

OPERATION: EXTERMINATION

by Miguel Federici

**A
TOP
SECRET/S.I.
SCENARIO**

THE SIGMA FILES

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I hope you enjoy the module

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29 January 2001

Table of Contents

Administrator Information	3
The Gathering	3
On The Road.....	4
“Mistic”	4
Wild Cars.....	4
Guns and Roses	5
Happy Ending?.....	5

Administrator Information

This is a short scenario where the characters are special agents of an intelligence organization such as Orion, the CIA, the FBI or the one used by you. They are about to be sent on a termination mission, tracking down an old fello w agent. Their controller or head of operations, will brief them on the operation profile and send them out to hunt the enemy.

The Gathering

The controller or head of operation contacts the PCs and instructs them to come to the base headquarters for a mission briefing. He mentions nothing about the mission, only that it involves some kind of hunting operation. After making their way to the base, they are met by the controller. He ushers them into his office, greets them and motions them to take seats.

Player's Information (Operation Briefing)

A few days ago an informant told us that someone on the streets was selling vital information regarding our own undercover agents identities. Since that day, the psychological group debriefed many agents and examined all the personnel files to discover where was the leak. Today one agent was targeted for extermination.

His skills were mostly gained as a field agent. Stiletto knows that he has been discovered and targeted for elimination. In fact he laughs at the situation. Until the discovery he was the Head Case Officer of our Western Europe branch.

This veteran agent was the main termination coordinator, and should be treated with extreme precaution. Some of his expertise includes marksmanship, infiltration, assassination, surveillance and close combat fighting styles (usually he carries a long stiletto).

There's an old story of a Titan Team exercise when he was supposed to infiltrate a ship and eliminate one target (played by the Titan Team commander); Stiletto dispatched all the Titan operatives leaving them unconscious or with broken bones as a souvenir, the Titan Team commander needed one week of hospital to patch up his wounds!

The agent's profile is displayed on a screen in front of them.



Name: Vittorio Gianelli
 Code name: Stiletto
 Height: 5 ft. 9 in.
 Weight: 155 lbs.
 Nationality: Italian
 Born: 22 Dec 51, Roma

Begin Rules Section

STR	REF	INT	WIL	CON	MOV	DEX
53	69	70	75	61	62	65

Sex: Male
 Nationality: Italian
 Native Language: Italian
 Code Name: Stiletto
 Luck Points: 4

Psychological Profile: Cruelty – Total, Sanity – Some, Passion – Some/High
 Loyalty – None, Selfishness – High, Piety – None

Tags: Chain smoker

Advantages: Ambidexterity, Photographic Memory, Sixth Sense (1)

Disadvantages: Addiction – Turkish cigarettes (2), Overconfident

Skills: Basic Firearms, Basic Liberal Arts, Basic Melee, Basic Science, Brawling (3) [Attack/Defence, Multiple Attacks, Stun], Concealment (3), Demolitions, Drive – Automobile (3), Drive – Motorcycle (2), Fingerprinting (1), First Aid (1), Forgery (2), Interrogation (3), Knife (4), Language – English (5), Parachuting (2), Photography (1), Pistol (4), Rifle (2), Silent Kill (2), Social Chameleon (4), Stealth (5), Stiletto (5), Submachine Gun (3), Surveillance (3), Survival – Desert (1), Survival – Jungle (1)

End Rules Section

Nearly all agents have crossed Stiletto once but they have never spoken to him; he is some kind of legend within the organization.

The operator will conclude the briefing by explaining that the characters have free reign as to when and how to dispose of the traitor. They are issued the address of one club called Mistic that he used to visit quite often.

The only requirement for the extermination is that it be completed by Sunday, the briefing will finish at noon on Wednesday.

The Supply Bureau (Inventory)

Each PC will be issued the normal stuff (administrators know if gadgets are available or not) and the required individual equipment (explosives aren't available). The PCs are given handguns of their choice (equipped with silencers if required). Extra equipment is left solely to the Administrator.

In addition to this, the agent with the highest driving skill receives the keys to the new organisation vehicle - a modified Volvo S40.



Max Spd 130, Acc 14, Hand +20, Brake 35, Prot -35, # Pass 5, Range 420.

This vehicle is equipped with one minor gadget: there is a button hidden near the accelerator that activates a rear oil spray (vehicles behind the car must roll 1/2 driving checks or consult the car crash table).

On The Road

A some time when the PCs are moving from place to place, a civilian will cross in front of them (the agent who drives must roll a driving check at -15 or run over the civilian for 1d4 locations of 1d8 wounds “they were travelling too fast”). The driver can always spend a luck point to avoid running over the poor soul; otherwise the police are called and the agents are apprehended for interrogation (two witnesses swear that the driver was going too fast). If they somehow escape, or don’t stop, the police will hunt the car (there’s a 40% of encountering a police car patrolling the area looking for them).

If they are apprehended, they spend the night in jail and are released the next day thanks to the organization (remember to reprimand the agents for being apprehended and for going too fast).

“Mistic”

The dance club Mistic is located near the commercial area of the city, it’s a big building with only one visible entry. All windows are black and seem to be closed from the inside (actually the windows don’t open!). The front door is guarded by two security guards, that are always on the lookout for trouble. The guards check all customers with a metal detector rod (the kind used at airports).

There’s a back entry to the kitchen but this too is always guarded by one security guard.

A ticket costs \$30, with a free drink included!

There are a total of eight guards in the building.

Begin Rules Section							
STR	REF	INT	WIL	CON	MOV	DEX	
65	56	42	38	51	61	49	
Skills: Basic Melee, Boxing (3) [Attack/Defend, Hold, Drop], Surveillance (0)							
End Rules Section							

Inside you immediately encounter a guard robe to the right where you can leave your jackets and suchlike for \$5. The music is very loud (talking is impossible unless shouting) and the place is filled with people of all ages wildly dancing.

One big bar is located to the far end of the building, one staircase leads up to what appears to be the VIP section.

The agents can search the building and ask a few questions to the barman (Joe) but no one knows anything about the person they are looking for. Actually Joe knows that Vittorio is a frequent customer and will inform the PCs of this if one of them attempts to either seduce him or bribe him with at least \$300. In both cases, treat Joe as a generic civilian for the purposes of the appropriate WIL roll.

Remember that agents with lechery as a disadvantage will have to make WIL rolls to avoid getting stuck with all the pretty ladies.

If (when?) the PCs become frustrated, one of the male agents suffers the following event:

He is looking for Vittorio when a woman accidentally falls by his side yelling loudly and appearing to be wounded. Immediately the character hears a loud voice coming from behind, “What the hell have you done?”

When the agent turns round he is attacked by a man wearing a black leather jacket (roll surprise for the agent, if surprised the man is granted a free attack, otherwise roll initiative). The man will fight until stunned or held.

Begin Rules Section							
STR	REF	INT	WIL	CON	MOV	DEX	
45	55	32	31	51	50	41	
Skills: Basic Melee, Boxing (2) [Attack/Defend]							
End Rules Section							

If the man defeats the agent, the guards will stop the fight; if the agent wins two guards will attack the agent and within seconds a big bar fight takes place, enjoy! When the fight ends those who fought are asked to leave the bar and to not return.

As they are leaving, one of the agents spot Stiletto some 80 yards ahead getting inside a black Audi. He appears to be looking towards the agents and is smiling.

Wild Cars

Stiletto drives his Audi away from the agents, making sure that they follow him, he will try to ambush them later.

Stiletto’s Audi: The windows of the car are bullet-proofed, counting as hard cover for bullets. Besides the car counts with a nitro that gives an extra 10 acceleration for 8 seconds.

Max Spd 130, Acc 13, Hand +15, Brake 30, Prot -30, # Pass 5, Range 310

Use the chase flow chart for the car chase; keeping in mind that if Stiletto is running out of luck he will step the nitro and disappear from sight.

Then, just when the agents think that Stiletto has escaped, he appears just ahead them when they round a corner and rams the agents' car at top speed—130 mph! Both drivers must roll driving checks; if both succeed check the crash table and add 5 due to both vehicles speed, if the agents succeed and Stiletto fails the roll the agents have the ram, otherwise Stiletto rams the agents car.

The chances are that a crash will ensue. When everything stops both cars are 40 yards away. Once they get out of the car have each agent make an INT check to see if they spot Stiletto running inside the building where the Audi crashed and destroyed a shop window.

Right above the car a sign reads "Flowers of the World".

Guns and Roses

The final encounter occurs inside this flower shop. All kinds of different flowers block each agents' vision, only a few yards of visibility is allowed. If someone has an allergy to pollen or flowers as a disadvantage, remember to take the appropriate steps. Stiletto is hiding somewhere inside, waiting.

Devise or acquire a big map, with lot of places to hide and of course flowers everywhere.

Stiletto is armed with two Browning High Power 35s (dam 1d6+1, range 20/70/200, ammo 13, load 1c, mods 1), an Uzi 9mm (dam 1d6, range 60/90/270, ammo 40, load 2c) and, of course, a stiletto (dam 1d6, CCV 9). He has no additional ammunition for the Uzi, but has two spare clips for each Browning. He knows that the gentle approach for elimination is very difficult and tries to kill the agents by firing from behind his cover one extended burst then another, dropping the Uzi and diving for another place to hide.

This tactic can last forever, if Stiletto encounters one agent alone, he will try to approach from behind using stealth – if successful the agent must make a ¼INT roll to see/hear him coming. If Stiletto approaches unnoticed he attacks, the agent rolls a ¼INT check to avoid surprise, if surprised Stiletto selects the head as the location and receives a +2 to damage for the attack.

Stiletto is so overconfident that he thinks the PCs can't defeat him, so he fights to the death. If killed the agents hear him whisper, "Impossible". If they check the body they will find a scrap of paper with some encrypted message (this could be the headline for the next scenario).

Suddenly a police siren is heard at the distance. This is the time to leave the place and escape, if they spend too much time searching the place they will hear the police somewhere near Stiletto's car.

Happy Ending?

Award the surviving agents three Fame and Fortune for eliminating Stiletto and one extra for agents who performed heroic acts beyond the line of duty (feel free to award them more if you feel they deserve it or less if they don't).