters returned to the Morning Sun Safari to find it destroyed, they should surely head towards Macau. If this is not the case, the GM can either consider the mission failed (BOOM! goes Macau) or find a way to get the characters aimed in the right direction.

J. The Safari Casino & Hotel

Renovations of The Grand Dragon casino started in December, 2012, and it took 15 months for it to transform into The Safari Casino and Hotel. Even after the renovation, The Safari Casino & Hotel is one of the smallest casinos in Macau. Located on the Macau Peninsula, the operation now has a distinctive sub-Saharan African feel to it. Not only do all the decoration comply with the theme, there are dozens of stuffed African animals littered throughout the casino: the grand centerpiece being a 12'-tall bull elephant in the lobby. Garish is perhaps the best adjective for the place, but it is a garishness that is unique for Macau.

The Safari Casino & Hotel building has 14 floors. The first 6 floors are parking, the 7th contains the Safari Casino, the 8th-12th contain the hotel rooms, the 13th contains all the explosives and radioactive material, and the 14th floor is solely given to the smaller, and more exclusive, Grand Safari private casino.

The hotel side of the business is designed around guests of The Grand Safari. The 85 hotel rooms are each very large and luxuriously furnished. Boudreaux has a permanent room (1217) as does Kwen (1216) on the 12th floor. All of the hotel rooms are decorated in the sub-Saharan theme.

Having been only open for a month or so, the casino is still attracting large crowds. The 7th floor is always filled (except in the late morning hours of 7am-11am) and there is an almost palatable excitement in the air. The Safari Casino & Hotel is new and new is always good in Macau.

SAFARI SECURITY

There are always 14 security guards on the 7th floor: 10 walking rounds throughout the casino and 4 watching the security cameras in the security room. Guards are changed out 2 per hour on a rolling schedule (ie. two come on shift while two go off shift). On the 14th floor, there are 4 walking guards, changed out 1 per every 4 hours. Each is armed with a Taser and pepper spray. Security has an "observe and report" philosophy regarding armed conflict and will do everything possible to avoid firefights. Hand-to-hand conflict is acceptable.

Both casinos are completely covered with cameras with an infrared mode, as are the elevators. The hotel part is much less secure. On each floor a single camera watches the elevators and the emergency stairs' door. These cameras are visual-spectrum only. There are no security cameras on the 13th floor.

If the characters are foolish enough to not conceal their identities when entering the property, Boudreaux's guards identify them from the surreptitiously snapped photos taken at the Morning Sun safari. Boudreaux is notified by security within 20 minutes of the characters' arrival. He has them placed under constant surveillance for as long as they are on the property. If they do anything against casino rules or go anywhere where a normal customer should not go, security will escort them off the property and inform them that they are forbidden to enter again. If they try again, Macau police will be involved.

As an additional precautionary measure if the characters are made, Boudreaux immediately sends Kwena to Room 1301. Kwena installs two motion detectors facing the elevators that trigger if any elevator door opens. It also triggers if the emergency staircase doors opens, but if the doors opens very slowly, the detector has only a 50% chance of going off until more motion occurs. The motion detector wirelessly triggers a flashing light alarm in 1301. This silently notifies Kwena of any visitors, who rushes out in three combat rounds to deal with intruders (via lethal force).

THE CASINO & HOTEL BUILDING

The building is rectangular up to the 7th floor. The 8th to 14th floors are somewhat L-shaped. Floor plans for the Safari Casino & Hotel include only the 7th floor, the 13th floor, and the 14th floor. The 13th floor can serve as a double for any of the hotel floors even though it is mostly unfurnished (except Room 1301 that Kwena uses if Boudreaux sends him to watch for the characters). If the GM needs additional information regarding the layout, he should feel free to extrapolate whatever is needed based upon what should be expected from a finer hotel and casino. Descriptions of some of the various locations are below.



The Casinos: The Safari and the Grand Safari casinos share many of the same attributes: each has areas of the floor sectioned off into different games; poker, roulette, craps, baccarat, blackjack, and backgammon. The Safari has a large section for slot machines. There are no slot machines in the Grand Safari. Both are open 24 hours a day, 7 days a week, although the Grand Safari typically doesn't see crowds until at least 7pm.

The Safari Casino is accessible to the public and features tables with \$5 minimums and \$2,500 limits. It is aimed to serve the more-affluent, but still casual gambler. The Grand Safari Casino has tables with \$500 minimums, \$50,000 limits, and requires \$200,000 (either in purchased chips or in credit) for admittance. The Grand Safari targets higher-net-worth individuals: jacket and tie required. Credit is extended upon the appraisal of Yang Ziyi.

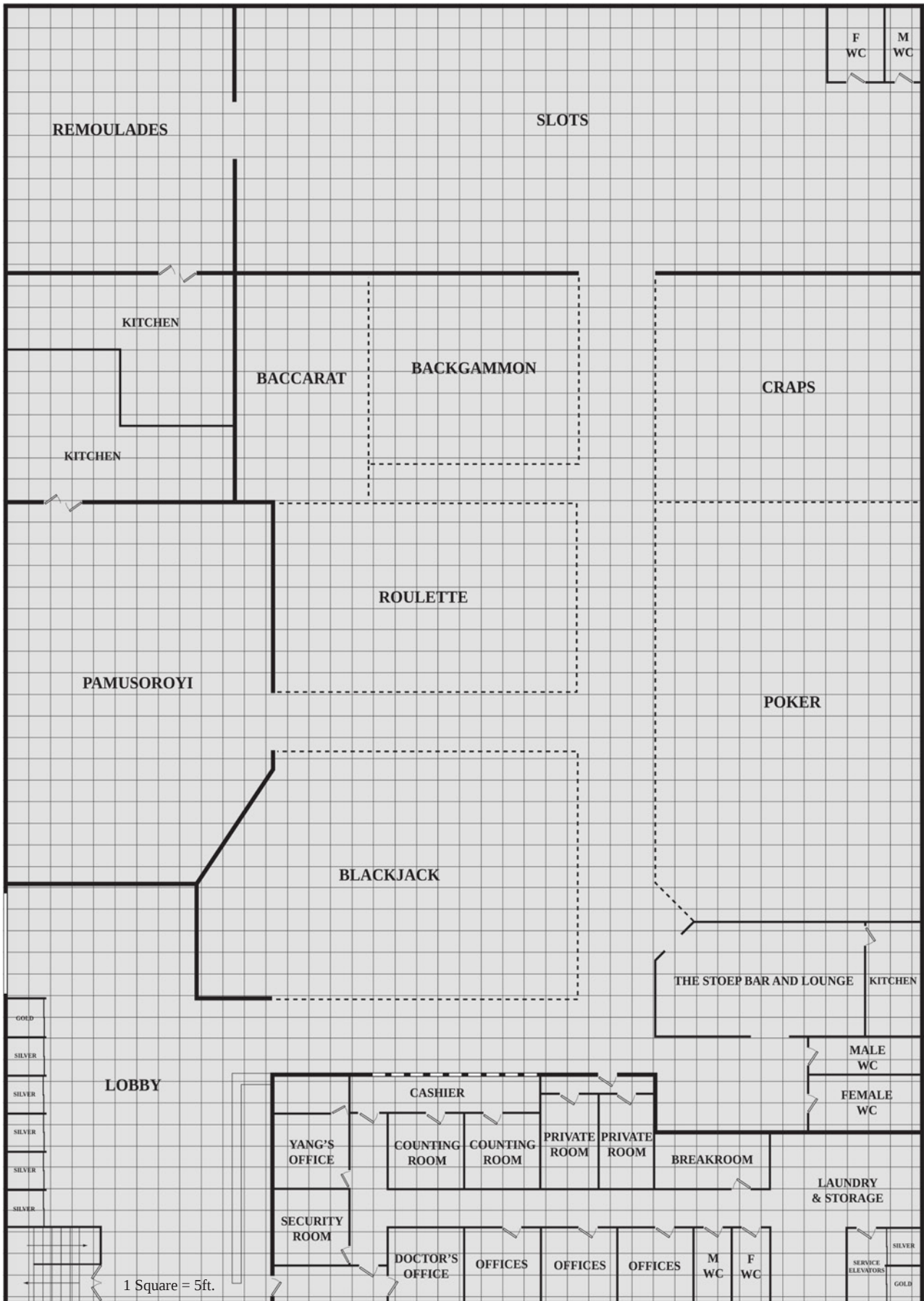
The Vault: The vault is one of the few pure remnants of the old Grand Dragon Casino. It is a rather old-fashioned, UL Class I vault: requiring at least 30 minutes to break into using common hand tools. There is a single guard in front of the vault at all times. This guard is armed with a Beretta M9.

The Lobby: This large lobby is luxuriously furnished with plush leather seating, and filled with flowering plants native to sub-Saharan Africa. Dozens of different plants fill the space with a heady aroma of the continent. The walls of the lobby are composed of high-tensile glass and light streams into the room from the south and west. On the east side of the lobby is the service desk for checking into the hotel as well as the hotel concierge.

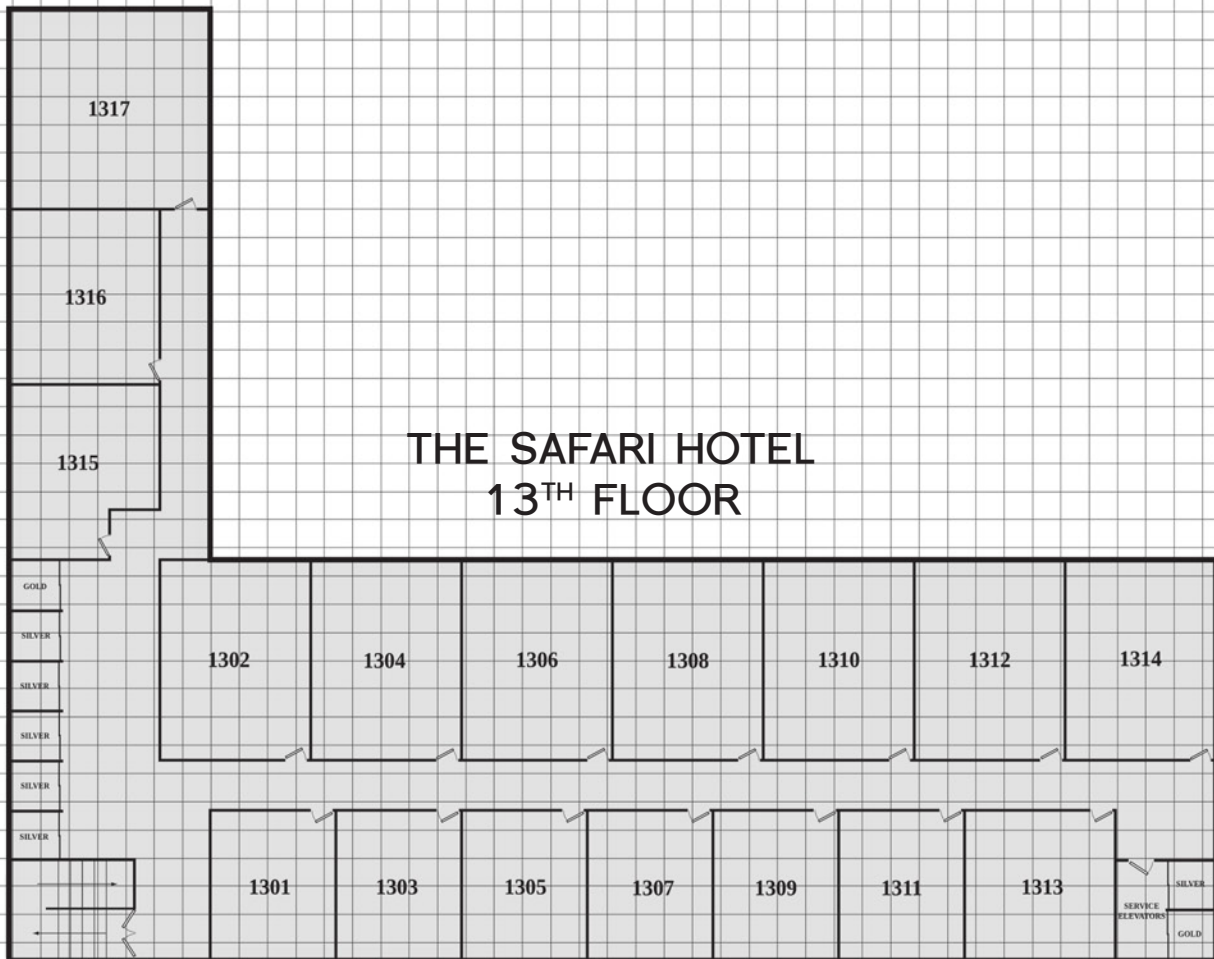
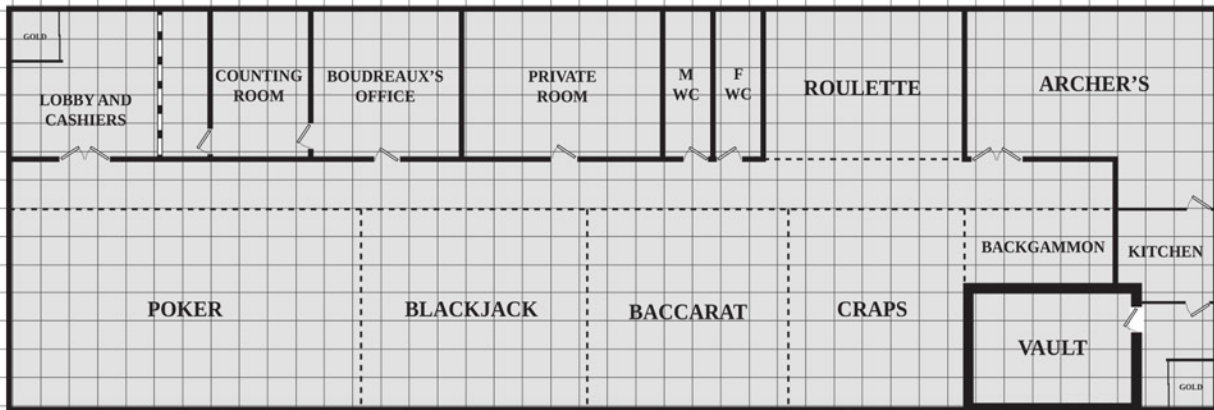
Security Room: There are always 4 guards in this room watching the dozens of cameras throughout the casino. If needs be, two will leave to assist in a dire emergency, but there will never be fewer than two guards in this room.

Offices: There are several offices on the 7th floor: Yang Ziyi's office, offices for the various VPs (casino operations, hotel operations, human resources, marketing, etc.), and a doctor's office. Yang Ziyi is on premises 16 hours a day (11am to 4am). Her office features a small private bedroom providing her more flexibility in her hours. The other executives are on premises 9am-6pm. There is always one doctor available at all times for emergencies. Boudreaux's office is on the 14th floor. It is decorated much like his office at the Morning Sun.

THE SAFARI CASINO



THE GRAND SAFARI CASINO



1 Square = 5ft.

Cashier/Counting Rooms: On both the 7th and 14th floors there are cashiers behind which lie the counting rooms. The cashiers exchange cash (HKD or MOP) for chips and plaques. Denominations vary, with the largest plaque worth 50,000 HKD. All the plaques (lowest denomination 500 HKD) are RFID chipped. The counting room does exactly that, counts the money coming in and maintains the needed supply of chips locally. Excesses are moved to the vault on the 14th floor via the service elevators.

Private Rooms: There are two private rooms on the 7th floor and a single private room on the 14th. The two rooms on the 7th are usually occupied by bachelor/bachelorette parties or other private parties. The single room on the 14th floor is almost exclusively used for high-stakes games with a minimum \$500,000 USD buy-in. The rooms are furnished and staffed with what is appropriate for the individual function.

Laundry, Storage, and Break Room: These three areas are found on the southeastern corner of the building. The break room provides employees a place for lunch and breaks, while the adjacent laundry maintains the highest quality linens for the hotel. The storage area contains extra tables, chairs, and other larger items that are needed to cater to the needs of the private rooms or serve as quick replacements for accidentally damaged furnishings.

Restaurants: There are three restaurants on premises: *Remoulades*, a French-inspired buffet take on European foods; *Pamusoroyi*, a fine-dining experience inspired from many different cuisines of sub-Saharan Africa; and *Archer's*, an exquisite restaurant featuring the creations of chef Stater Archer. *Remoulades* and *Pamusoroyi* are open 24 hours a day, but *Archer's* is only open 6pm to 4am. Chef Archer is a culinary master, and attends to each meal personally.

The Stoep Bar & Lounge: This easy-going bar and lounge is decorated to resemble the informal South African porch it is named after. Servers travel back and forth from the bar to the floor, and the lounge section allows smoking through a high-tech ventilation system meeting the requirements of Macau's gaming authority.

The Parking Garage: The first six levels of the building are taken by parking. Levels 1-5 are open parking, but level 6 is reserved for hotel guests only. Each level has 120 parking spaces. A guard in a box restricts travelers from the 6th floor unless proof of occupancy is provided.

The Elevators & Emergency Stairs: There are six elevators serving the ground floor parking lot (and the adjacent street) to the 13th floor. Five of these elevators are open to the public and trimmed in silver with a silver door. None of these elevators go to the 14th floor. They all can go to the 13th, but there is no button, so characters need to open the elevator panel and hard-force a trip to the 13th via a successful Electronics check. An alternative method is using Pickpocketed room-cards off Kwen or Boudreaux: they allow entry to the 13th floor when the buttons for 12th and 14th are pressed simultaneously (on both the silver and gold elevators). The northernmost elevator is gold-trimmed and gold-doored: this elevator serves the Grand Safari Casino and opens only to pre-approved programmed room-cards. The gold-trimmed elevator is the only elevator that travels up to the roof.

Bypassing the roomcard lock to open the golden elevator requires a successful Difficulty Factor 1 Electronics check as does the internal roomcard confirmation swipe required to trigger any of the floor buttons. Pickpocketing a guest or using an electronic passcard cracker are easier paths to success.

There are two service elevators. The northern silver-trimmed one is used by cleaning staff and it communicates with the 7th-14th floor. The southern, gold-trimmed, elevator is used exclusively for vault transfers. It only communicates only with the 7th and the 14th floor. All elevators have cards keyed to the appropriate staff.

An emergency staircase rests near the elevator bank and communicates with every level. Opening any door to the stairwell triggers a local audio alarm as well as an alarm in the security room. Bypassing this alarm requires a successful Difficulty Factor 4 Electronics check when approached from outside the stairwell and a Difficulty Factor 3 Electronics check when approached from within the stairwell.

The Roof: The roof is purely mechanical and undecorated. On the eastern end of the roof, a black and gold Bell 407 rests on its helipad. The Bell 407 takes 3 minutes to get airborne. A 2 minute take-off requires a successful Piloting check, and a 1 minute take-off requires a Success Quality Good (3) result for a safe takeoff. A failure of either of these checks sets take-off back 1 minute. Two successive failures delivers a Light Wound to the helicopter in addition to the delay (passengers are unharmed).

The 13th Floor: All of the rooms except 1301 on this floor are unfurnished and most (all except 1301-1304) are still effectively under construction (walls are only framed, fixtures are not completed, etc.).

Detonation cord stretches the length of the floor, obviously located to cut structural supports. Around each of the det-corded supports rests large amounts of C4, RDX, and Semtex explosives. On each pile of explosives rests a very small lead-shielded canister with the radioactive symbol upon it. In total there is over 100 tons of high explosive on the 13th floor. Boudreaux made multiple hyper-inflated purchases via a money-only Chinese-based channel of which the characters have no information and it is through these channels that Boudreaux acquired the radioactive material.

These 100 tons of explosive will have a 3,000 ft. blast radius, render most buildings within a mile unstable, and spread radioactivity throughout the same area. This affects the entirety of the Macau Peninsula and mimics the explosive power of a suitcase or backpack nuke: something that Boudreaux expects to be taken for a US W82 or W54, or a Soviet RA-115.

With the assistance of Kwena, Boudreaux has performed all the demolition set up. He's manufactured a fail-safe box (his backup system as he calls it) that times the demolition for April 29, 10pm. This timer is started on the 22nd when Boudreaux arrives in Macau from the Morning Sun. Disabling the box requires a successful Electronics check. This is easy enough, but Boudreaux has also placed an anti-tamper switch requiring a successful Electronics (or Sixth Sense if Sixth Sense is better) check to notice. The GM should have the character perform this check before the actual Electronics check to disable the device. A failure to notice the anti-tamper switch results in text message notifications to Kwena and Boudreaux, bringing them to the 13th floor with much haste and firearms drawn. Disabling the anti-tamper switch requires a successful Difficulty Factor 4 Electronics check.

There is no way to accidentally detonate the explosives. Boudreaux's long timer is there only in case something happens to him or Kwena personally. The characters, regardless how they tamper with the demolition box, cannot set off the explosives without willfully and deliberately changing the countdown timer. Any character trained in Demolitions will recognize this.

Kwena will be found in room 1301 if sent there by Boudreaux. Besides the expected furnishings in his room, a battery of 6 mobile phones attached to an electronic device rests upon the writing desk. The hacked device is programmed to send several calls via the phones to numbers in Afghanistan and Pakistan about two minutes before the explosion. This is part of the plan to divert attention towards the terrorist narrative Boudreaux has constructed by associating the explosion to plausible countries.

INFORMATION & COMPLICATIONS

By the time the characters get to Macau, they should have their sights set on the mysterious 13th floor of the Safari Casino & Hotel. Getting there will require some ingenuity on the characters' part, especially if they don't think to disguise themselves. More than likely, the characters will either use the elevators or emergency stairs to access the 13th floor via overriding the electronics or via pickpocketing a keycard, but particularly adventuresome characters may try something unusual such as paragliding onto the roof from a nearby taller building, quickly rappelling from a hired helicopter, or even perhaps climbing up the building (the southeast corner would be the best choice for this dangerous method).

If the characters make it to Macau, but are adrift as to what exactly they should be looking for, they could try Persuasion or Seduction against Yang Ziyi, or even kidnapping and interrogation if they wish to be less-than-subtle. Regardless if the characters know exactly where they need to be or if they are still not quite sure where to go, the GM needs to consider the characters' actions and adjudicate what happens based upon their thoughtfulness and preparation. The GM should be flexible and accommodate the locale environment to the character's benefit if possible (ie. if the characters decide to paraglide down to the casino roof, there should be a nearby building that would allow them to do such).

Once the characters get to the 13th floor, they will encounter Kwena in a final battle if the characters were identified by the casino security. If not, the 13th floor will be empty and Boudreaux's plan should be obvious.



OPERATION ROGUE LION



PART IV: MISSION INFORMATION

A. Consequences

The *Operation Rogue Lion* mission is a failure if the characters allow Boudreaux to destroy most of Macau and a success if they prevent such an outcome. However, as the ostensible point of the mission was to discover the diamond smugglers, characters should be rewarded with a partial success if they accomplished that, even if Macau explodes.

Success: If the characters succeed in preventing the explosion, it is highly likely that they will also capture Boudreaux and perhaps Kwena (if they didn't kill him on the 13th floor). The authorities of Macau and China will be effusively gracious towards the characters and their agency (for a short while at least) and one very, very nice week in Macau will be "on the house" as a reward. China will try and keep the existence of the explosives secret (and likely succeed in this regard), concocting a standard anti-terrorist narrative if the truth ever comes out. This success ends with a 20 point increase in the characters' Reputations.

If the characters succeed without identifying themselves (by far the better result for a covert operative) they miss out on a wonderful week of gambling and food, but also avoid taking the Reputation hit.

Partial Success: Once the characters have the information from Boudreaux's laptop about his yearly Geneva visits, regular non-operative fieldwork will be able to piece together his activities and find the network of fences he used to sell the diamonds. If the characters fail to prevent the explosion, yet expose the diamond smuggling ring, they earn a partial success. Such will not be worth much if they end up in the blast radius during the destruction of Macau, however.

In this result (as with failure below), Boudreaux escapes via his helicopter to be shot down via a Stinger missile while on his way to Hong Kong.

Failure: If the characters don't discover the link between de Haan and Boudreaux and his fences, and fail to prevent the Macau explosion, they've completely failed. Oopsie.



MACAU DESTROYED

If the characters fail or have a partial success, Macau suffers a terrible tragedy. Within just a few seconds, nearly a quarter of a million people perish and the entire peninsular region of Macau is rendered uninhabitable, much of it destroyed and unstable and all of it radiated beyond safe inhabitability for decades.

Minutes after the explosion, China immediately closes its borders and its military goes on high alert, bristling for a fight. The explosion kills four Politburo Standing Committee of the Communist Party of China and this instantaneous leadership vacuum creates internal turmoil within the state. After a few days, China politically calms down enough to bring its full intelligence might on the issue. Almost all the nations of the world provide support (at least verbally), fearing another 9/11 type attack.

The false phone calls placed to Afghanistan and Pakistan via the phone bank set up in room 1301 just before the explosion are enough to confirm a connection between terrorist organizations and the explosion for the Chinese, and they eventually engage in their version of Operation Enduring Freedom starting on June 2nd.

B. Modifying the Mission

Operation Rogue Lion is designed to be played by up to four characters. It presents a challenge to a single Special Agent, two Agents, or four Rookies. If the GM's party consists of different numbers, the Difficulty Modification Table presents suggestions on what to change to maintain the mission's challenge with a varied group.

As general advice, missions in *Classified* are designed around attrition. Characters face challenges that slowly wear them down, resulting in their being far from peak condition at the exact moment when that would be most beneficial. *Operation Rogue Lion* is an introductory adventure (although still quite lethal with poor play or with a string of bad luck) and is therefore more cerebral and less physical than the "generic" *Classified* adventure. Because of this, attrition plays less of a role.

There are places in the mission where the GM can insert additional challenges to change this, however. In the beginning of the mission, Team Sobek could engage in conflict with the characters. This ups the danger significantly, and also provides the GM with a quick way of introducing OSIRIS into his campaign if that information is disseminated to the characters via Interrogation or Torture.

In the middle of the mission, the GM could have some goons attack one of the safaris the characters take: Boudreaux has no compunctions about killing his own employees and he could get a jump start on that with such an attack. Late in the mission, and only if the characters don't disguise themselves, Boudreaux could have some goons attack the characters in their Hotel in Macau. These three suggestions are action-oriented, and the GM should feel free to insert them if he feels characters are having too easy of a time, regardless the characters' group composition.

DIFFICULTY MODIFICATION CHART

GROUP COMPOSITION	NPC CHARACTERISTIC MODIFIER	NPC SKILL MODIFIER	NUMBER OF NPCs
1 Rookie	-5	-4	-3
2 Rookies	-4	-3	-2
3 Rookies	-2	-2	-1
4 Rookies	0	0	0
5 Rookies	+2	+2	+1
1 Agent	-4	-3	-2
2 Agents	0	0	0
3 Agents	+3	+2	+1
4 Agents	+4	+4	+1
5 Agents	+4	+6	+4
1 Special Agent	0	0	0
2 Special Agents	+3	+3	+3
3 Special Agents	+5	+6	+4
1 Rookie, 1 Agent	-1	-2	-1
2 Rookies, 1 Agent	0	0	0
3 Rookies 1 Agent	+1	+2	+1
1 Rookie, 2 Agents	+1	+2	+1
2 Rookies, 2 Agents	+3	+2	+2
1 Rookie, 3 Agents	+3	+3	+3
1 Rookie, 1 Special Agent	+1	+2	+1
2 Rookies, 1 Special Agent	+3	+2	+1
3 Rookies, 1 Special Agent	+3	+4	+2
1 Agent, 1 Special Agent	+3	+2	+1
2 Agents, 1 Special Agent	+3	+3	+3



C. Additional Missions

If the characters are successful in their mission, following missions could be based around unraveling the motivations and means behind Boudreaux. Determining why he did what he did should be fairly easy. Doing this requires records-work cooperation with the CIA to access Boudreaux's complete history—something the CIA will be quite willing to do once they know of the full extent of the averted disaster. The means was obviously the diamonds, but the real interest here will be investigating/infiltrating Ptah Construction and the eventual revelation of the world-wide organization named OSIRIS as it is the only identified source of the explosives Boudreaux used.

Partial Success or Failure results provide a plethora of covert options because the world dynamic changes radically after the destruction of Macau. On the grand scale, China's invasion of Afghanistan will cause great concern among the Western world even though they will publicly (and militarily) support China's actions. The primary concern is that China will choose to create another "Autonomous" area as they did with Tibet. Information gathering missions could play a big role here, for part of the West would support China getting bogged down in Afghanistan like Russia and America before them and would work to try and ensure such. It is even possible that the characters could be involved in illegal arms deals with Afghan rebels.

OPERATION ROGUE LION



PART V: RESOURCES

It is assumed that the GM will have all needed mapping sources at his fingertips when playing. If this is not the case, some few rough maps are presented here to help the GM physically place the mission. It is also recommended that the GM do a bit of reading regarding Zanzibar, Botswana, Gaborone, The Okavango Delta, Namibia, and Macau. A half hour or so on each subject should help the GM create a more immersive experience for the players, who are unlikely to have strong preconceptions regarding these locations unlike other, more traditional, cover ops locations. For nation states, the CIA World Factbook is recommended for great detail. Wikimapia is great for city orientation.

STATION HOUSES

In the Covert Presence section of country and city descriptions, station houses are referenced. Station houses are operational bases within the country or city for the listed intelligence service. There are three types of station houses.

Level 1: These station houses are typically a primitive base of operations run by a single individual in a country that is hostile to the organization funding the base. These bases will have little in the way of resources: perhaps the ability to provide a pistol or hunting-oriented weapon and some ammunition, a fairly-secure method of communication with the home office, and very basic food and shelter. Level 1 station houses need to procure other material via covert shipment. This usually takes at least 48 hours and often significantly longer depending upon the desired piece of equipment. In special circumstances, a 24 hour air-drop of equipment can occur, but only when truly exceptional need is indicated.

Level 2: These station houses are typically found in countries neutral to the organization funding the base. Operatives in level 2 station houses need not constantly fear detection, but still must maintain a low profile. These bases have better resources: at least 2 safe houses nearby, standard light weaponry, ammunition, and equipment of less than 20lbs. Level 2 station houses can procure heavier equipment within 24 hours, but still must put effort into disguising the transaction through third parties or deceptive labeling.

Level 3: These station houses are typically found in countries friendly to the organization funding the base. Most level 3 station houses are “unofficially” known

by the host country. Because of this, operatives in level 3 stations should consider themselves safe and need not maintain more than the barest pretense regarding cover. These station houses can provide any needed equipment excepting the most customized, rare, or unique equipment. Level 3 station houses have at least 3 associated safe houses.

Botswana

General Information: The Republic of Botswana was created in 1966 out of the British protectorate Bechuanaland. It has a population of around 2 million people, and is one of the most sparsely populated nations in the world. About 70% of Botswana lies in the Kalahari Desert. It is approximately the size of Texas and is predominately flat although it does have some rocky areas in the southeast where mining occurs. Its time is UTC+2 (7 hours ahead of US Eastern Time).

Government: Botswana has had four decades of uninterrupted civilian government and is one of the most stable countries in Africa. It is a parliamentary republic. The capital of Botswana is Gaborone.

Climate: Botswana is south of the Equator and experiences winter during early May to late August. It has a subtropical climate. The dry season is from April to October/November. Winter temperatures average 58°F and summer temperatures average 79°F. Botswana is a dry country, receiving only 7-20 inches of rain a year.

Peoples: The main ethnic group is the Tswana people, composing roughly 80% of the population. The next largest (11% pop) is the Kalanga people, also known as the Bakalanga.

Military & Relations: The Botswana Defense Force is composed of twelve thousand troops and is considered apolitical and professional. Botswana has good relations with its neighbors, although relations with Namibia have been strained in the past due to water issues.

Locations of Interest: Tourism is Botswana’s second largest industry (after diamond mining) and most of its tourism is based around its game reserves and national parks, the Okavango Delta, and the Kalahari Desert. Over a 750,000 tourists enter Botswana every year, most to see its natural beauty.

Transportation: The main airport in Botswana is Sir Seretse Khama International Airport (GBE) in

Gaborone, and most visitors to Botswana enter via this port. Visas are not required for UK or US citizens to enter, provided the stay is less than 90 days. Small chartered flights travel between the larger cities.

Car rentals are expensive compared to local costs (\$50/\$100, car/4wd, per day) and the roads are not

made for fast driving. The plethora of larger animals (donkeys, goats, sheep, kudu, elephants) keeps speeds generally under 55mph. Taxis require calling into a dispatch. Public transportation is spotty at best and almost nonexistent outside the cities. Driving is done on the left side of the road.



1. The Morning Sun Safari

2. Drop off in Namibia

Hitching is a common form of transportation and most drivers expect a tip roughly equal to a bus fare of the same distance (\$1-\$5USD generally).

Money: Botswana currency is the pula (meaning “rain” and “blessing” in Setswana), divided into 100 thebe (meaning “shield”). Thebe come in coins valued at 5, 10, 25, and 50. Pula come in notes valued at 10, 20, 50, 100, and 200. 1 USD = 8.9 BWP.

Corruption: Botswana is viewed as the least-corrupt nation in Africa. It is dangerous to attempt open bribery of officials.

Languages: English is the official language and spoken by government employees and business people. Setswana (also called Tswana) is the most common language (roughly 80% of the population) and is used in day-to-day affairs.

Equipment: Handguns, hunting rifles, and shotguns can be purchased openly, but require unique identifiers and registration. Only Botswana citizens can openly purchase weapons. Botswana has a very porous border for smugglers with any determination, allowing most

weaponry to be found on the black market (DF 7 Local Customs). However, there is little market for the more powerful weaponry (DF 3). Land vehicles are easy to come by in any larger city and anything with 4wd is favored, but truly high-end vehicles are non-existent as the roads make them almost impossible to drive at high speed. Miscellaneous covert equipment can be more difficult to find (DF 5).

Covert Presence: The CIA (US), SVR (Russia), SIS (UK), MSS (China), CIO (Zimbabwe), NIS (Norway), and MIVD (Netherlands) maintain level 2 station houses in Gabarone. The SASS (South Africa) maintains a level 3 station house in Gabarone. The DIS (Botswana) is headquartered in Gabarone.

Zanzibar City

Zanzibar is two legendary trade islands that rose to great wealth and prominence during the height of the European scramble for spices. Zanzibar was also the center of the Arab slave trade during this period, and

ZANZIBAR CITY



1. Salah Clove Farm

the elimination of such was the ostensible reason for annexation by the British Empire in 1890. Zanzibar gained independence in 1963, and merged with the newly independent Tanganyika to create the nation state Tanzania. The capital of Zanzibar is properly called Zanzibar City, but is simply called Zanzibar in common conversation.

Zanzibar City is composed of the small old city (Stone Town) and the large new city (Ng'ambo). Ng'ambo is composed mostly of buildings erected after the 1963 independence. Stone Town's history goes all the way back to the first human settlement on Zanzibar (roughly 20,000 BCE). The two sections are divided by Creek Road, along which dozens of merchants hawk their wares.

Zanzibar City has a population of 200,000 and millions travel through it every year on their way to the many speckled beaches that line the coasts of the two main Zanzibari islands. Many, however, stop to spend at least a day or two in Stone Town, walking in the shadows of the tall buildings hovering over the narrow streets and walkways that riddle the city. It's easy to become turned around and lost in Stone Town, but there's normally a friendly local willing to set straight the confused traveler.

Zanzibar City is the cultural center of Zanzibar and music is its primary manifestation. Taarab, a traditional Zanzibari style of music can be found almost everywhere: on street corners, in restaurants, in organized recitals, and in impromptu get-togethers. Taarab originates in a melting pot of Arabian, Indian, and African cultures that created Zanzibar. Intermingled with Taarab are the purely traditional forms of the three great cultures Taarab mixes: Arabian, Indian, and African music.

The only thing more pervasive than music in Zanzibar is spice. The smell of the pungent big four (cloves, nutmeg, cinnamon, and black pepper) is constant as they are integral in the traditional foods of Zanzibar. Upon these four spices the wealth of Zanzibar was built, and they are still the primary exports of the two main islands.

Hotels: Most of the hotels on the Zanzibar Islands are large, modern resort hotels. To find real luxury and the authentic Zanzibari experience, Stone Town provides several excellent small hotels, each of which has equally excellent dining.

- A: **Zanzibar Palace Hotel** (*Kiponda Street, Stone Town, Tanzania*) – This 4-story luxury hotel has only 9 suites, but each is individually themed and comes with impeccable personal service. The first-floor restaurant has a full English breakfast and a wide range of seafood for dinner. The Carpaccio of springbok makes an excellent meal starter.
- B: **Zanzibar Serena Inn** (*Kelele Square, Stone Town, Tanzania*) – A fully modern hotel featuring 51 rooms, swimming pool, exercise room, conference room, and an excellent seafood restaurant.
- C: **Emerson Spice** (*Tharia Street, Kiponda, Stone Town, Tanzania*) – Buried in the maze-like streets of Stone Town, Emerson Spice has only 12 suites. This luxury hotel features some of the best dining in Zanzibar, serving up a delightful mix of fruit, seafood, and spices in a 6 course meal. Also, be sure to try the teas on the rooftop where a mosque, church, and Hindu temple grace the skyline of the diverse city.
- D: **Al Johari** (*116 Shangani, Stone Town, Tanzania*) – A reasonably-priced 15 room boutique hotel in Stone Town, Al Johari's Fusion restaurant makes the best sundowners in town. The food is locally-sourced and a fusion of traditional Zanzibari and other cultures rotated throughout the year.
- E: **236 Harumzi** (*236 Harumzi, Stone Town, Tanzania*) – The former house of Tharia Thopan, the second-wealthiest person in Zanzibar after the Sultan, 236 Harumzi is the second-tallest building in Stone Town. 18 beautifully-decorated rooms grace the hotel. The Tower Top Restaurant on the top floor is decorated in Arab style and features some of the best traditional Zanzibari cuisine.

Restaurants: As said before, the only thing more pervasive than music in Zanzibar is spice. Spices built the wealth of Zanzibar and they still are the primary exports of the two main islands. The big four (cloves, nutmeg, cinnamon, and black pepper) permeate the air, wafting up from the traditional foods found on every

street corner. Fine dining in Zanzibar City is heavy on seafood and found almost exclusively in hotel restaurants, but one notable exception is worth mention.

- F: Silk Route Indian Fusion** (*Shangani, Stone Town, Tanzania*): – This wonderful restaurant blends Indian cuisine and Zanzibari cuisine into a most exciting and pleasurable dining experience. Both traditions have intense use of spice, and the blends used here are distinctly and creatively unique.

Locations of Interest: In the center of Stone Town, the Old Arab Fort and the House of Wonders are the oldest and tallest structures (respectfully) in Zanzibar.

- G: Old Arab Fort & House of Wonders** (*Sokoku Street, Stone Town, Tanzania*) – These two building are next to each other. The Old Arab Fort was built in the early 18th Century and has served as a prison, barracks, and even a construction depot. It's open to the public and worth a few hours of investigation. The House of Wonders was the ceremonial palace of the Sultan of Zanzibar, has doors big enough to ride and elephant through, and is now a museum of Zanzibari and East African history and culture.

Transportation: Rental cars and taxis are available. Much of Stone Town is reachable only by foot. Driving is done on the left side of the road.

Money: 1 USD = 1,630 TZS. The Tanzanian shilingi (also called the shilling) is subdivided into 100 senti. USD is widely accepted.

Languages: Majority Swahili and some English and French.

Equipment: DF 4

Covert Presence: The CIA (US), SVR (Russia), SIS (UK), MSS (China), and NIS (Kenya) maintain level 2 station houses in Zanzibar City. The SASS (South Africa) and TISS (Tanzania) maintain level 3 station houses. NIS (Norway) also maintains a level 3 station house as their government is increasingly interested in possible oil deposits in the area and is quite friendly with the Tanzanian government.

Gaborone

To most visitors, Gaborone (GA-ba-ROH-nee) is just a jumping-off place for safari-goers on their way to Maun and the Okavango Delta. The capital city of Botswana, Gaborone is a young city that is home for a full 10% of the nation's people. It is a planned city that rose from the dry plains in the mid 1960's after Botswana achieved independence. This initial city was built in only three years, and the workers' settlements that rose up around all the construction were eventually incorporated into the city as it stands today. Gaborone is a city of government ministries and commerce, divided into areas called Extensions, Phases, or Blocks. Thankfully, the planned nature of the city allows for many open and green (as much as can be expected in the dry climate, of course) areas among the sprawl.

Since Gaborone is a very new city, there is little in the way of local history or historical architecture to appeal to visitors. The National Museum and Art Gallery provides visitors exposure to the art and culture of Botswana and its peoples. Outside the museum is the National Botanical Garden in which 90% of all plants are indigenous to Botswana.

Hotels: Being a new city, all of the hotels in Gaborone are also new and, unfortunately for the luxury-minded, mostly functional. A few exceptions to this are below.

- A: Gaborone Sun Hotel** (*Chuma Drive, Gaborone, Botswana*) – This 159-room hotel has a small attached casino with 10 tables for either blackjack or Roulette (\$5 minimum). The Gaborone Sun may not be world-class, but it's definitely luxurious.
- B: The Peermont Mondior Gaborone** (*Village Extension 15, Gaborone, Botswana*) – This 67-room hotel provides a luxurious break from the Botswanaian heat. Self-described as "African Chic," the Peermont plies its native-theme a bit heavily, but doesn't surpass good taste.
- C: Lansmore Masa Square** (*Plot 54353, New CBD, Gaborone, Botswana*) – 153 rooms fill this business-oriented hotel that features a bit of luxury. The hotel is attached to the Masa Square Mall, allowing for shopping (including

Botswana's only Apple Store), gambling, cinema, and even a roof-top soccer pitch.

Restaurants: Gaborone doesn't have any Michelin star restaurants, but it does have many small eateries serving quality Botswanan food, often focused on or around beef.

•**D: Caravela Portuguese Restaurant** (*Ext 4 Mokgosi Close Plot 421, Gaborone, Botswana*) – Bringing the Portuguese influence from the east African coast into the center of Southern Africa, Caravela does traditional Portuguese food right. There's an outdoor patio with a jazz band on the weekends.

•**E: Rodizio** (*Shop 106 Upper Level, Riverwalk Mall, Gaborone, Botswana*) – Inevitably the great taste stemming from the Brazilian love of beef would make it to another country in love with the cow. Rodizio serves up thick and delicious steaks, Brazilian style.

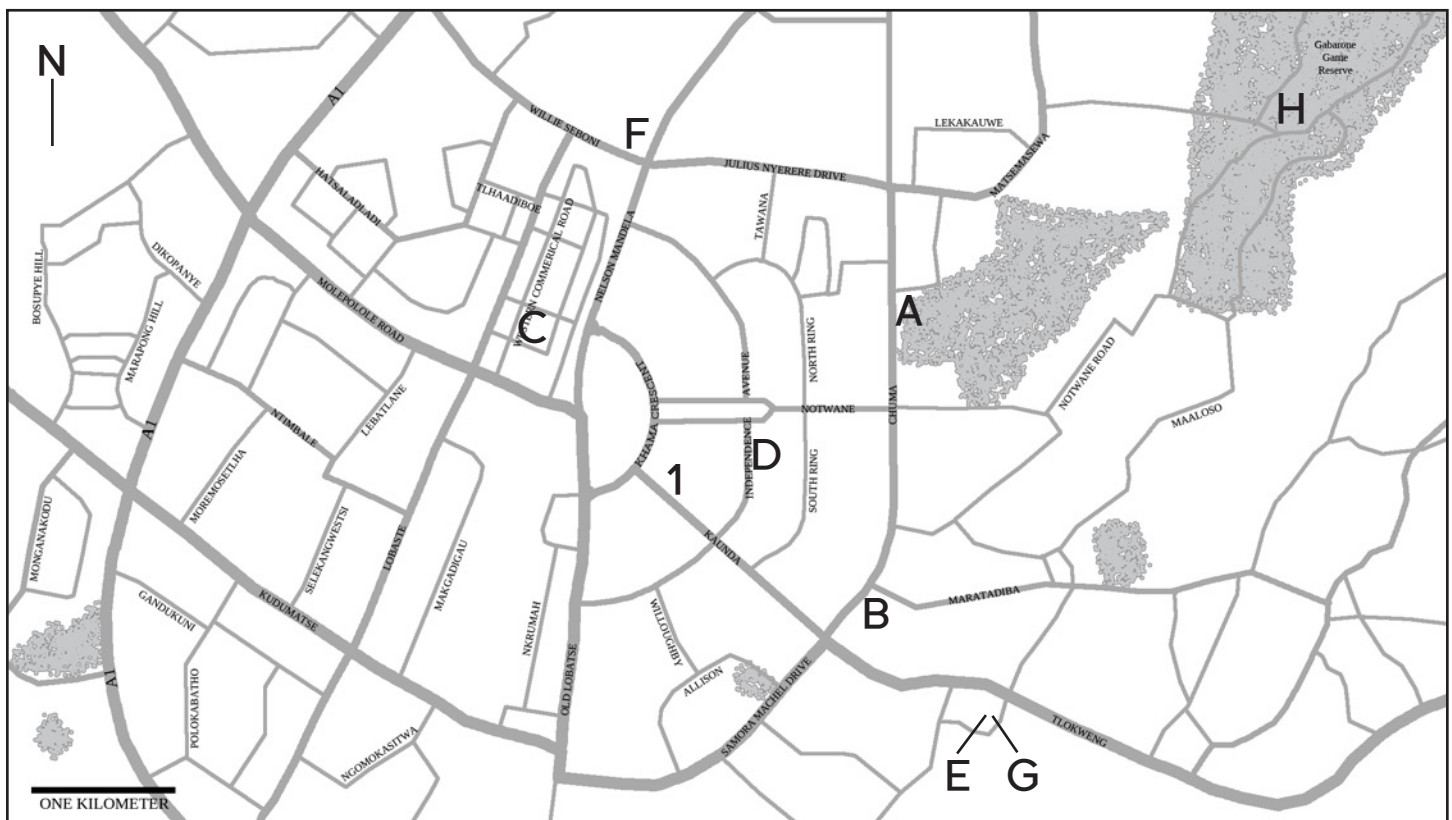
•**F: Bull & Bush Pub** (*Seboni Rd, Madibeng, Gaborone, Botswana*) – This busy restaurant/hotspot serves up the authentic Gaborone mix of steak, music, and dancing. Two bars keep the guests happy while dancing the night away.

•**G: The Embassy:** (*Riverwalk Mall, Gaborone, Botswana*) – Another restaurant in on the Riverwalk, Embassy brings the tastes of India to Botswana. Elegant and quiet, Embassy never fails to deliver a world-class curry.

Locations of Interest: Like Botswana itself, the major interest in Gaborone is the natural world.

•**H: Gaborone Game Reserve** (*Limpopo Drive, Gaborone, Botswana*) – This small game reserve is only a little over two square miles, but it is the nation's third busiest. The reserve is absent large predators, but features rich birdlife, and plenty of gemsbok, dudu, wildebeest, ostriches, and warthogs. It is an easy and convenient way to experience some of the rich Botswana wildlife.

GABARONE



1. The Sethunya Building (De Haan's Home)

Transportation: Taxis require calling in. Combis (white 15-passenger vans) drive set routes in place of the more familiar city bus. Shared taxis also drive set routes like combis, offering more privacy for a higher price. Driving is done on the left side of the road. Car rentals can be had at the airport.

Money: 1 USD = 8.9 BWP. The Botswana pula is subdivided into 100 thebe. USD is widely accepted.

Languages: English is the official language and spoken by government employees and business people. Setswana (also called Tswana) is the most common language (roughly 80% of the population) and is used in day-to-day affairs.

Equipment: DF 4

Covert Presence: The CIA (US), SVR (Russia), SIS (UK), MSS (China), CIO (Zimbabwe), NIS (Norway), and MIVD (Netherlands) maintain level 2 station houses. The SASS (South Africa) maintains a level 3 station. The DIS (Botswana) is headquartered here.

Macau

Macau is composed of peninsular Macau (attached to mainland China) and the islands Colane and Taipa. The islands are now connected by reclaimed land (called the Cotai Strip), forming a single larger island.

When the Portuguese arrived in the 16th century, Macau was a minor Chinese fishing settlement 40 miles west of Hong Kong. Over the next 100 years they turned the fishing settlement into a thriving trade center, eventually falling into Portuguese control in 1887. The Portuguese controlled Macau until 1999 when it once again entered Chinese hands.

Macau is the gambling capital of the world, taking in five times as much as Las Vegas does on a yearly basis. In fact, more money changes hands in Macau per year than is withdrawn from all the ATM's in the entire United States per year. Macau is jam-packed with people, some hoping for the big score, but most simply enjoying the immense luxury the city provides.

Macau can be an enigma for covert operatives: it is in many ways both the wild west and an extremely safe city. The Chinese constantly attempt to prevent covert activity, but if working agents avoid the MSS, there is almost a sense of camaraderie among the operatives of other agencies.

Hotels: Some of the most luxurious hotels in the world are in Macau, and all of them associated with a casino. Additionally, each hotel has a suite of restaurants on site, some of which are also the best in the world.

- A: **Grand Lisboa** (*Avenida de Lisboa, Macau, China*) – 430 rooms in 58 floors, the Grand Lisboa opened in 2007. Its casino offers 800 gaming tables. The Grand Lisboa is the tallest building in Macau and is inspired in shape by the lotus flower.
- B: **Galaxy Macau** (*Estrada da Baia de Nossa Senhora da Esperanca, Macau, China*) – Located on the Cotai Strip, the Galaxy Macau has around 2,200 rooms on a half-million square foot estate featuring gardens, six swimming pools, and a wave pool with artificial white-sand beach. Over 600 game tables and 1,200 slot machines are found in the casino.
- C: **Sofitel Macau at Pointe 16** (*Rua do Visconde Paco de Arcos, Macau, China*) – 408 rooms on 20 floors, this large 5-star hotel is one of the few in Macau that doesn't have a casino.
- D: **Grand Hyatt Macau** (*City of Dreams, Estrada do Istmo, Macau, China*) – One of the three hotels in the "City of Dreams" complex owned by Melco Crown Entertainment, the Grand Hyatt Macau has 791 rooms, and adjoins the casino featuring 400 gaming tables and 1,200 gaming machines.

Restaurants: As with hotels, some of the best dining in the world may be found in Macau. Macau's been granted total of 62 Michelin Guide stars, comparable to London, England.

- A: **Robuchon au Dôme** (*43/F Grand Lisboa Hotel, Avenida de Lisboa, Macau, China*) – The hotel restaurant for the Grand Lisboa is a Michelin Guide three star restaurant. The wine list has over 7,400 wines, winning Wine Spectator's Grand Award. Robuchon au Dôme serves the finest French cuisine.

- E: **Zi Yat Heen** (*The Cotai Strip, Macau, China*)
– Found in the Four Seasons Macau, this one-Michelin-star restaurant serves traditional Cantonese cuisine focusing on seafood.
- F: **António** (*Rua dos Clerigos No. 7, Old Taipa Village, Macau, China*) – A long-time Macau staple, this one-Michelin-star restaurant delves deeply into the Portuguese history of the city, serving up the food of that far-away nation with style and panache.
- A: **The 8 Restaurant** (*2nd floor, Grand Lisboa Hotel, Avenida de Lisboa, Macau, China*) – Another Michelin Guide three star restaurant found within the Grand Lisboa, The 8 offers contemporary Cantonese cuisine.

Locations of Interest: Most of the interesting locations within Macau are inside the many casinos vying to lure and impress guests. There are dozens of shows, events, and light displays, going on at any single moment. Macau doesn't sleep.

Transportation: Car rentals are available at the airport. Travelling by taxi is easy and affordable.

Money: 1 USD = 8 MOP or 1 USD = 7.75 HKD. The Macanese pataca is subdivided into 100 avos. The Hong Kong dollar is subdivided into 100 cents. USD is widely accepted.

Languages: Cantonese (85%), other Chinese (10%), with a smattering of English and Portuguese.

Equipment: DF 7

Covert Presence: Although under the control of the Chinese, Macau has turned into a hub of covert activity. The relative safety agents gain in a casino provides plenty of opportunity for covert actions. The CIA (US), SVR (Russia), SIS (UK), ASUS (Australia), BND (Germany), DGSE (France), RAW (India), and Naicho (Japan) maintain level 1 station houses. The MSS (China) has a level 3 station house.

MACAU



1. The Safari Casino & Hotel



FENTANYL GAS

The aerosolized version of fentanyl (a synthetic opioid analgesic) was first used by the Russian Alpha Group against Chechen militant Islamic separatists who took 850 people hostage at the House of Culture of State Ball-Bearing Plant Number 1 (a theatre a few miles southeast of the Kremlin). This first weaponized version of the gas wasn't colorless or odorless, but current processes allow the gas to be rendered colorless, although it still smells lightly of ozone.

If a character is exposed to fentanyl gas, a Difficulty Factor 2 WIL check is made and the results are determined by the Success Quality: Failure –

unconsciousness in 5 minutes (subsequent Difficulty Factor 8 STR check to avoid death); Success Quality 4 – unconsciousness in 10 minutes (subsequent Difficulty Factor 10 STR check to avoid death); Success Quality 3 – unconsciousness in 20 minutes; Success Quality 2 – unconsciousness in 30 minutes; Success Quality 1 – unaffected.

Unconsciousness lasts for 4-6 hours. Applying naloxone (or another opioid antagonist) within two hours of exposure to fentanyl gas can prevent an affected person from dying.

Cost: \$250 per dose affecting 1,000 square feet.

Weapon Name	PM	RoF	Ammo	DR	Close	Long	CM	MIS	Draw	RL	Price
PISTOLS											
Makarov 9mm	+0	2	6	F	0-30	80-180	0	99	+0	1	\$300
RIFLES (rf), SHOTGUNS (st)											
Lee-Enfield No. 4 (rf)	+2	½	10	I	0-500	1,200-2,000	n/a	99	-40	2	\$400
1976 Browning BSS (st)	+0	1	2	H	0-40	120-300	n/a	99	-60	1	\$1,250
Browning Citori 535 (st)	+1	1	2	H	0-80	160-400	n/a	99	-60	1	\$2,300

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After a fruitless private investigation, De Beers still suspects that one of their executives is stealing diamonds and has asked for professional assistance. The characters are ordered to trail the prime suspect, a Mr. Julian de Haan, to see if they detect anything unusual in his movement or behavior. During the mission, the characters travel to the exotic streets of Zanzibar, to the wild savanna on a hunting-safari in Botswana, and to the air-conditioned vibrancy of a newly-renovated luxury casino in Macau, while discovering that more than just diamonds last forever.

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