

# Ghost Ops



## Supply Drops and Safehouses

**August Hahn**

## **Multi-System Sourcebook**

This is a multi-system sourcebook and can be used for both Savage Worlds and the Original version of Ghost Ops.

When Savage Worlds system rules are used the text will be red, this is to separate the two versions within the text without the need to rewrite or do separate books.

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# Introduction

At the end of the day, the goals are simple: safety and security.

**Jodi Rell**



*There is a feeling when it all goes to Hell. When the situation stops being 'as planned' and slides completely off the rails. You know it when it happens, but you always deny it until the very end because admitting it never helps. This is the job, and there is literally no way forward but through. There are second chances. There are no do-overs.*

*But there are occasionally time-outs.*

*Last time I had this feeling, we were neck deep in Milan, surrounded by JUDAS agents embedded in the populace and the Arma dei Carabinieri. We had one job – rescuing a stranded ambassador – and we were one fading heartbeat away from blowing it completely.*

*“Man, he’s slipping. No way he makes it to the harbor.”*

*I knew Matt was right. I had seen our package take the hit under my arm. The only thing worse than taking a bullet for someone was failing to do so. It was not a mortal wound under normal circumstances, but it was a bleeder. The ambassador did not need much first aid, but he needed more than we could give him on the run or on the street.*

*“We need indoors now. NOW.”*

*Under normal circumstances, I would have busted us into the nearest flat but with JUDAS everywhere, we needed better than a potentially compromised crash space. We needed something legit clear.*

*Sticking to the shadows, I turned on my ear piece and risked burning the last asset we had left.*

*“Control, I need a Motel 6.”*

*If this call took longer than twenty seconds, the operator on the other end would get located. In a place like this, spotted meant slaughtered. Fortunately, we had Newsie, one of the best sysops in the game. She did not even waste time with words. Instead, five seconds later I got a ping on my wrist comm and the line went dead.*

*I glanced at the screen in my arm as we pulled the weary ambassador under a terracotta awning. Matt looked up at me expectantly, his arm and side clearly aching from supporting the poor man for so long.*

*Fortunately, relief for all of us was close at hand.*

*“Jackpot, Matt. Just keep him moving another block. There’s a honeymoon suite within a hundred meters.”*

*The real trick, of course, would be getting to the safehouse without getting seen... or shot.*

## **Safehouse and Supply Drops**

When an agent considers his assets, the same things usually come to mind – firearms, medical supplies, communications, and tactical clothing when it is available. Mission-critical items come next, such as transponders, sensors, and other pieces of equipment that can spell the difference between success and a very poor performance review.

What few agents remember to consider as vital are the assets that already exist in the field. Missions do not occur in a void and areas of conflict usually hold points of interest that a canny agent can use to their advantage when they are on the clock, so to speak.

This book describes two of those field assets – safehouses and supply drops, both of which exist inside or accessibly near the mission zone. Neither are guarantees and some agents may well be better at locating and utilizing these assets, but they exist as tools for both Players and Game Masters to use during the course of a Ghost Ops game.

## **What to Expect Ahead**

This sourcebook provides rules for the use of safehouses and supply drops during play, with special suggestions for unusual situations. These can range from finding a safehouse in an area where the Player's agency has nothing prepared to calling in a supply drop of firepower into a country with strong border security.

No matter the need, this book has it covered.

In addition, the sourcebook contains a chapter full of suggestions for safehouses and another for methods of dropping supplies all over the globe. These examples are kept mostly generic, though there are some examples that can lend some personality to their existence in game. Hunkering down for the night in a non-descript hotel room is nowhere near as memorable and exciting as having to fight for space in a street side motel against a group of junkies who got there first.

Lastly, the book rounds out with a short chapter covering scenario and campaign ideas for using this material. Just getting to a safehouse can be an adventure in its own right. And what happens when the ballistics drop you requested falls into the hands of a local street gang?







# **Rules for Safehouses**

There is no such thing as perfect security, only varying levels of insecurity.

**Salman Rushdie**



## **What is a Safehouse**

By basic definition, a safehouse is quite simply a form of shelter that offers safety from outside dangers and/or perilous elements. Other definitions refine this as follows.

- **[Dictionary]** A secret place for sanctuary or suitable to hide persons from the law, hostile actors or actions, or from retribution, threats or perceived danger.
- **[Law Enforcement / Intelligence Agencies]** A secure location, suitable for hiding witnesses, agents or other persons perceived as being in danger. These locations typically contact supplies and ammunition as well.
- **[Refuge]** A place where people may go to avoid prosecution of their activities by authorities. Osama bin Laden's compound in Abbottabad has been described as a "safe house".
- **[Operations]** A place where undercover operatives may conduct clandestine observations or meet other operatives surreptitiously.
- **[Civil Usage]** A location where a trusted adult or family or charity organization provides a haven for victims of domestic abuse (see also: men and/or women's shelter or refuge).
- **[Wartime]** A home of a trusted person, family or organization where victims of war and/or persecution may take refuge, receive protection and/or live in secret.
- **[Criminal]** A house whose sole purpose is to conduct illegal ventures. Criminals use these to conduct different aspects of their business, such as produce, sell, or store product.

For the purpose of this sourcebook, we will stick primarily with the Law Enforcement / Intelligence Agencies

definition as it is most relevant to our purposes. As you will see in the example locales given, the other definitions can still be quite valid. At least in the short term, a shelter can be useful when a mission goes sideways.

### **How to Locate a Safehouse**

In the field, when a safehouse is needed, Players usually have three options. They can hope a safehouse exists in the area with open, automatic usage, they can benefit from their agency having arranged for a safehouse as part of their current mission assets or talents, or they can look for one in the field and pray they get lucky before they get dead.

#### **Automatic**

It is important to note that in the context of this part of the sourcebook, 'safehouse' does not refer an Operator's initial safehouse provided during play. The latter is essentially a stronghold and home base for campaign play. The safehouses in this book generally refer to boltholes and sanctuaries found or planned for during a mission. They are typically temporary and only remain available during the current play session. Once a scenario ends, so does Player access to this transitory safehouse.

Upgrades and improvements made to a Player's original safehouse never affect the conditions of a safehouse found in the field. They are completely separate locations. Likewise, damage or destruction of one does not hinder the other in any way.

## **Mission-field Safehouses**

Major safehouse locations all over the world are typically part of an agent's basic education. Thus, missions set in the location of one of these well-known sanctuaries usually have no restriction on their use. This should require no matters of chance on the part of the Player, as the safehouse is both well-known and easy to get to. That said, an Operator should never assume an in-field safehouse will be available.

Generally, if one exists, it will be part of an Operator's mission briefing. If it is not and there is an opportunity for an Operator to query his agency or access its files, there is generally no prohibition against requesting access to a safehouse in the mission zone.

The answer to this request may almost always be no, but it rarely hurts to ask.

## **Example of an Automatic Safehouse**

By way of example, for missions set in Washington, D.C., a safehouse hidden in Alexandria might be a matter of agency record. If it is, Players should have the ability to go to that safehouse if the game gets a little too hot to handle. No rolls are required and no special perks are needed to gain access. A Player just has to be with an agency approved for the house's use, he or she must be on a mission, and the Player or their agency takes responsibility for clean-up and restocking supplies.

Membership, as they, has its privileges.

### **Mission Assets**

When determining loadout (page 68 of the main Ghost Ops book), a starting agent receives an additional \$2000 to round out their standard gear packages. Unless the Handler has an objection or if scenario conditions will not allow for it, an agent can spend half that amount (\$1000) to purchase a safehouse in the general area of the mission. This will function in every way as a Standard Safehouse with Rank 1 in every category.

Without additional perks or campaign details, this is the only control an agent has over their new safehouse. They can pay for one to exist but they cannot design, outfit, or determine any relevant details. This new sanctuary exists in whatever form the Handler chooses, though it should reflect the conditions of the mission area in some way.

### **Finding a Safehouse in the Field**

During a mission is the worst time to be looking for a safe haven. Between the potential for gunfire at any moment, mission concerns overshadowing Operators' minds, and the awkward situations that arise when Operators have to commandeer lodging, being clear headed enough to notice available sanctuary space at a moment's notice can be a rare and precious skill indeed.

As noted before, this is called a Safehouse Check, and the rules for making it is provided here. It should be known that a successful skill check does not in any way guarantee that the safehouse will be close by, safe to travel to, or unoccupied. Those important concerns are all things Operators will have to contend with for themselves.

**The Safehouse Check (Skill Challenge)**

Once in play, an Operator needs to make a Safehouse Check challenge to actually locate the purchased safehouse. The difficulty of this check can vary but should never be lower than 1 or higher than 3. Factors affecting this Difficulty can be combat, the pressure of nearby threats, the possession or lack of useful navigation aids, or anything else that might affect what is essentially high-risk househunting.

Making a Safehouse Check is based on either Investigation (research) or Knowledge (navigation), Operative's choice. If the Operative has access to Command and Control of any kind, he or she can request that C&C make this check for them. Typically, C&C will always succeed at this challenge unless there are in-game circumstances that would result in failure. If Command and Control fails, an Operative can always try for themselves unless they have already tried and failed this check during the current scene.

**Savage Worlds**

Players would make a Smarts check and cannot ask C&C to make the check for them.

**New Talents/Squad Edges**

Each of these talents pertains to Safehouses, with two of them focusing on in-field safehouses (Move-In Special and Estate Sale) and the other being useful for both in-field and personal safehouses (Homewrecker). In addition to their normal effects, each of these three increases the outcome of a 'Safehouse Check' challenge by +1.



This effect does not stack. Even if an Operator ends up with all three talents, they still only enjoy a +1 to Safehouse Check challenge outcomes.

### **Estate Sale (Safehouse)**

Whenever you purchase upgrades to your safehouse, you receive a %10 discount. If you wish, you can spend 5 xp or a **bennie** to increase this discount to %25. This talent can only be used once per session.

### **Homewrecker (Safehouse)**

You know how to squeeze a resource to get the most out of it before it is spent. Any number of times a session, you can treat an upgrade category of a safehouse (such as an Armory, Garage, Port, etc.) like it was one level higher.



Handlers can deny this talent's use if the higher level is impossible (i.e. no amount of force is going to give a safehouse in a landlocked city a working port). This talent cannot work on an upgrade that does not at least exist with a level of one (1) or more.

Once the current scene is over, the category's level drops to one below its normal value, to a minimum of one (1). If this happens to an in-field safehouse, the Operator loses 10,000 from any rewards the current mission might offer. If this happens to the Operator's permanent safehouse, the category will have to be repurchased to its previous level normally. If the upgrade was originally at level one, it ceases to function or provide any benefit until the end of the current mission.

### **Move-In Special (Safehouse)**

You have a talent for getting the most out of your surroundings. Whenever you take control of a safehouse in the field, you can immediately upgrade any one aspect of it to Level two (2). This upgrade is automatic and exists only as long as the safehouse does. At the end of the current mission, it ceases to exist and would not benefit any other Operative trying to use the house's location at a later date.

In the next chapter, you will find fifteen different safehouses, five from each category. These can be used verbatim as 'found' houses during play or as a template for what Operators can purchase on their own given time and funds. They are presented here for Handlers to do whatever they wish, including modify heavily or use as the backdrops for scenes during play.

After all, what use if a safehouse if some Tangos do not show up to try and make it decidedly unsafe, right?





# Safehouse Layouts

If you want total security, go to prison. There you're fed, clothed, given medical care and so on. The only thing lacking... is freedom.

**Dwight D. Eisenhower**



These example safehouses range from very basic and little more than a dedicated motel room in a rough part of town to a huge house in a gated community with a back way out and a proximity to hot spots in town. They may have no better luxury than an old mattress or they may feature state of the art computers and rocket launchers in the closet.

As noted before, these can be used for any purpose you desire. For Players, they may be templates for what to purchase and build towards in game. For Handlers, these can be places found during play, warzones waiting to happen, or backgrounds for intense scenes where the guns are not out yet, but everyone involved can hear them getting loaded.

**Safehouse One: The Broken Arms - Room 118**  
**Category: Standard Safehouse    Cost: Mission Only**

*“You have got to be kidding. I signed over my stiped for this? Is that a rat? What are those stains? That smell is most certain urine!*

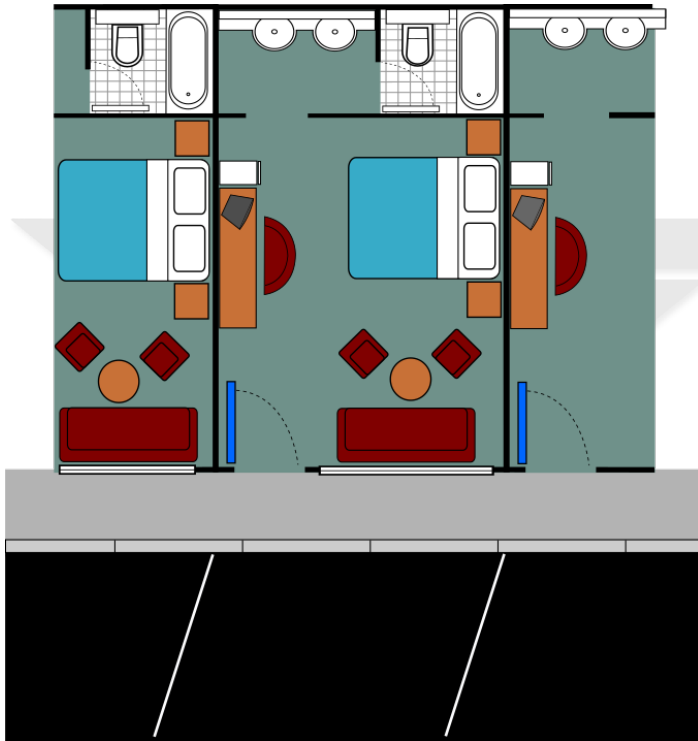
*“Is it too late to quit?”*

This one is simple. There are no amenities to this room, which consists of a bed, a table, an out-of-date TV that usually works, several lamps that usually do not, and a bathroom in functional but unfortunate condition. The walls are solid if you do not lean on them too hard and the windows have black-out curtains.

They did not used to be blackout curtains, but twenty years of not being washed have ‘upgraded’ them.

The only tangible benefits to this room are that it is mostly private, no one looks twice at people coming or going, and it is within walking distance of the current mission area. This last one is extremely important because no taxi service would dare come here and the last bus that tried had to be hauled away by an Agency haz-mat team.

No one talks about that night. No one.



**The Broken Arms - Room 118**

## **Safehouse Two: Freewheelin' (Winnebago 2012 Sightseer)**

**Category: Standard Safehouse    Cost: 120,000**

*“Okay, I admit the bedding arrangement is not ideal, but you have to admit the mobility is fantastic. Being able to go anywhere and change locations at a moment’s notice is fantastic.*

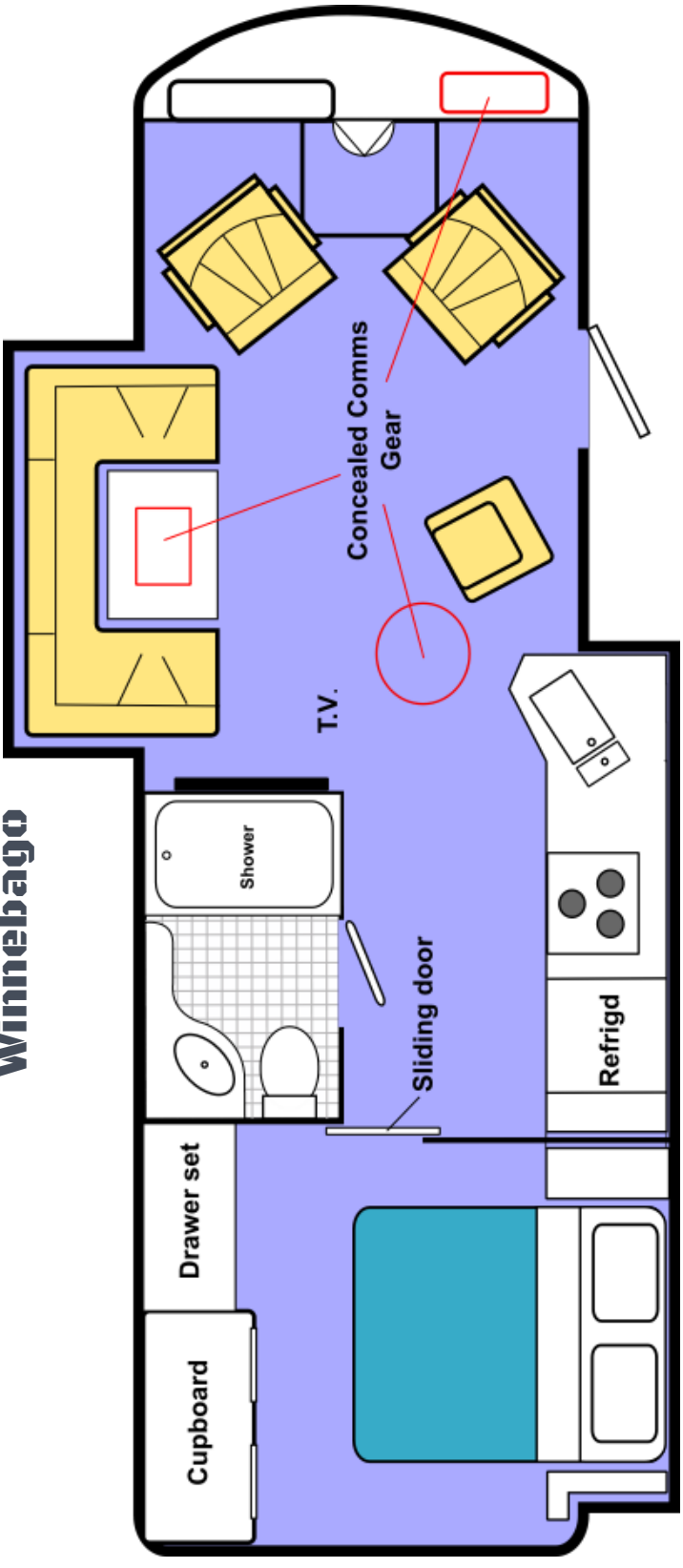
*“Besides, we can park in any Country Kitchen Buffet in America and become invisible.”*

This new but not quite pristine motorhome is a great choice for Operatives with a need for high mobility and limited numbers. It only really suits a pair of agents well and up to four can make do. Its layout falls apart a bit when five or more try to use the motorhome simultaneously for any real length of time. Cramped quarters and limited space for gear will get infuriating quickly.

For a small team, however, Freewheelin’ is a great safehouse. It especially shines when used for surveillance and data purposes. Its communications centre has been upgraded to Level 2, providing hacking and decryption services on the go. With one agent remaining in the motorhome to serve as Command and Control on missions, this safehouse on wheels more than earns its place.

In operation, this motorhome has no outward signs of being anything other than a fun vacationing vehicle. All of its communication and security gear is concerned behind false panels and, in the case of the column tower, under the floor. With the touch of a dashboard button, it all emerges – ready for use.

# Winnebago





## **Safehouse Three: Tequilaville (Beachside Bungalow)**

**Category: Standard Safehouse    Cost: 160,000**

*'I may not have joined the Agency to kick it on a tropical beach with umbrella drinks and a constant parade of nubile tourists, but I am sure as Hell not complaining.*

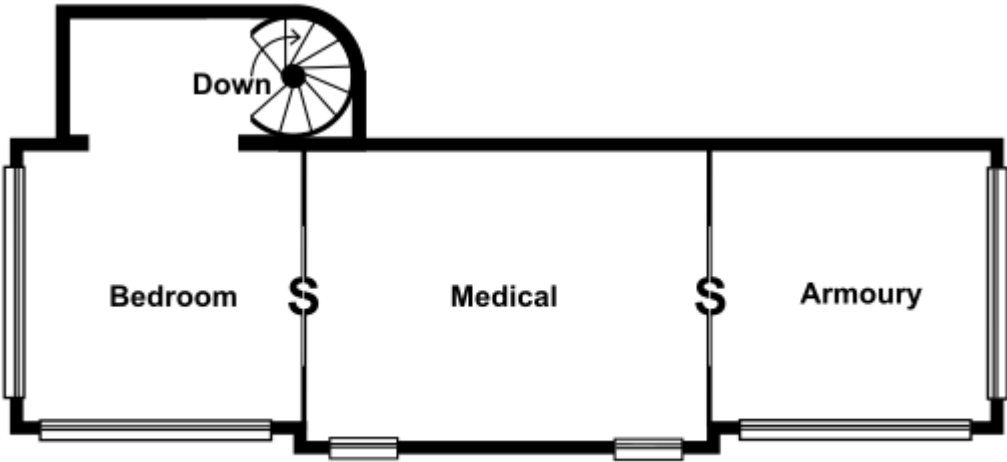
*This is the best bolthole in the biz if you don't mind the occasional grenade or sail-by shooting.'*

Tequilaville has a reputation in the Intelligence community. Rumours persist that several agencies play some kind of tactical war game every year to obtain control of the safehouse. This may or may not be true, but it is true that Tequilaville has a high turnover rate. Teams should never expect to stay there for more than a few months at a time, though longer stretches have been known to happen.

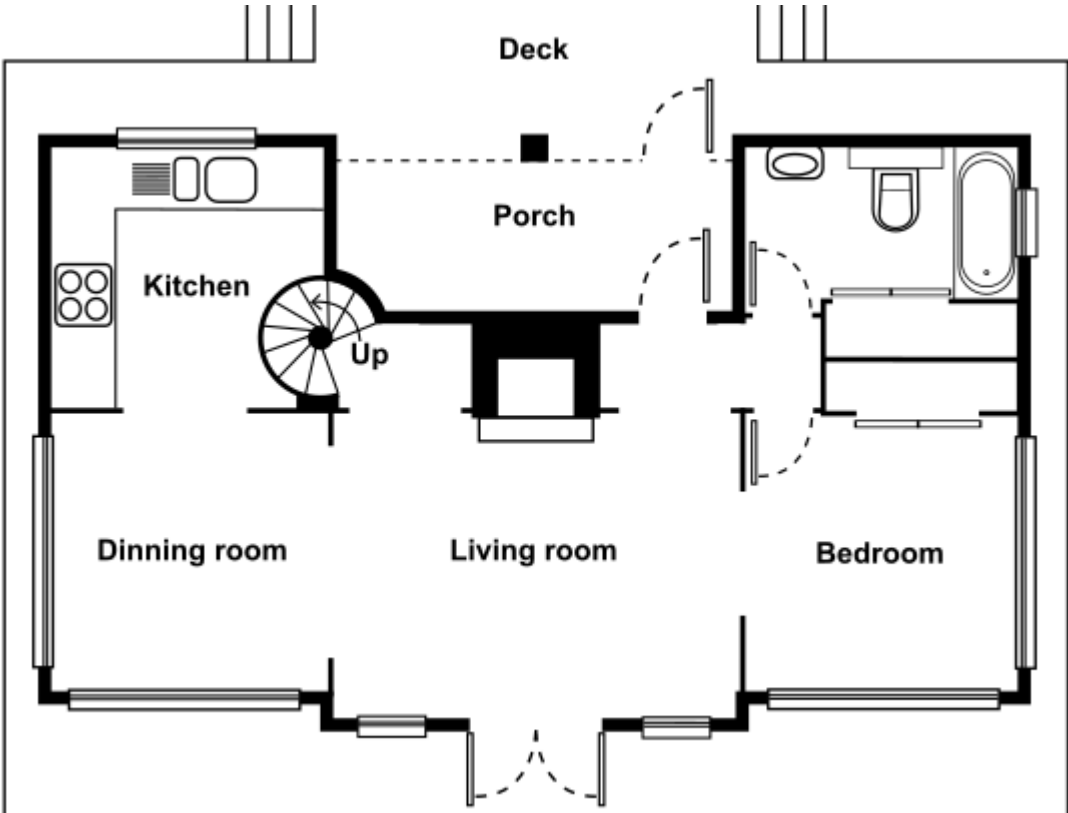
With its level 2 recreation facilities, Tequilaville can and does throw amazing parties. Most of time these are just harmless booze-fuel flings but these are just cover for the parties that have agency significance. More than one state secret has been spilled into a drugged glass full of frosty bliss. Agencies take great care not to track mission accountability back to Tequilaville, as compromising this location would be a serious loss to both the intelligence community and the morale of their Operators.

When things do turn serious, the site is also equipped with a level 2 armoury and level 2 medical facilities. There is little the pretending beach-bum agents that live here can get into that the facilities of Tequilaville cannot get them out of.

### Tequilaville First Floor



### Tequilaville Ground Floor



## **Safehouse Four: The Cleaver House (Pure American)**

**Category: Standard Safehouse    Cost: 255,000**

*'You know the show. We all know the show. It's the one with the house, the little kid, the older brother, the pearl-clutching housewife, and the dad who comes home every day with a mysterious briefcase and never talks about work. Didn't you ever wonder if he was off selling drugs or killing people?*

*'Well, I live in that house now and let me reassure you. I do not sell drugs.'*

This quaint little home, built in the 50s on a very standard neighborhood template, could be in any suburb in any state or country. The outside architecture might be a little different depending on the nation of origin, but the feel is the same. This house is a little piece of wholesome in a community where nothing bad ever happens. Nothing that anyone hears about, anyway.

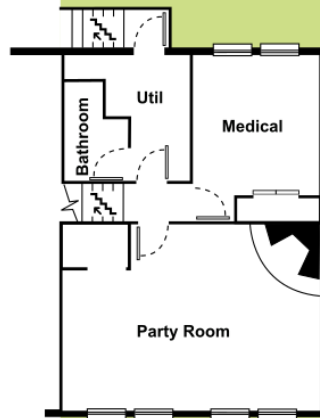
In truth, it is a full-fledged safehouse for an intelligence agency with multiple agendas, several agents on site, and full of amenities both offensive and defensive as befits a domicile built during the height of the Red Scare. If 'the bomb' really is coming, this would be a good place to be.

This Safehouse has a full basement that houses its Level 2 holding cells. Its 'storm shelter' in the backyard leads to its Level 3 Bunker (1.5x price for being an amenity normally attached to a larger safehouse). One bedroom doubles as a Level 2 medical facility. Lastly, its attic is security keyed and contains both a Level 2 armoury and a Level 2 communications array.

## The Cleaver House Ground Floor



## Cleaver House Lower level



## **Safehouse Five: Our Lady of Vigilance (Small town Church)**

**Category: Standard Safehouse    Cost: 400,000**

*'I admit it. I was skeptical of this assignment when I first got it. Posing as a priest in some backwater town just to collect gossip at services. Is this all because I admitted to attending seminary as a teen? God's vengeance for my dropping out to go to Berkeley?*

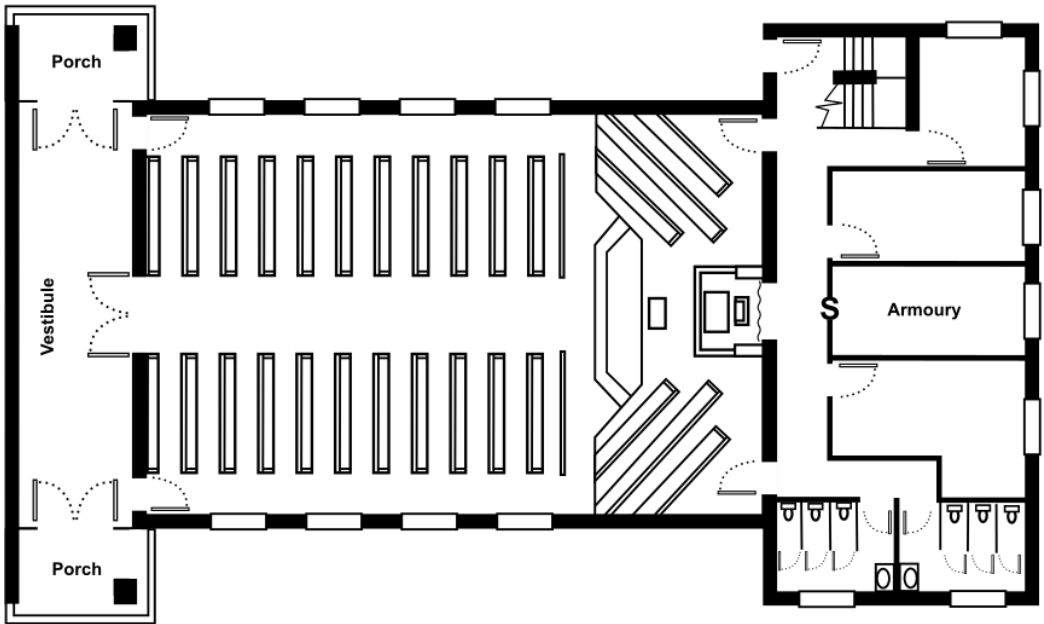
*'Well I'm sorry, God. If Southern Nazarene had partied a little harder, I might have stayed.'*

Even the most authoritarian of agencies know that Our Lady of Vigilance is not a safehouse that suits every agent. It is known to have a high turnover and has been called a 'training pulpit' often enough that the local congregation accept that as fact. New priests come in, stay for a while, and when their skills and confidence have grown, they move on to bigger flocks.

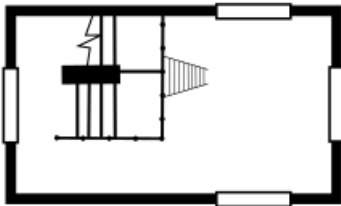
In truth, this lovely little white-painted sanctuary is just close enough to an urban center that several crime families attend mass here. Other elements of interest to the intelligence community live or work in the area as well, making Our Lady of Vigilance church perfectly located for recon, spy work, and undercover 'negotiations'.

In addition to basic amenities, Our Lady of Vigilance features a Level 3 communications centre in the attic, a level 3 armory in the back of the church, and its claim to fame – a Level 5 medical facility as part of the priest's backyard domicile.

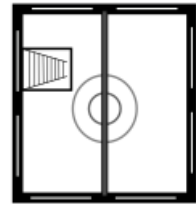
## Lady of Vigilance Grd Floor



## Bell Tower



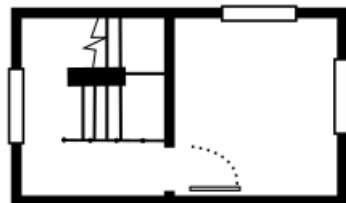
Bell tower 3rd floor



Bell tower top floor

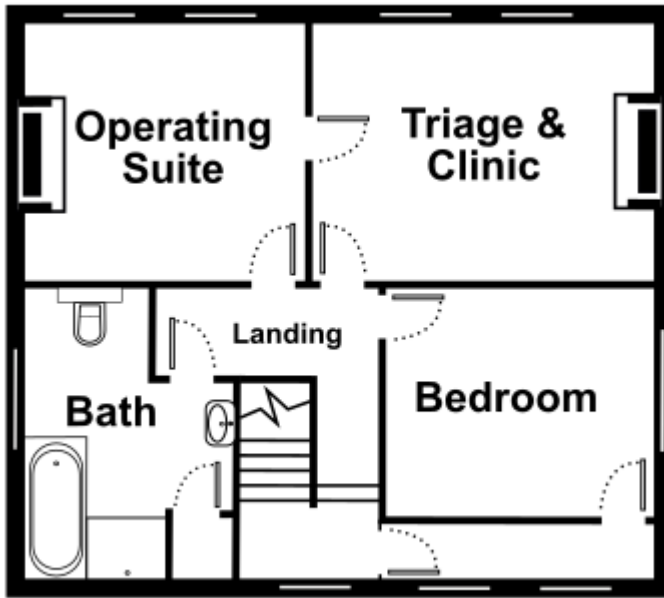


Bell tower 1st floor

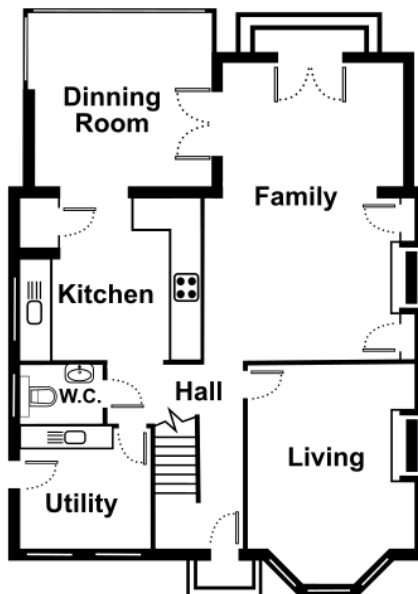


Bell tower 2nd floor

### Priests House First Floor



### Priests House Ground Floor







## **Safehouse Six: The Starting Line (The Quick and the Querulous)**

**Category: Medium Safehouse    Cost: 475,000**

*'A lot of organized crime and espionage involve the same names as street racing. These people live hard and play harder, which is a bonus for us if their favorite game is breaking the law. We sling the drinks that loosen tongues and tap the rooms where people like to wag them.*

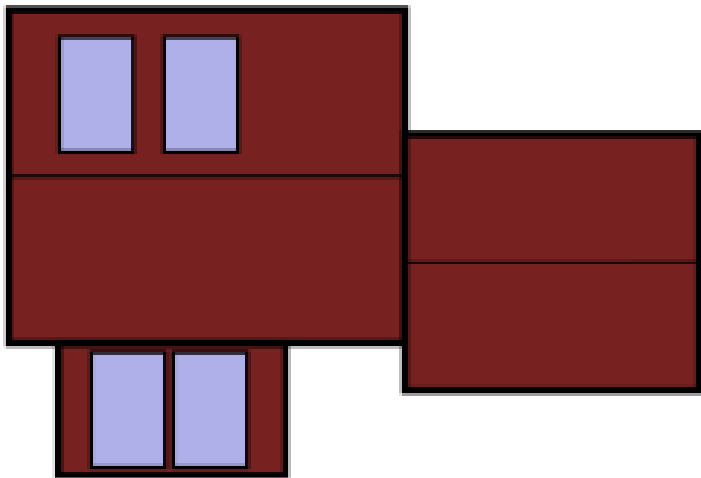
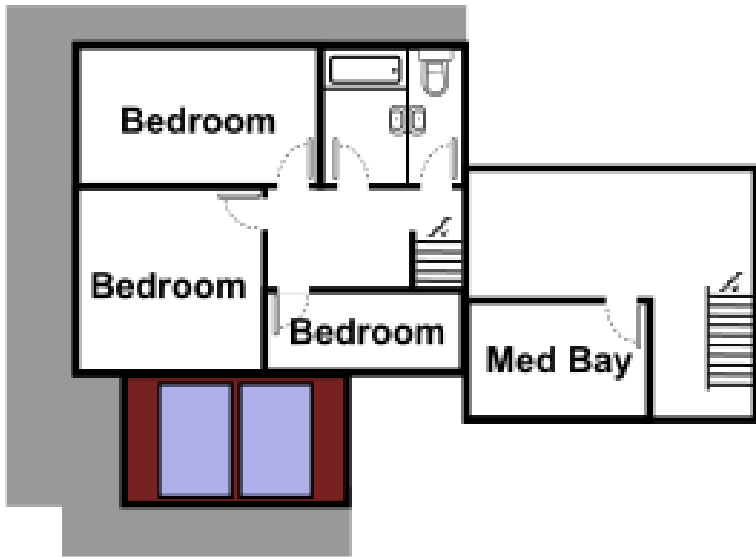
*'This job is dangerous, no doubt, but I have a Audi TT quattro coupé 225 AWD 6 speed turbo in the garage that evens the score.'*

The Starting Line is a rarity among agency safehouses in that it is also a fully-functioning business (a racing-themed bar and grille). This setup came about because the area around the bar is a persistent zone of criminal organizing and illegal international secrets trading. To take advantage of this, the Starting Line was established. It can tap into the culture, make contacts, and foster the illicit community without crossing the line itself or scaring away the people that make this area so agency-enticing.

Operatives who live here also work here, though their roles can range from bartender to server to floor stage entertainer to grease monkey in the huge garage next door. Street racing for justice has been known to happen. Operatives are never assigned to the kitchens, but janitorial services may come up- in job rotation from time to time.

It is a dirty job, but someone has to do it.

## Liberty's Legion



## **Safehouse Seven: Liberty's Legion (Survivalist Shelter)**

**Category: Medium Safehouse    Cost: 565,000**

*'Much as it kills me to say this, I used to think exactly like these gun-hugging countryfolk. Government conspiracies, black helicopters, and death squads with accountability to groups no one can name. I spent years terrified they would come for me in my sleep.*

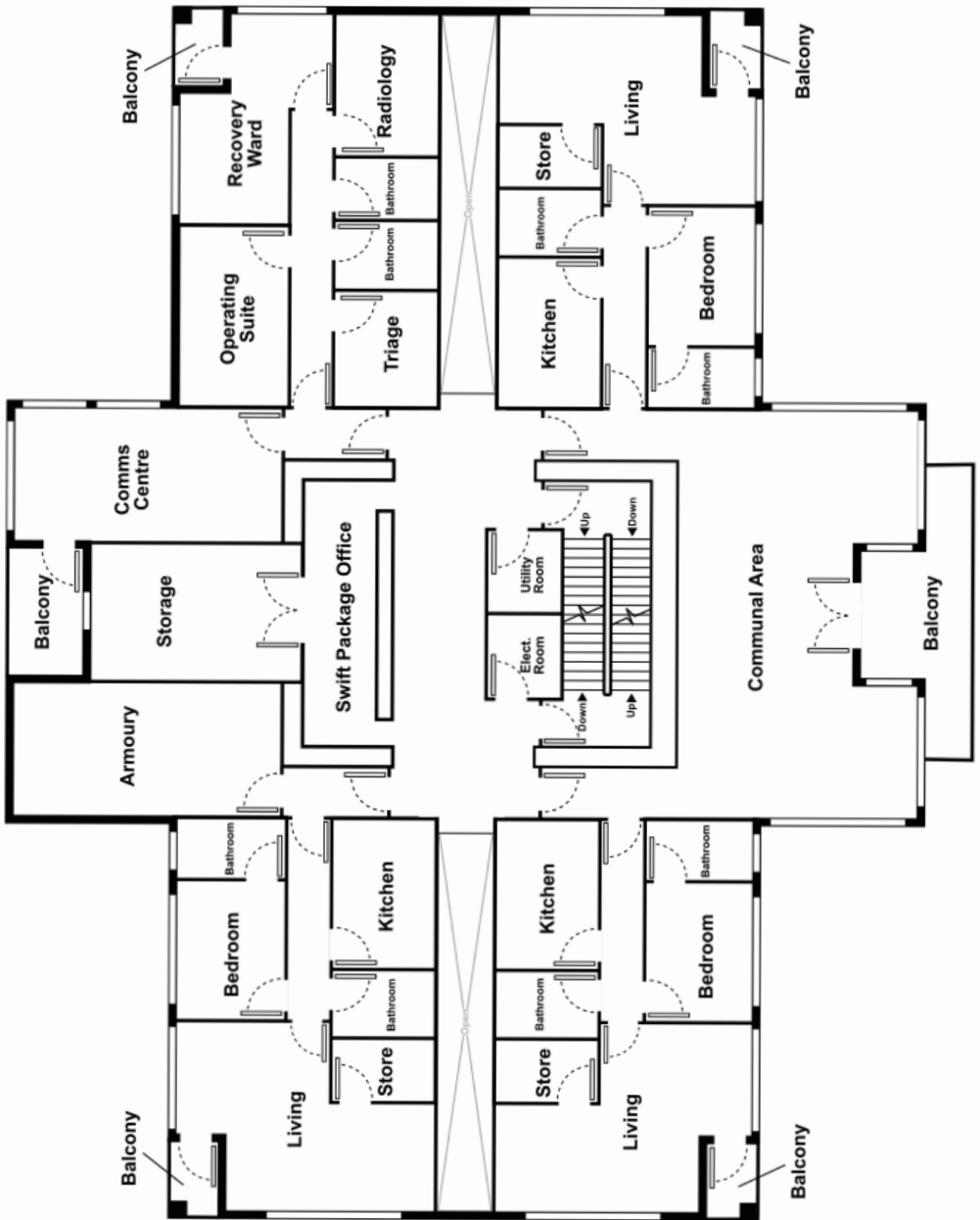
*'And they did, but only to offer me a job. So it's all good.'*

This safehouse is likely the least safe of all the ones presented here. At least it appears that way when viewed from the outside. Liberty's Legion is a people's militia that banded together to build a complex so they could live together, plan together, and train for a war against 'Them' that perpetually seems to be just past the next major political event. They hate the government, despise the military, and protest any act to 'divest the sovereign citizen of his God-given rights'.

They even have that on the back of a t-shirt. The front shows a faceless man in a suit with his hand out, like a bully demanding lunch money. It is their most popular seller on the militia's auction page.

But behind the façade lies the truth. Liberty's Legion is a cross-intelligence agency front designed to reel in and identify unstable citizens looking to perpetuate domestic terrorism or seriously break federal law before they get the chance to do so. They also serve to train Operatives in unconventional warfare and ground-level counterterrorism.

# Swift Parcel Delivery



## **Safehouse Eight: SWIFT Parcel Delivery (Shipping Company)**

**Category: Medium Safehouse    Cost: 480,000**

*'Seriously, screw this assignment. In the past six months, I think I have driven twenty thousand miles, carried ten tons of weight, and climbed about forty million stairs. All that just so I can peer in windows, deliver surveillance bugs to target addresses, and snoop around houses. It's not worth it.*

*'On the other hand, I now have the calves and ass of a Greek God. So there's that.'*

The SWIFT Parcel Delivery service is a mainstay in its uptown urban area. While its territory does cover a few suburban neighborhoods, it mainly focuses on office buildings, high rise apartments, and in-city places of style, class, and influence. This target demographic for its services means SWIFT can concentrate where the most likely sources of indiscretions and intel are likely to converge.

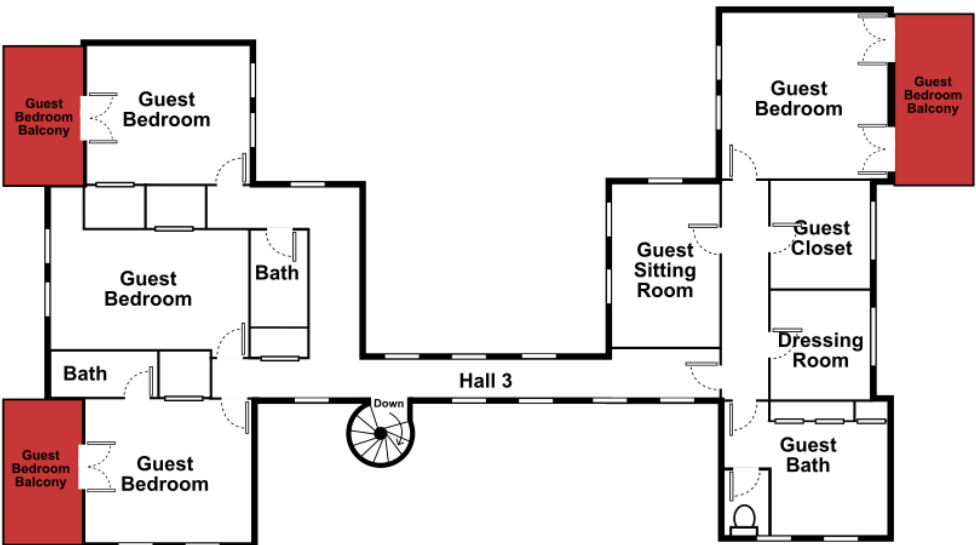
One of the best benefits to the SWIFT business model, which is wholly owned by the Operators' agency, is the use of ubiquitous sky blue trucks with lightning bolt side stripes. This colour scheme has worldwide recognizability, which allows such vehicles to get be completely ignored during a busy day.

"Oh, that's just a SWIFTY van," provides speed, stealth, widescale access, and unmatched mobility in any urban environment.

## Ribald Ground Floor



## Ribald First Floor



## **Safehouse Nine: Ribald Vinyards Bed and Breakfast**

**Category: Medium Safehouse    Cost: 605,000**

*“This place is really not so bad. I do have to handle turndown service every night and run the front desk in the evenings. And yes, I do have to work double-shifts during prime vacation season and on wine sampling tour weekends. It can be a pain.*

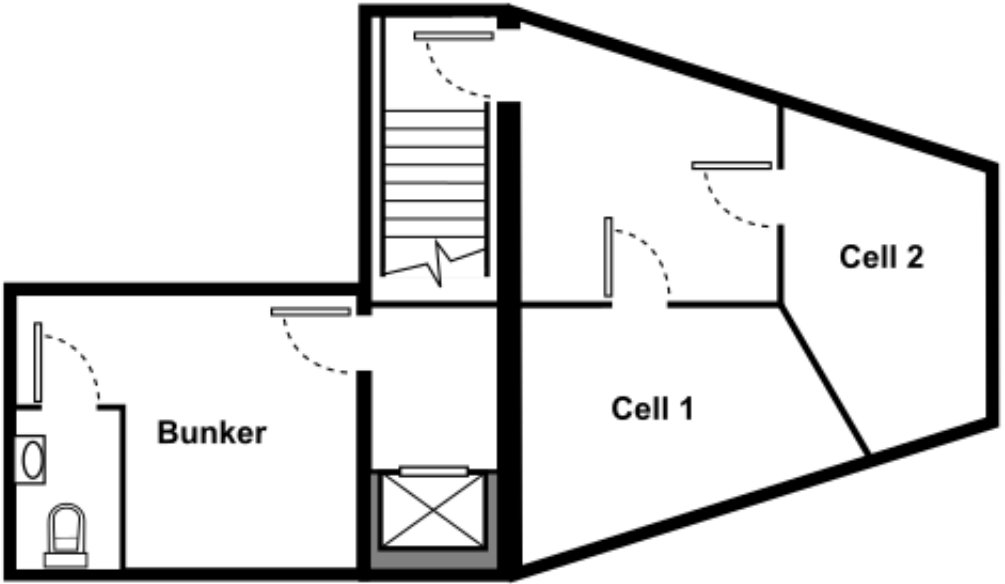
*‘I find, however, that makes the breaking things and shooting people part of the job even sweeter.’*

Tucked away in the hills of a very popular vacation spot for honeymoons, second honeymoons, and random affairs by the rich and powerful, this safehouse operates as a bed and breakfast attached to a vineyard of some notable repute. Once in the ownership of a family as adept at making money off wine as they were at selling arms, the property was seized during their arrest and has been serving the agency ever since.

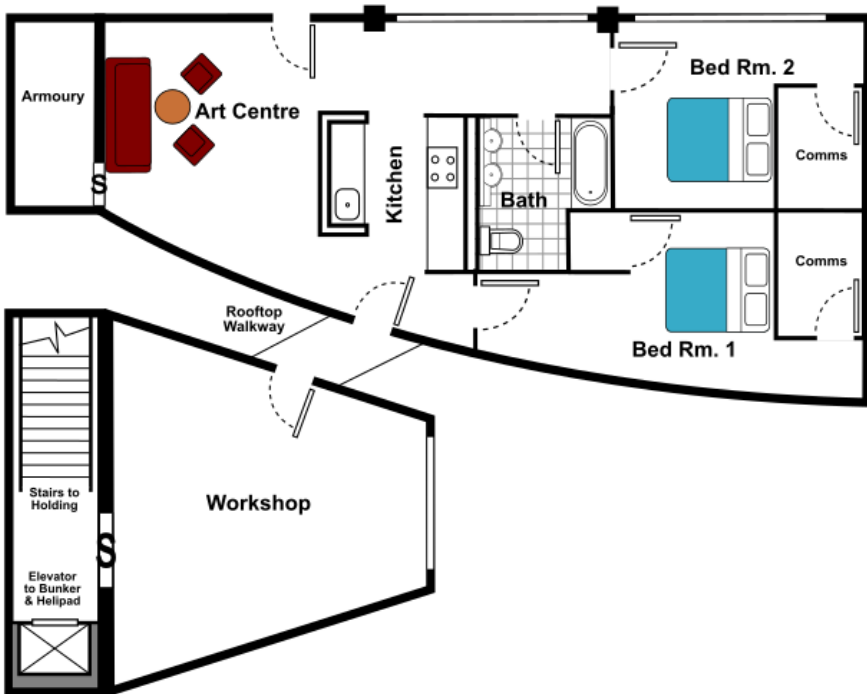
Vacationers have a number of amenities to choose from, such as the Level 3 Rest and relaxation area and the lovely level 3 bunker built right into natural caverns that form a fine spelunking experience for guests and adventurous Operatives. What guests do not know is that they are also surrounded by an excellent Level 4 comms centre listening in on their every word and pillowtop confession.

Operatives assigned to other kinds of adventures can take advantage of the level 5 helipad, the only way to reach this idyllic bed and breakfast short of a drive courtesy of a level 3 garage full of overland rover and on-staff drivers.

## Iron Xanadu Level 1



## Iron Xanadu level 2





## **Safehouse Ten: Iron Xanadu (Industrial Artist's Loft)**

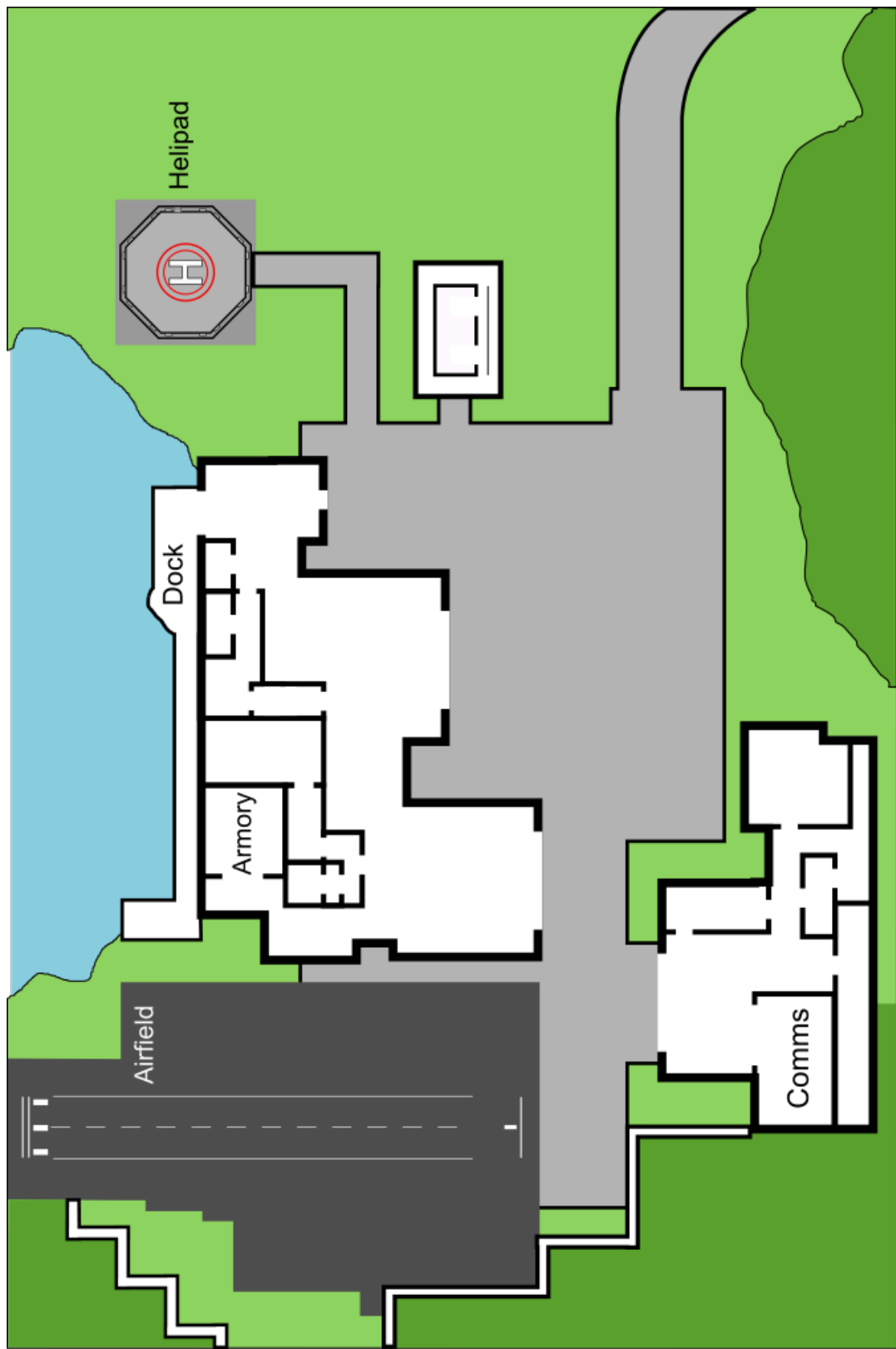
**Category: Medium Safehouse    Cost: 565,000**

*'So, like, it's a place for people got get it, you know? Who understand that art – music, painting, dance, and that – is a spiritual thing you have to awaken to in your time. It can't be taught; it has to grow inside you, like a beautiful tree taking root in the fertile soul of your chakras and such. 'How was that? Sufficiently douchebaggy? Sweet. Let's do this.'*

Iron Xanadu is a safehouse born of its original time – the late 1970s and the eruption of free love, cheap drugs, and expensive mistakes. Set up originally by a foreign power to spy on the sweeping political movements of the era, it was quickly detected, subverted, and shored up against retaliation. Various powers have moved against it over the years, prompting escalating defenses and constant espionage over what honestly amounted to an operative post of questionable value.

When the Cold War ended, Iron Xanadu was all but forgotten. Without politics and covert actions to spy upon nearby, the loft apartment complex became manned by a skeleton crew of agents and maintained only for historical value.

That all changed very recently when foreign governments began interfering in local elections, senatorial operations, and other bedrock activities of government. Now the Operatives assigned to Iron Xanadu maintain cover as artists and hipsters while chasing leads for their agencies while dodging the sometimes-deadly agendas of others.



## **Safehouse Eleven: Kengo Cultural Centre (Japanese Shinto Shrine)**

**Category: Large Safehouse    Cost: 875,000**

*'The Japanese have a very refined culture, even when it comes to espionage. It is all very formal and polite here. A week ago, just after we arrived, a delegation arrived to introduce themselves. We exchanged names and drank tea. Now we are invited to their safehouse for dinner on Friday.*

*'Covert Operations. I am not sure that means what they think it means.'*

Kengo Shrine is the logistical nightmare no agency wants and the political honour no agency dares refuse. For decades, agencies looking to operate in any significant capacity in Japan and the surrounding area have been sorely limited in their choices for headquarters. With space at a premium, most missions have had to rely on accommodations found in the field. This situation proved untenable over time, especially as groups like the Yakuza and Japan's internal agencies grew tired of foreigners treating their homeland like an abused campsite.

One solution to this brewing quarrel came in the form of Kengo Cultural Centre. An agency currently in the Japan government's favour is given the right to occupy the shrine grounds and operate from within its spacious, open confines.

Kengo Cultural Centre does come at a cost, however. The grounds and the inner shrines must be maintained at all times. If the site becomes too damaged or if a family shrine is ever destroyed, the agency currently in residence will be shamed, dishonoured, and held fully accountable. Yes, that is every bit as unpleasant as it sounds.

**Safehouse Twelve: Stately Dwayne Manor  
(Mansion)**

**Category: Large Safehouse    Cost: 965,000**

*'Rumour has it this place once belonged to the Duncaster Dwaynes. When they came over from the home country, they had this manor and all the attendant buildings made in an exact replica of the grand estate they left behind.*

*'There is also a rumour that, at the height of the Civil War, 'Lord' Thomas Dwayne hid the bulk of the family fortune somewhere on the grounds. But that's just silly talk, right? ...right?'*

Dwayne Manor is a huge mansion far enough outside the city limits to be remote and easily defended, while close enough to offer rapid response to mission conditions. Typically, however, this safehouse is a stopping off and refuge point for Operatives. Few espionage situations occur near this place, but it does make for a great home between jobs.

Contrary to legends and stories, there is no treasure under Dwayne Manor, nor are there ghosts, poltergeists, demons in the attic, or monsters under the massive four poster beds in each of the mansion's spacious bedchambers. While this place does get rather spooky at night when the weather is dismal and the fog rises off the nearby moors, the safehouse is quite secure and not at all infested by the supernatural or undead.

Likewise, there is no truth to the perfidious rumour that an Operative went rogue a few years ago and started acting as a vigilante, using caves under the house as his base of operations. No truth at all.

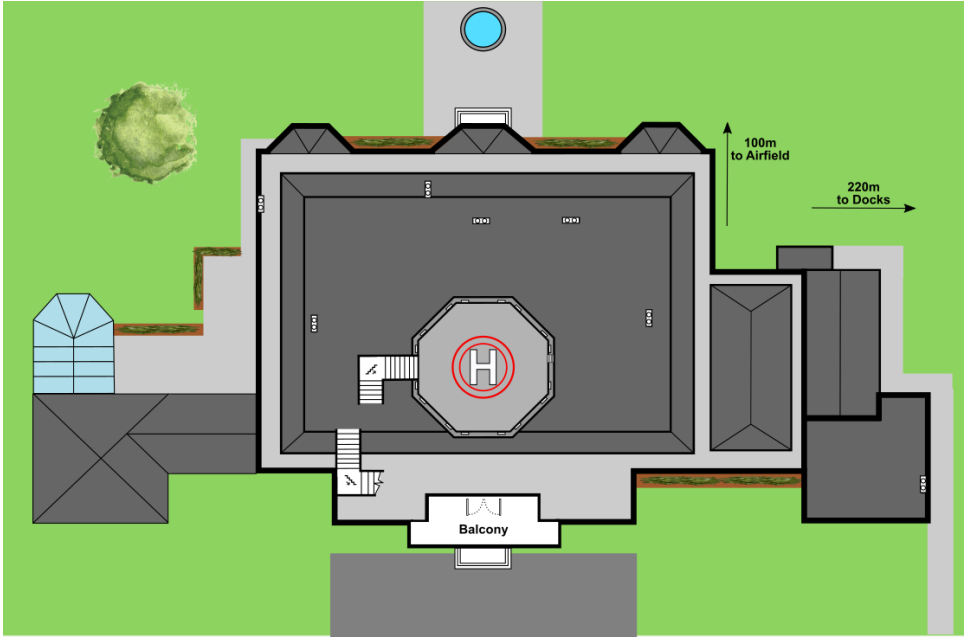
## Dwayne Manor Ground Floor



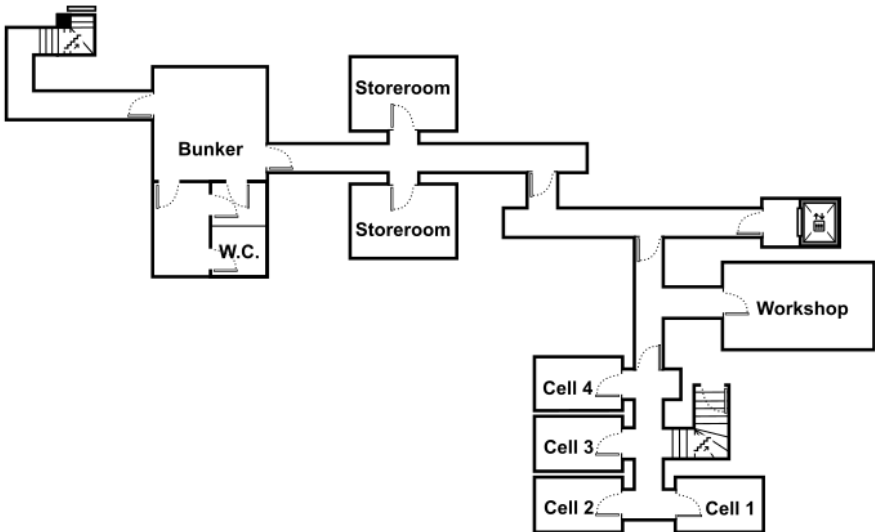
## Dwayne Manor First Floor



## Dwayne Manor Roof



## Dwayne Manor Bunker



**Safehouse Thirteen: Store-Ur-Stuff  
(Storage Building)**

**Category: Large Safehouse    Cost: 1,050,000**

*'Sometimes the most obvious places really are the best spots to look. Trying to find a safehouse in a big city, check building records and watch traffic activity. Single out places big enough to hold the assets the house is supposed to have. With a little logic and a lot of work, you can find almost any HQ.*

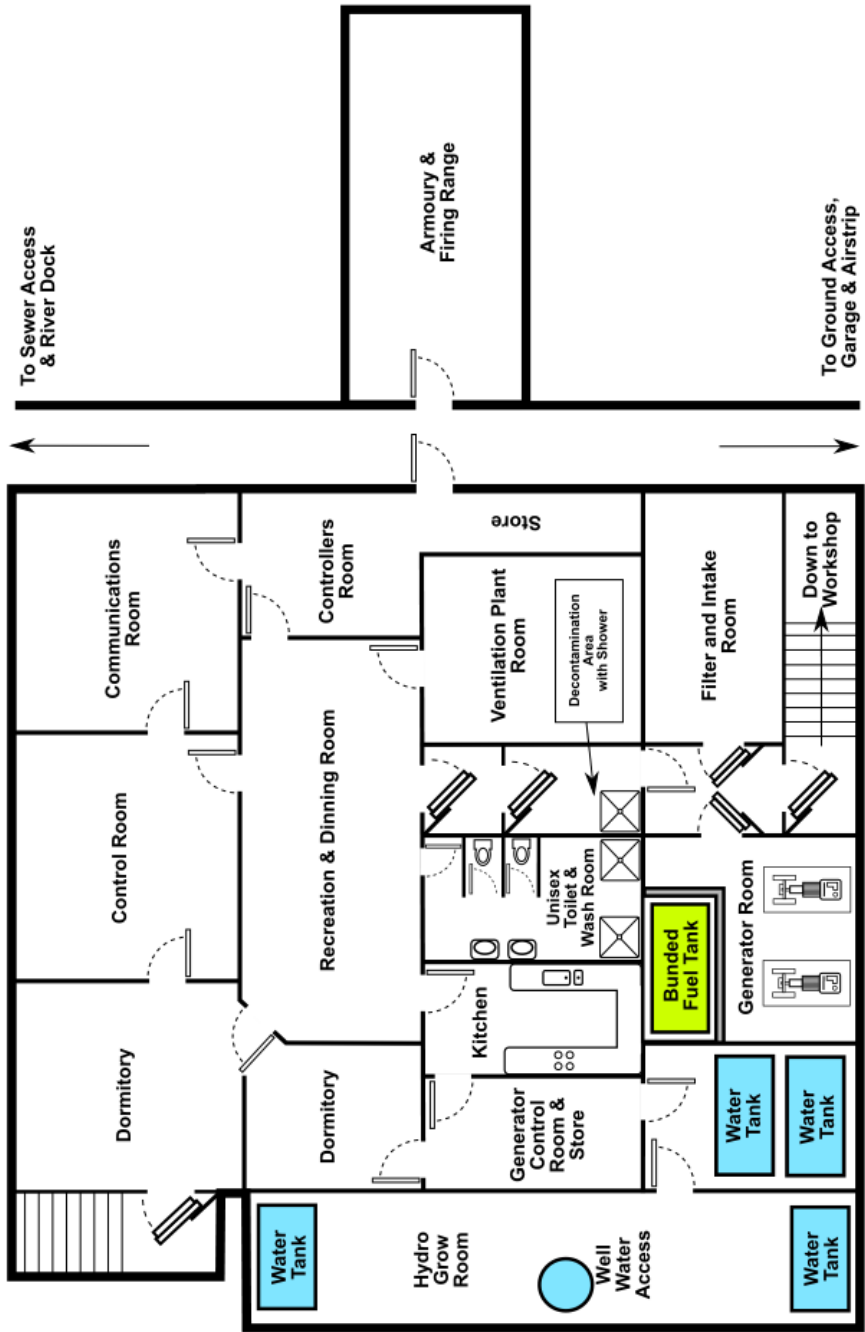
*'Then there's SUS-13. Fuck that place. I drove past it for three years; didn't suspect a thing.'*

In tectonically active places, shifts in the ground can cause entire sections of large cities to collapse or sink into the earth. There are some metropolitan areas where modern building foundations are literally built on top of older construction lost to the ages.

But sometimes, like in the case of SUS-13, not all that is lost is forgotten. Using small crews working in irregular shifts over a long period of time, the agency was able to excavate an entrance under the confines of a 10 ft. by 15 ft. storage building in the middle of a major city without anyone noticing. This entrance leads down into a large open area buttressed on all sides by broken buildings and solid stone. This provides Operatives with a huge safehouse right under the noses of Tangos and allies alike.

The storage building is outfitted like a tiny emergency shelter on its own. That way, even if building 13 is searched, it just looks like a cheap bolt hole with no other secrets to learn.

# Store-Ur-Stuff



Armoury & Firing Range

To Sewer Access & River Dock

To Ground Access, Garage & Airstrip

Communications Room

Control Room

Dormitory

Recreation & Dining Room

Dormitory

Hydro Grow Room

Ventilation Plant Room

Kitchen

Generator Control Room & Store

Well Water Access

Decontamination Area with Shower

Unisex Toilet & Wash Room

Bundled Fuel Tank

Filter and Intake Room

Generator Room

Water Tank

Water Tank

Water Tank

Down to Workshop

Store



## **Safehouse Fourteen: Eclipsys Technical Services (Tech Start Up)**

**Category: large Safehouse    Cost: 1,105,000**

*'It's the prison visit all convicted hackers both dream of and dread – when the suits come calling to hire you for some alphabet soup agency or another. They talk about full pardons, excitement, and putting your skills to use on the right side of the law. They promise a second chance.*

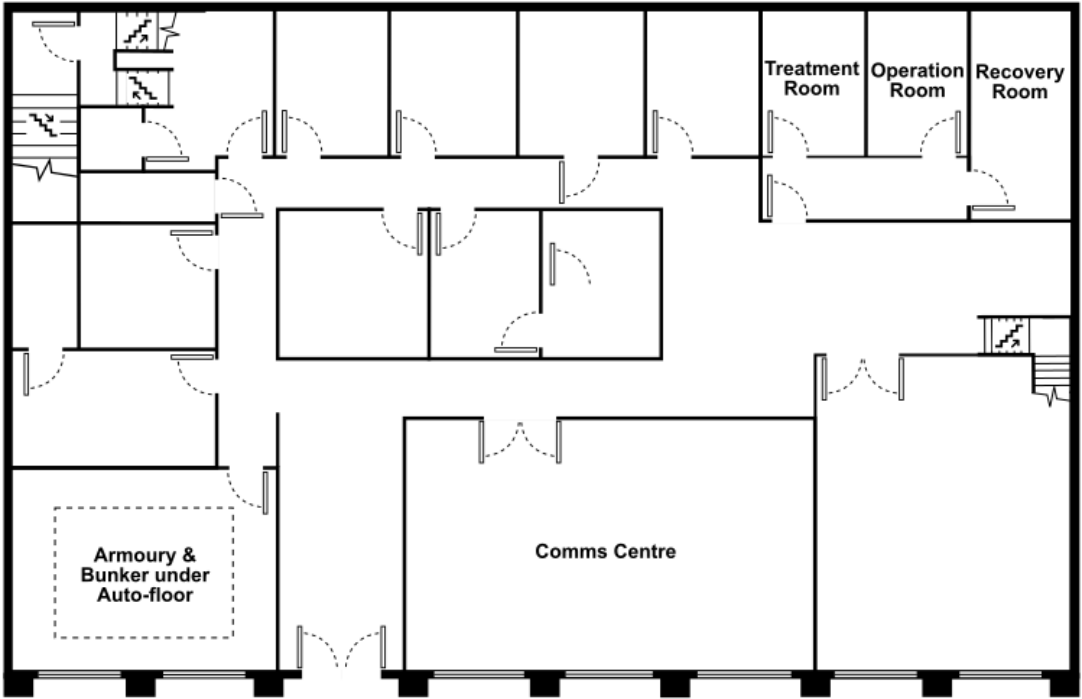
*'And yet here I am, breaking the exact same laws I did before. Only this time, it's to foreigners. That makes it okay... I guess.'*

An excellent safehouse option for technically-minded Operatives, Eclipsys is much like SWIFT Parcel Delivery in that it is a functional business wholly owned and operated by the Agency. All its major employees are agents and all forward-facing job roles are held by Operatives. This company allows for technical services to be leased by other companies under their individual branding, meaning that customers may be receiving Eclipsys as their tech provider without even knowing it.

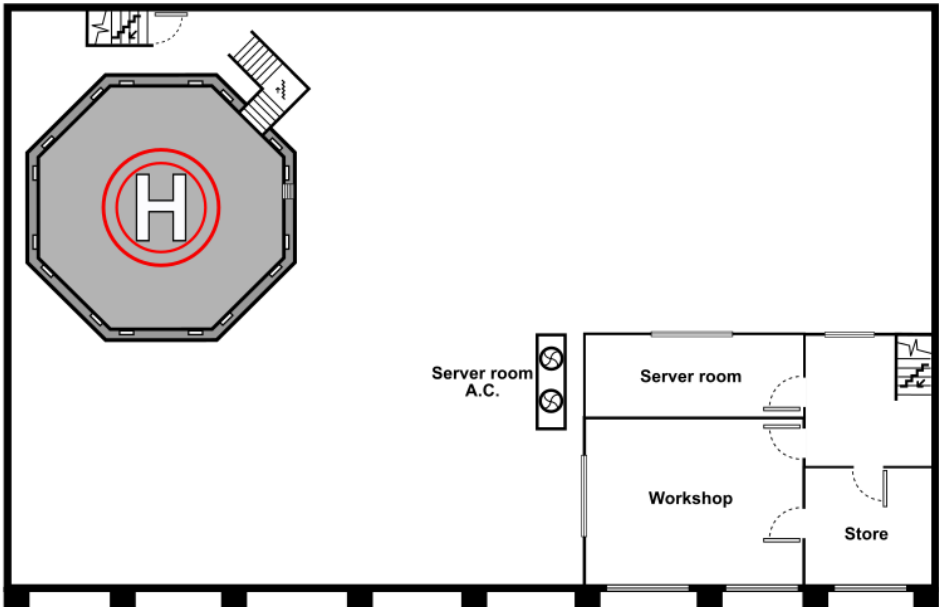
This gives the Agency the chance to plant trackers, surveillance devices, and custom code if desired, so targets of interest are compromised long before they even know they are under investigation. When sanctioned action comes, an opposing force finds their security is down, their comms are scrambled, and their intel is being manipulated.

Eclipsys Technical Services – When it absolutely, positively has to be hacked into digital oblivion.

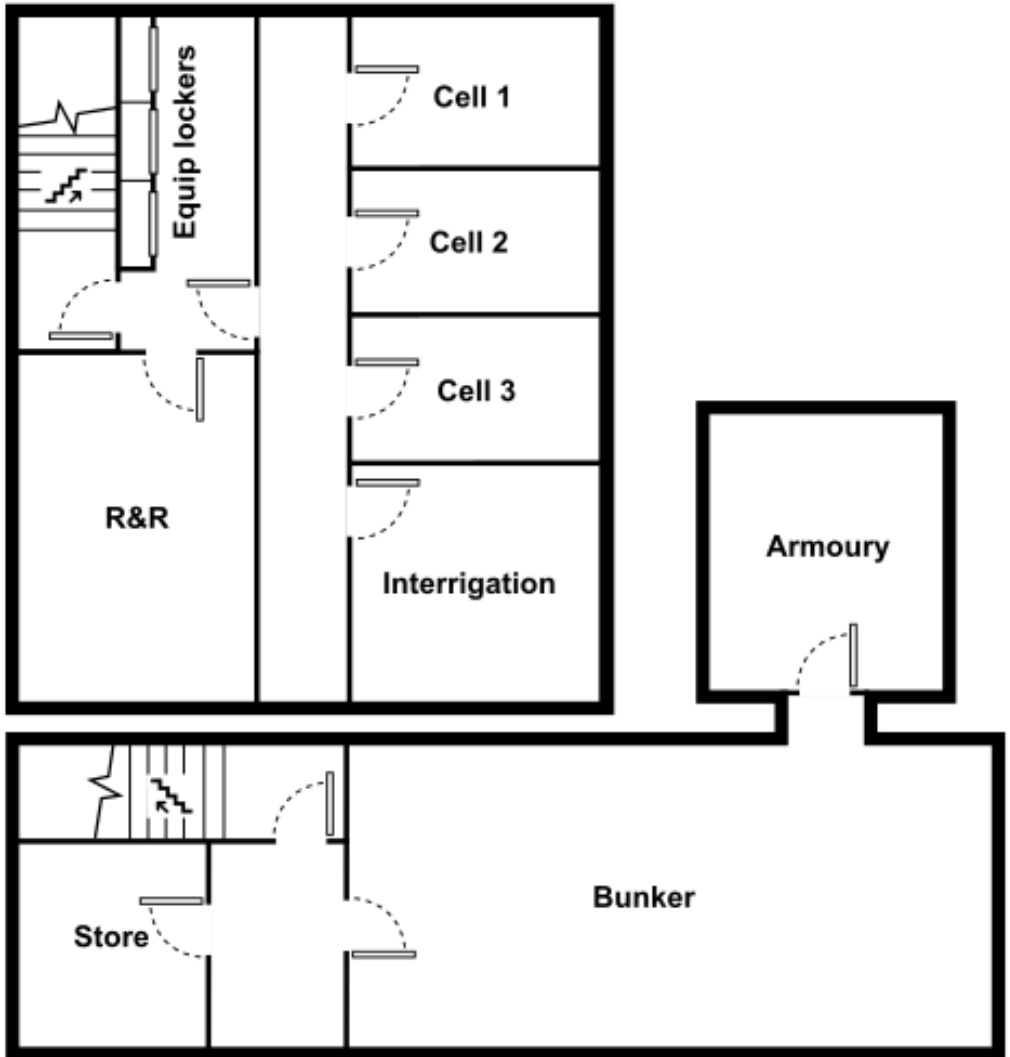
## Eclipsys Ground Floor



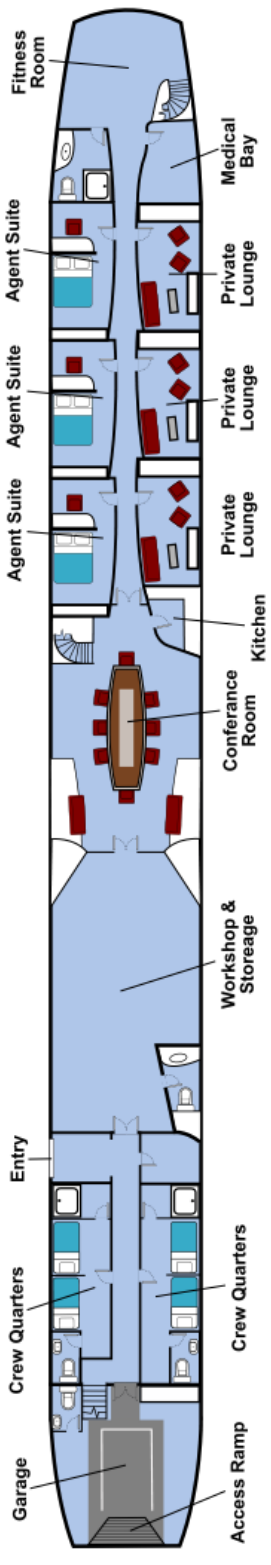
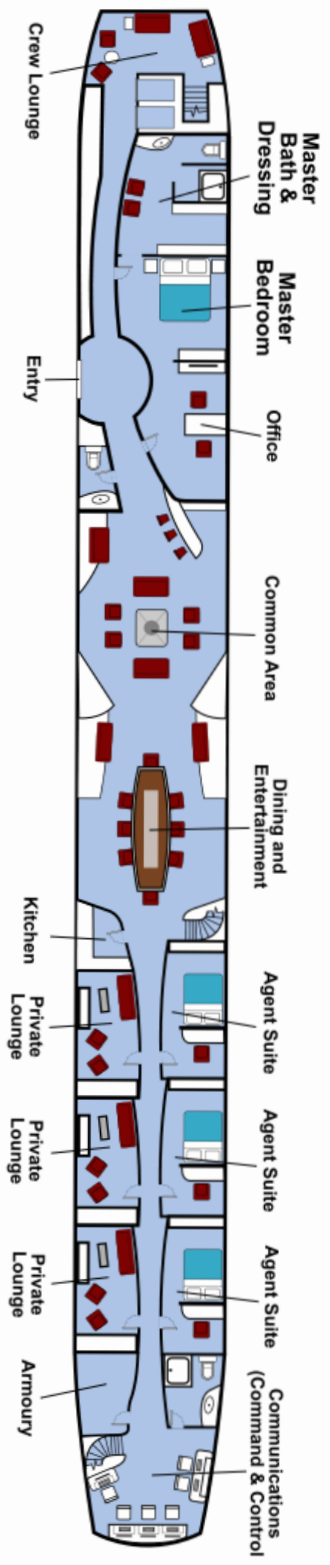
## Eclipsys Roof



# Eclipsys Bunker



# Zephyr One



## **Safehouse Fifteen: Zephyr One (Modified AN-225 Aircraft)**

**Category: Large Safehouse    Cost: 1,590,000  
(includes Ten Crew)**

*'Remember how I told you I have a fear of flying? Yeah, my current assignment has cured that right up. Zephyr One is hardly even like flying though, with gyro-stabilized decks and an entire level with no windows at all, I don't even know I'm in the air most of the time.*

*'Now I fly everywhere. Hell, if I got frequent flier miles from my job, I could go to Mars. Twice.'*

The biggest civilian aircraft in the world is also the largest safehouse on Earth. Once assigned to carry space shuttles for NASA, this massive passenger jet was repurposed after the end of the Shuttle Program to serve the intelligence community. Capable of getting anywhere on the planet with a runway, Zephyr One has been retooled into a fully functional Agency asset with every possible amenity an Operative could want or need.

There has been no expense spared, a fact constantly brought up during agency budget meetings. Whatever its initial price or continual operating costs, when a situation requires the direct intervention of the decorated Operatives assigned to Zephyr One, nothing else will do.

One might think this aircraft, with its full suite of Level 5 assets across the board (its docks, airfield, garage, and helipad all represent the hundreds of airfields around the world where it can land and commander vehicles), encourages elitism. One would be correct, as serving on Zephyr One is both a rare privilege and a hard-earned reward.





# Supply Drops

There is no real security except for whatever you build inside yourself.

**Gilda Radner**





*"I'm losing him!"*

*I'll take 'Three words you never want to hear when you are in the field on a protection detail' for a thousand, Alex. Matt was not making me happy but from the tone of his voice, he was not exactly thrilled either. He had been a combat medic back in the world and having people die in his arms just did not sit well with him.*

*I could sympathize, especially when the patient in question could prevent a shadow war in Spain, but only if he lived. Lives were on the line here; not just his. We were out of the open, but no amount of safety or privacy could make up for equipment we did not have.*

*"If you forget the bullet and just do an ice compression wrap, how long can he last?"*

*Matt still did not look happy. He took the ambassador's vitals again, his eyes unreadable as the unkind numbers made themselves clear. "Thirty minutes. Any longer than that and he's a bathtub full of acid waiting to happen. I winced. Matt only brought up our shared 'cleaner' past when the sitch was bad.*

*"Half an hour? I can work with that."*

*I wasn't lying. There were resources for days like this. I just had to pray one of them was in this part of the world. If we were anywhere in the States, I could have a whole damn trauma team here in ten, but this was so deep in Spain you could almost hear bulls running. I checked my contact list, hoping to see a red 'M' next to a nearby name.*

*My pulse started racing as one came up. Just one.*

*"Matt, there's a stitcher just eight minutes away. You keep him cool and I'll make the call."*

*Struggling to clamp a bleeder with nothing more than a Swiss Army knife, he looked up at me with a very serious expression behind his red-spattered glasses. "Who?"*

*"Does it matter?"*

*"Of course it matters? It isn't Ramone, is it?"*

*"No, it's another local. I wouldn't do that to you again, man."*

*"Fine. GO."*

*I raced out of the hotel room like I was on fire. With traffic being heavy, I would have lots of moving cover on foot. Considering we were still being hunted and by now the blood trail had surely been noticed/ This was cutting things awfully close. I would need all the good luck I could get if I was going to make it back with Ramone in time.*

*Of course it was Ramone. Of course I lied.*

*Of course I would pay for this later...*

### **What are Supply Drops**

Agents cannot always carry everything they need into the field. While Operative gear tends to be as small and light as possible, bulk and weight add up quickly. In the middle of an op, situations will arise where something is needed and Amazon Prime just will not do.

For times like these, Operatives can call for a supply drop, a delivery of vital gear and/or services by whatever means are available. Sometimes this is an actual call, while other times it can be arranged by predetermined signal or other communication means. Being able to bring in supplies is something any Operative can do, but the value and usefulness of such a delivery can vary greatly.

### **Air, Ground, Sea, and Digital**

Though called a 'drop', only a few types of supply delivery are made by aircraft. In addition to being wildly inaccurate in inclement weather, aerial drops have a tendency to attract attention, especially if visibility conditions require the package to be marked with smoke or flares. Drops like this do occur, but they are usually saved for remote areas where driving is impractical and the need for the involved supplies is serious enough to warrant the risks.

Most 'drops' will occur through ground means, by courier or through other Operatives in the area. Ground drops can take advantage of existing businesses, like bike messengers and drivers in cities or commercial haulers in more rural places. Packages carried in by foot are also a possibility, though such deliveries are necessarily slower and easier to intercept.

Water delivery is only available on coasts or in island regions, obviously. The number one method of smuggling drugs and other illicit items into major world nations, water travel can also handle supplies, services, and much bigger cargos of any variety than land or air travel. A boat's capacity can be enormous and delivery tends to be safer and more reliable. Of course, if the transport method is also involved in criminal activity, this can greatly affect reliability.

Lastly, there is digital transmission. So long as the needed 'item' is code, data, or information, any device capable of receiving it can be used. This is where comm centres come in very handy, as they are well-equipped (especially at level three and above) to handle electronic traffic. Quick and secure, coded transmissions can arrive in seconds rather than minutes or hours. This is small consolation if a wounded Operative needs a med kit but it can be vital if that Operative also needs to get out of a locked vault.

When the possible variety and value of supply dropped goods can be endless, there are some rules of thumb to consider. When asking for something to be delivered, the primary details are availability, value, and location. Use the following tables to determine how difficult a Drop Check challenge will be for whatever item or service an Operative needs in the field.



## **Making a Drop Check**

Before an Operative can make a Drop Check in the field, he or she must have access to the appropriate kind of communication method to do so. For most checks, this will be at least a voice over IP or text messaging system. The base TN/**Difficulty** is listed on the charts, with a standard success in Savage Ghost Ops being indicated by a - and a Success with a Raise indicated by the word Raise. This increases by +1/**-1** if the list is more than five items long and +1/**-2** again if the list is over twenty items in length.

Drop Checks should always incur a +1/**-1** Difficulty penalty if the Operatives are in an active fire zone.

Drop Checks asking for unlikely goods in certain locations (such as heavy firepower in the United Kingdom or electronics in the wilds of Kenya) can have a +1/**-1** Difficulty penalty assigned if the Handler feels it appropriate.

Handlers always have the option of denying a check altogether, citing conditions, availability, or other campaign factors that would prevent a delivery. If the Operatives would not be able to determine why their check might fail, the Handler is under no obligation to enlighten them.

For the Original rules system the Operators would use either the Rapport skill or the Technical skill to do the drop check whereas the Savage Worlds version would use the Smarts Attribute with any benefits from Communication or Command Edges.

Item	Pay Penalty	TN	Difficulty
Standard gear List Items			
Mundane	None	2	-
Electronic	1,000	3	Raise
Extra Bug Out Kits			
Level One	None	2	-
Level Two	500	3	Raise
Level Three	1,000	4	-1 Raise
Non-Standard Gear based on Value			
Up to 500	None	2	-
Up to 1000	500	3	Raise
Up to 2500	1,000	4	-1 Raise

Drones	Pay Penalty	TN	Difficulty
Recon	500	2	-
Tactical	1,000	3	Raise
Assault	1,500	4	-1 Raise

Armour	Pay Penalty	TN	Difficulty
Inserts	+50	2	-
Light Body	100	2	-
IOTV	200	4	-1 Raise
IMTV	150	3	Raise
Helmets	100	2	-

<b>Weapons</b>	<b>Pay Penalty</b>	<b>TN</b>	<b>Difficulty</b>
Assault Rifles	250	3	Raise
Handguns	None	2	-
LMGs	500	4	-1 Raise
Shotguns	100	2	-
SMGs	200	2	-
Sniper Rifles	500	4	-1 Raise

**Attachments**

Handgun	None	2	-
SMGs	100	2	-

**Rifle Upgrades Total Cost**

Up to 300	None	2	-
Up to 600	100	3	Raise
Up to 900	200	4	-1 Raise

<b>Ammunition*</b>	<b>Pay Penalty</b>	<b>TN</b>	<b>Difficulty</b>
Standard	None	2	-
FMJ	50	2	-
Hollow Point	100	2	-
AP	250	3	Raise
Incendiary	300	4	-1 Raise

\*Per 50 rounds, up to 200

<b>Explosives</b>	<b>Pay Penalty</b>	<b>TN</b>	<b>Difficulty</b>
<b>Grenades</b>			
Frag	None	2	-
Phosphorous	100	3	Raise
Incendiary	50	2	-
<b>Mines</b>			
Anti-Personnel	50	2	-
Anti- Vehicle	100	3	Raise
<b>IEDS</b>			
C4	100	3	Raise
Dynamite	None	2	-
Mine (IED)	100	3	Raise
Molotov Cocktail	None	2	-

<b>Launchers</b>	<b>Pay Penalty</b>	<b>TN</b>	<b>Difficulty</b>
MANPADS	500	3	Raise
Under-Barrel	None	2	-
RPG-7	500	3	Raise
Incendiary	2,500	7	-2 Raise

<b>Fixed Weapon</b>	<b>Pay Penalty</b>	<b>TN</b>	<b>Difficulty</b>
Anti-Tank	1,000	4	-1 Raise
Anti-Aircraft	1,500	5	-1 Raise
M2HB .50	500	3	Raise
Mortar	500	3	Raise
SAM	5,000	10	-2 Raise



<b>Vehicles</b>	<b>Pay Penalty</b>	<b>TN</b>	<b>Difficulty</b>
<b>Cars</b>			
Compact	500	3	-
Mid-Size	750	3	-
SUV	1000	4	-1 Raise
Semi	1,250	4	-1 Raise
Van	1,500	5	-1 Raise
Sports	2,000	6	-2 Raise
<b>Bikes</b>			
Motorcycle	250	2	-
Dirt Bike	100	2	-
Quad	500	3	Raise
<b>Trucks</b>			
Light	1,000	4	-1 Raise
Medium	1,500	5	-1 Raise
Heavy	2,000	6	-2 Raise

Under normal circumstances, Supply Drops cannot furnish military vehicles, air strikes, enemy bombardment, troop deployment, or high-end explosives. Supply Drops also cannot provide vehicular upgrades or arrange for possession of air or water vehicles. For quick air and water travel, Operators are encouraged to use mission funds for such things if they can.

For use of military vehicles and air strikes, Operators are advised to use negotiation skills, desperate stealth, and plausible deniability.





# Global Supply Drops

Most people want security in this world, not liberty.  
**H. L. Mencken**



These supply drop methods range from one person operating a procurement and fulfillment service in the middle of extremely hazardous conditions to an international service utilized by every intelligence agency in the world. While Players may not have access to all of these special methods, Handlers are encouraged to introduce them into their games as appropriate or invent their own. Details like these can enhance a campaign when used correctly.

That said, Handlers should be sure to keep their interaction with Operatives limited. In Ghost Ops, the Players should be the focus of the game and the drive behind its action. Some of these Supply Drop methods can easily protect themselves in a firefight, but they should rarely get involved in one during game play unless the Operatives are intended to save them.

Ultimately, these providers of vital goods are just supply chains and mobile shops, not action heroes.

### **Supply Drop: 25-7**

**Contact TN/Difficulty: 5/-1 Raise.**

*'No shit; there we were. We had Taliban practically driving into the living room of our safehouse, their allied locals making molotovs like it was happy hour at the Baghdad Saloon, and my CO says, 'Buck up, boys! A new radio's on the way!'*

*'Next thing I know, there's a frickin' transport covered in armour-plate backing up to the window. Out comes a smiling towelhead with an antique Sem35 German call box. I got no idea how it was still working, but damned if it didn't get an evac and save all our asses.*

*'Thank you, Magical sand jockey. You're okay in my book!'*

The man who simply goes by the name 'Marco' travels the Middle East and Europe looking for hot spots to sell his wares. His vehicle of choice is a Polish OT-64 SKOT painted in grey-green camouflage with the numbers '25 - 7'. When asked about the number, Marco just says that he is willing to help in someone's hour of need, when no one else will or can.

Like everything else about Marco, his vehicle is as much an enigma as his stockpile. He seems to have a little bit of everything and when he cannot find in his wares, he is willing to procure for a little extra money and a little extra time. While he is neither the cheapest nor the fastest supplier out there, what makes him invaluable is his ability to deliver even in the ugliest of deployment zones. Marco seems to think nothing of wading through a storm of bullets to bring good to his customers and his SKOT seems just as indestructible as he is.



## Supply Drop Two: The New Pony Express

### Contact Difficulty 4/-1 Raise

*'If you had told me a year ago that there was a secret society of current and former postal workers who ride motorcycles and carry emergency packages with no questions asked, I'd have asked you to buy the next round.*

*'But it's true. I've seen them with my own eyes. Hell, I've had a field assignment flip from failure to full achievement because of them. Well, that and the C4 they brought me.'*

In 1978, a massive postal contract struggle resulted in several thousand workers being laid off and more than a dozen major post offices being shuttered. One of these, an office in Lawrence, Kansas was large enough to have a postal air strip and several other useful resources. The former employees banded together and came up with an idea to remain in business... sort of.

That is how the New Pony Express came to exist. Initially intending to compete with commercial mail services, the group eventually specialized in clandestine deliveries because it meant less competition, better pay, and it focused on the governmental and intelligence contacts that many of its employees had cultivated during their legal working lives.

The point men for the Express are the Riders, delivery men on motorcycles with the acquired skills of a Recon Operative and the firepower of an assault Marine when necessary. Riders call their leather bag-laden motorcycles 'ponies', often giving them names and doting on them when off-duty. While rumors abound that the New Pony Express prefers to hire members of biker gangs to serve

as Riders, the shadow company denies such allegations. Riders have a strict code of business conduct. While they will do whatever it takes to get a package into the hands of a client, they do not serve as mercenaries and will not engage in any more fighting than is necessary to leave the scene afterwards. They cannot be bought, bribed, or hired to do anything but deliver information, messages, and parcels.

The New Pony Express is strictly a delivery service and will not procure goods of any kind. For an Operator to use them for a Supply Drop, the goods in question must be brought to one of their clearing locations. These are almost always located in seemingly abandoned post offices, though they also use out-of-service postal drop boxes as well.





## **Supply Drop Three: Have Delta, Will Deliver**

### **Contact Difficulty: 4/-1 Raise**

*'You need to understand one very important rule in life. There are only three kinds of people – sane ones, crazy ones, and then whatever the Hell that chopper pilot in the red and blue Delta is.*

*'I have never seen a helicopter dodge a rocket. Of course, until yesterday, I had never seen one fly upside down under a set of power lines either!'*

Meet Ramone Guiseppi Pirelli, also known as Medic. He was a Life Flight pilot working for the medical community in France, Spain, Italy, and Portugal until an emergency flight of his ran out of fuel at 6,000 metres. Even though he managed to auto-rotate his craft to safety and stabilize his patient single-handedly until a rescue arrived, he was blamed for the incident and his position with Life Flight was terminated. Only his once-sterling reputation allowed him to keep his pilot's license.

With only his skills and a severance check to his name, Ramone moved to Spain to try and recover from this setback. Though he was a skilled emergency medical technician, his lack of formal Doctor credentials kept him out of real hospitals. Instead he had to barter his healing talents for room, board, and whatever spending money he could earn from week to week.

His luck as a pilot was no better. Word of his disbarment from Life Flight followed him for job to job, casting doubts on his ability and making every new employer nervous and uncomfortable. Eventually Ramone settled for an insultingly banal job taking tourists up in a Delta Duogast helicopter for an air field in Madrid. It was not the money

or prestige of flying life-or-death missions, but it helped pay the bills and it gave him access to the sky again.

His career life might have plateaued there had he not been contacted by a former patient he had flown. The ex-patient was inquiring about a quick medical flight that had to be 'off the books'. When Ramone sadly informed the gentleman that he no longer worked for Life Flight, the reply was, 'Good. Can you do it or not?'

Thus began Ramone's current profession, which is to offer medical services, goods, and emergency flights to operatives of any agency willing to pay. He is damned good at his work, more than a little outspoken and flirty (to both genders), and witty company with a tendency to talk even in the most serious of situations.

It is not his fault. Ramone just cannot help that he is fabulous.



## Supply Drop Four: Local Connect Live

### Contact Difficulty: 3/ Raise

*'Okay, this? This is genius. I just wish I had thought of this thing. If I had, I would be sitting on my ever-expanding ass raking in millions instead of getting said ass shot off in Outer Wherethefucklsthistan, Iraq in I'm-on-fire degrees Fahrenheit.*

*'But you see this? It is a tasty six pack of white phosphorous grenades. Who know who delivered it? A little old lady in a busted-ass Fiat. 'From the internet', she told us. Brilliant!'*

Local Connect Live was once exactly what it says on its website, a way for working professionals to meet up with like-minded (and sometimes paid professional) people in their neighborhoods for adult social situations. 'Personal Networking', the site calls it, and for a small membership fee, anyone can join. It even compares needs and interests with sister sites all over the world. Wherever there is an ISP and a bored person with a credit card, Local Connect Live can find them some company.

The web business still does all these things, of course, but after the Internet bubble burst, the site makers had to do something else to meet payroll. The intelligence community was only too happy to offer their assistance. The networking and personal information files owned by Local Connect Live were second to none, a huge coup for agencies around the globe.

By itself, this would have made Local Connect Live worth the millions it cost to acquire, but the previous site runners approached the community with another idea. This one took a bit more convincing and even more millions in infrastructure investment, but the result has

paid in dividends far beyond that dollar amount.

Now Local Connect Live has a set of backdoor sites that Operatives can use to order everything from technical experts in any field to a catered Mexican buffet and have it brought to their location by means of networking. The vast array of people in the LCL database form a pass-it-along chain that can move virtually anyone or anything anywhere.

It may not be fast sometimes, but it is damned efficient. Since every link in any given chain is paid a handsome fee for what is usually just an hour's drive or a hand delivery, they are all incentivized not to talk about their 'side job' and risk losing it.



## **Supply Drop Five: Black Box**

### **Contact Difficulty: 7/ -2 Raise**

*'I do not want to seem ungrateful. When our detonator got shot and there was no way we were going to be able to blow that bridge on the Agency's timetable, I thought we were all screwed. This is why you always have a Plan B. Always!*

*'So I was as thrilled as everyone else when that drone came down out of the clouds with a new PDT-118. Boom went the dynamite, baby!*

*'I just wish I knew who sent it... or what it's going to cost someday.'*

No one knows precisely who runs Black Box, how it obtains some of the gear it delivers, or how it seems to know what is needed by any given group at any given time. Even more alarming to the world intelligence community is that no one has any clear idea of what the company's agenda is or to whose political it might be beholden. Black Box has delivered vital goods at critical times to members of every agency regardless of danger or location.

Black Box operates by means of drones using a so-far untraceable command frequency. The incredibly durable, long-range drones are custom and appear to use no recognizable parts. The goods (10 kilos or less) they carry are concealed in light armored boxes and once delivered, the drones fly a short distance and self-destruct completely so as not to reveal their home base.

None of this is free, of course, but the rates the Black Box company charge are fairly low considering the technology and expense involved in their deliveries. The people behind this service are professionals, leaving behind no

fingerprints, voice recordings, or DNA traces. Even their method of payment – unnumbered private accounts with Credit Suisse – has proven impossible to trace.

While Black Box can be contacted via a very complex text chain through the Dark Web, there is no guarantee they will deliver anything requested. If they do make a delivery after being contacted, a \$10,000 confidentiality fee is charged and the method used to reach them will not work again. It is unknown if anyone has a permanent method of ordering from Black Box, but most agencies believe the company is completely neutral.

That said, few agencies believe Black Box will remain that way for long.







# Scenario Ideas

There is no security on this earth; there is only opportunity.  
**Douglas MacArthur**





The inclusion of safehouses and supply drops can do a lot to improve the action and immersion of a campaign even if they are confined to the role of background details. Needing a personnel carrier is a nice mission detail, but that only makes it so much more interesting when a Bradley comes parachuting down out of a suspiciously clear sky!

These ideas are presented in no specific order. Handlers are free to mix and match them, use some but not all, or modify them to their hearts' content. After read through these, Handler might even get ideas for their own game situations, which is always for the best. Take these, read them, and then make them yours in whatever way suits the campaign.

It is your game after all!

- It is midnight on the firing line and the Operatives are pinned in. A call was made for more ammunition and medical supplies an hour ago. Contrails of glowing smoke reveal a package dropping in from air support but the winds are carrying it dangerously close to the enemy's forward post.
  1. Is it worth chancing injuries and losses to get the drop? If not, is it worth a grenade to ensure nothing useful remains of it for the enemy to steal?
  2. If the enemy does break ranks to come after the drop, this could prove to be a very efficient way of luring them out of cover for quick kills.

- The Operatives have what they came for and are trying to escape the country in a stolen police van. In the middle of a long stretch of forested nothing, the van comes to a screeching halt. The petrol gauge is bone dry and so is the reserve tank. A local contact can be called upon to bring fuel, but what will the Operatives do about the fact that they may have unwelcome company any moment?
  1. If the Operatives decide to abandon the van and walk, they will need to seek shelter. Sunset is in an hour and the local area is quite dangerous at night.
  2. For an added complication, there was a prisoner in the back of the van when the Operatives stole it. The man is a person of interest for the Agency, but how will he react to being their prisoner now?
- A supply drop for another operation was just left with the Operators by mistake. There are no identifying marks on the package and there is no intel suggesting who it was supposed to go to instead. The box is fairly heavy and if left behind, the enemy is sure to claim it for themselves. To make things worse, the parcel has a slight chemical smell.
  1. There could be anything inside the package from explosives to medical compounds to high grade narcotics. Contraband should probably be destroyed but pragmatic Operatives know that mission funds have to come from somewhere, after all.
  2. The other group may come looking for their package. Are they from a rival agency or an allied one? Even if they are allies, how will they react to whatever the Operatives have done with their 'merchandise'?

- There is a water shortage in the local area. The fluids that came with the Operative's mission loadout are nearly gone and they are expected to remain in the area for at least two more days. The temperature outside is blistering and everyone is thirsty. Trying to find a safehouse with a water source is becoming a huge priority.
  1. The only such location within feasible range is a private residence on the outskirts of town. This will involve either negotiation, stealth, or outright home invasion. Taking this property also puts the Operatives slightly outside their mission area. Any of these actions may have consequences later.
  2. Alternately, the Operatives to call in a supply drop of water along with other needed goods. This can be done, but the scarcity of water in the area is going to have several ramifications in game.
    - The available water may already be spoken for. The Operatives will have to negotiate quickly and well or remain thirsty.
    - The water may be available but the vendor is leading a bidding war right now. The Operatives will have to outbid or outmaneuver other interested parties. If one of those groups is the point of the current mission, this could lead to a whole new field of engagement.
    - The water may be present and claimed by the Operatives but the storage site is under siege. If the Operatives want their refreshments, they will have to liberate the bottles themselves.

- The Operatives have had a safehouse assigned to them for temporary use in the mission area. Within hours of arriving, an animal is found in one of the room, dead from what looks like poison or disease. With the situation in the area already tense, the possibility of an outbreak is only going to make things worse.
  1. The animal will need to be isolated and tested. If the Players cannot do so themselves, they will need to get a medical expert in or take the carcass to a clinic. Either choice leads to greater drama, especially if a disease is involved.
  2. If there is a disease, the Operatives are going to have to make some tough choices. Quarantines are not friendly to anyone's deadlines, especially if the Operatives cannot accomplish their mission through other agents or at range. If they do have to leave to succeed, will they think to take precautions like hazmat suits and health monitors?
    - Imagine just how pear-shaped a stealth infiltration mission has gone when the lead Operators have to try to succeed while wearing a bright yellow hazardous materials suit with a hissing breather and gloves that make combat a laughable prospect at best.
    - Now imagine how, after all is said and done, the Operatives stagger back to their quarantined safehouse after barely succeeding at their mission. When they get there, they are informed that the diseased animal was not contagious and the whole thing was a false alarm.

- The Operatives find themselves with a yacht for a safehouse. It is sizable but quick, well-armed and has plenty of room for both supplies and cargo. Its flexibility and design make it the perfect fit for a small group of Operatives looking for mobility. Unfortunately, those qualities also make the yacht a tempting target for a Cartel transport team looking to make coastline cocaine runs.
  1. The first contact could come easily enough, with a representative of the drug group approaching the Operatives to offer them a wad of cash for the boat. Why fight and risk damaging the boat and drawing attention when you can keep things quiet with some easy money?
  2. Assuming that does not work, the Cartel will start to get nasty. It begins with harassment, like an accidental dock fire or a diver sabotaging the engine at night. The Cartel thugs do not do anything too serious at this stage, since they still want the boat. Any damage is easily repaired and no one has gotten hurt. Yet.
  3. The next stage involves the Operatives getting followed when they leave the docks. This is a precursor to open threats and then ambushes. The Cartel wants the boat and they make it clear that killing the Operatives suits them just fine.
  4. There should ultimately be a showdown with the Operatives taking out the original thugs and the team the Cartel sends to back them up. This can provide some simple, straight-forward violence and a cathartic battle against true 'bad guys'. The intelligence game can involve a lot of shades of grey; a simple black and white gunfight can be very refreshing once in a while.

- When medical supplies in a supply drop turn out to be poisonous and lives are lost (or almost lost), a serious situation begins to unfold. The tampered goods are just one act of sabotage in a growing epidemic of poison and explosives hidden in what up until now was verified merchandise from a trusted seller.
  1. One possibility is that the source has gone rogue or sold out to a rival agency. The source's new agenda is to weaken the Operator's agency while their rivals move to eradicate them completely.
  2. Another take on this situation is that the source is trustworthy but someone has infiltrated its fulfillment personnel. They have been sending the trapped goods without anyone else's awareness or approval. The saboteur's end goal could be anything, such as revenge for a sibling who was killed by the Operator's agency to a private grudge between the trapper and the agency's leadership.



