

## **Sigma Files**

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Hope you enjoy the module

**Yours**  
**Miguel Federici**  
**AKA Mike**

# **OPERATION: Fireflash**

**By Miguel Federici**

## **A Top Secret/SI Session 2 to 4 Characters**

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**By**

**Miguel Federici AKA Mike**

### **Administrator Information**

This is a short scenario where the characters are special agents of one intelligence organization such as Orion, the CIA, the FBI or the one used by you. They are about to investigate the disappearance of one veteran agent. Their controller or head of operations will brief them on the operation profile and send them out to find some clues.

## **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 something about an old friend disappearance. After making their way to the base and passing all security procedures, they are met by the controller at his office. He ushers them inside, greets them and motions them to take seats.

The room is filled with glowing panels displaying text topics and different world locations, many images seems to be satellite surveillance of hot spots like colombia, irak, saudi arabia and many others; one tall guard armed with a pistol stands behind the operator holding one big black briefcase.

*Here begins the PCs' briefing.*

## **THE BRIEFING**

### **Players Information (Operation briefing)**

“Yesterday we lost contact with Agent Fireflash (*feel free to change this name for an old NPC friend of the agents*), he was on assignment looking for a group of hackers called “Avalon”, a few days ago agent fireflash sent us one encrypted message with only three words on it “seek the Phantom”; we don’t have any information regarding this topic, but intelligence estimates that it could be Avalon’s leader alias”.

Fireflash was supposed to make contact with us yesterday at 0800Hs; we unsuccessfully tried to track his way down.

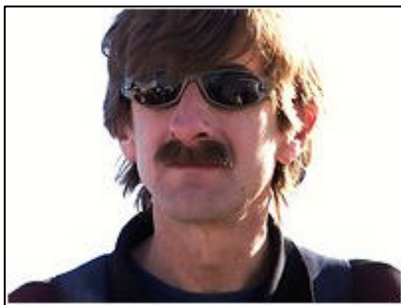
We know nothing else of fireflash whereabouts, you must continue with his investigation; proceed to his home and check the place for clues.

With this the operator stands up and walks to the door, before leaving he says “*this could be usefull, good luck agents*”, then he nods to the guard that advances to the table where he leaves the briefcase and retreats to his standing position.

### **Inside the briefcase**

The briefcase contains one big envelope (inside the files of fireflash and his home address ) and all kind of surveillance equipment (bugs, distance hearing equipment, one small video camera, one digital camera and one laptop equiped with the soft to operate all the stuff).

### **Inside the envelope**



**Name:** Carl Reiss

**Code name:** Fireflash

**Sex:** Male      **Height:** 5'6''      **Weight:** 145 pounds

**Nationality:** USA      **Eye colour:** Black

**Born:** 20/12/1970 at Denver

**Age:** 30 **Native Language** English **Hair Colour** Black

**Handedness** Right      **Remarks:** Big Mustache

Fireflash file indicates that he is a veteran agent with ten years with the organization; being a field agent all his life, he is an expert marksman with some expertise on demolition, during his many years of undercover work he mastered the art of disguise, concealment and infiltration. When off-duty he usually wears black clothes and soft boots; fireflash was very proud of his creation, a small ring gadget that when activated exploded like a flashbang within 4 seconds (two turns).

### **The supply bureau, G4 or the like (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.



Besides the agent with the highest driving skill receives the vehicle keys:

A modified VOLVO s40 Sedan car; 5 passengers allowance; V8 engine; polarized glasses, police band radio and hidden compartments for all the unusual gear the team might carry.

**“SIGMA Note”:** Within my organization that is called SIGMA (Special Intelligence, Games and military activities), this is the standard vehicle...feel free to modify it.

Spd 130, Accel 14, Handl +20, Brake 35, Prot -35, Range 420.

This vehicle is equipped with one minor gadget: There's a button hidden near the Accelerator that activates a rear oil spray (vehicles behind the car must roll ½ driving checks or consult the car crash table).

*Here begins “no place like home”.*

## **“NO PLACE LIKE HOME”**

### **Administrator Information**

The agents are supposed to investigate fireflash homeplace in search of clues (i provide maps for his home, but feel free to modify the location to suit your campaign).

In this chapter the agents will encounter someone ransacking the place, a gang of youths that are destroying the place looking for evidence of fireflash identity.

The thugs are minor members of Avalon's group; they are under the influence of heroine and will shoot the agents at the first opportunity, escaping only when everything seems lost. If one or all of the gang is captured they will know nothing about the so called “Phantom”, in fact, they only know the location of a warehouse where they meet to receive orders and collect money (if interrogated they will spill the warehouse location and their names).

**Minor members of Avalon (total of five inside the building):**

**Statistics**

STR 35 REF 40 INT 35 WILL 35 CON 35 MOV 38 DEX 38

**Relevant skills:**

All gang members have Basic melee and pistol:

Name	“AKA”	Age	Weapon	Skill level	Skill percentage	Damage
Joe Dep	Joe	18	HP 9mm	1	43% (ammo 13)	D6+1
Mark Wallace	Donut	18	9mm	0	38% (ammo 12)	D6
Peter Smith	Sundance	19	9mm	1	43% (ammo 12)	D6
Martin Jones	Psycho	17	9mm	0	38% (ammo 12)	D6
Robert DUvoe	Chief	20	357.Magnum	2	48% (ammo 6)	D8+1

The gang has destroyed all usefull information, the PC is beyond repair and the hard drive destroyed, telephone lines were ripped off; the place is filled with destroyed glasses, bottles and burned furniture, the place smells like hell (urine and something else), the walls are filled with recently sprayed graffity’s such as: -Fuck off COPS, -A happy face sygil,- Avalon rules!,-Die bastards!,-one red pentagram,-Many strange sygils all around the place -“Sundance was here”; and the like (feel free to add more graffity’s).

Many bottles of scotch are scattered around the building.

If a gunfight takes place the COPS will arrive 2 minutes later (60 turns).

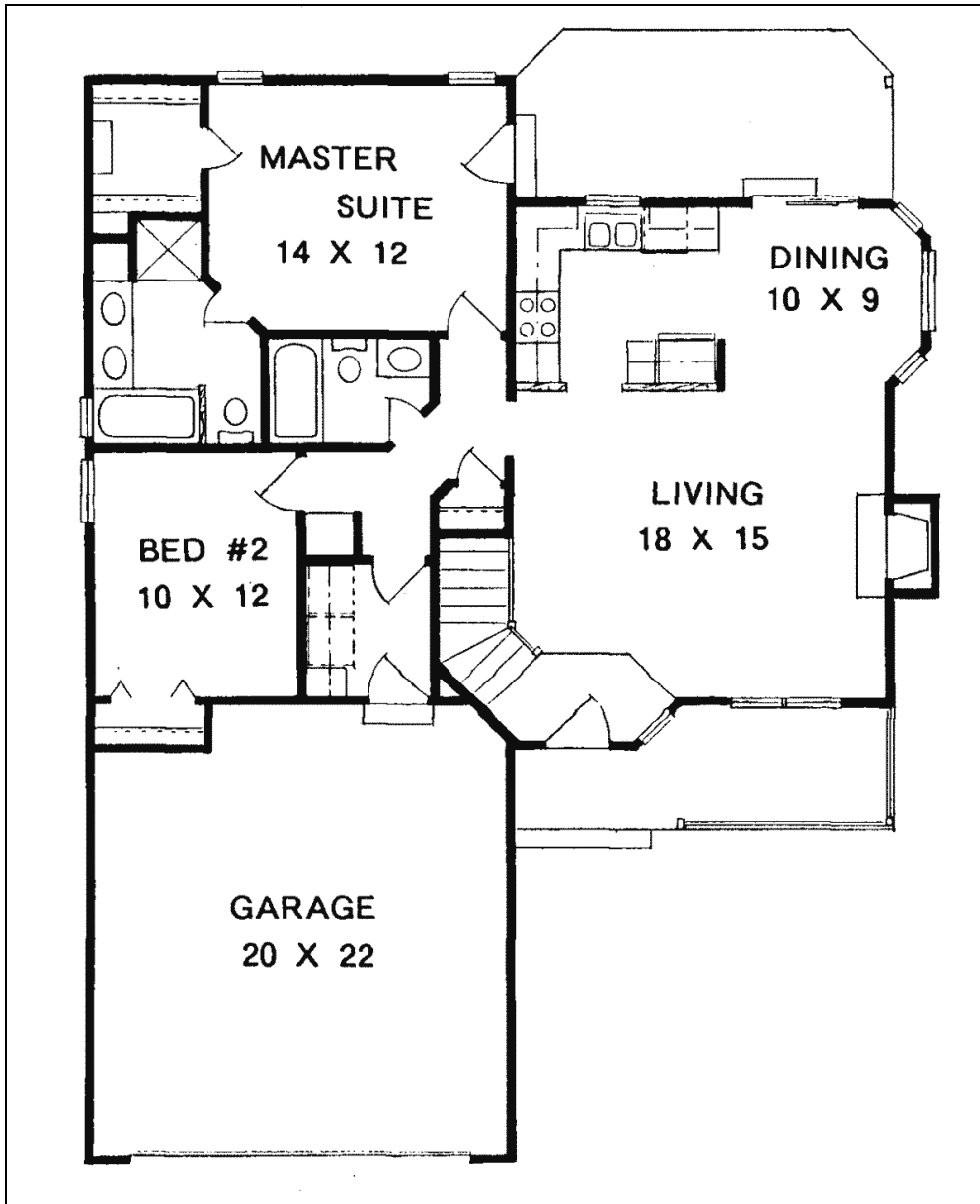


**Fireflash home**

This place is located in some residential zone; the front door to the house is open, a few windows broken and loud noises coming from inside.

The garage door is closed and locked from inside.

**Blueprints of Fireflash home:**



**Administrator Information:**

The agents can search the building, there are many hidden places to uncover (roll once INT checks for each player and check the results):

**-Full INT checks:**

- Master suit: Inside the closet behind hidden panel there's one fully equipped disguise kit, one parabellum 9mm fully loaded with two spare clips, one pair of handcuffs and silvertape.
- Shotgun at the garage hidden behind some drums.
- 5000\$ hidden inside the fireplace.
- A curved hunting knife beautifully carved (very expensive).
- The house keys dropped at the kitchen's corner.
- Dead cat inside the bathroom (blood all over the place).

**-Half INT checks:**

- Behind the kitchen's freezer there's an envelope labeled "The Phantom lair?", this envelope contains the Warehouse address and one photogsph (show the players the warehouse picture of page 8 ).

**-Quarter INT checks:**

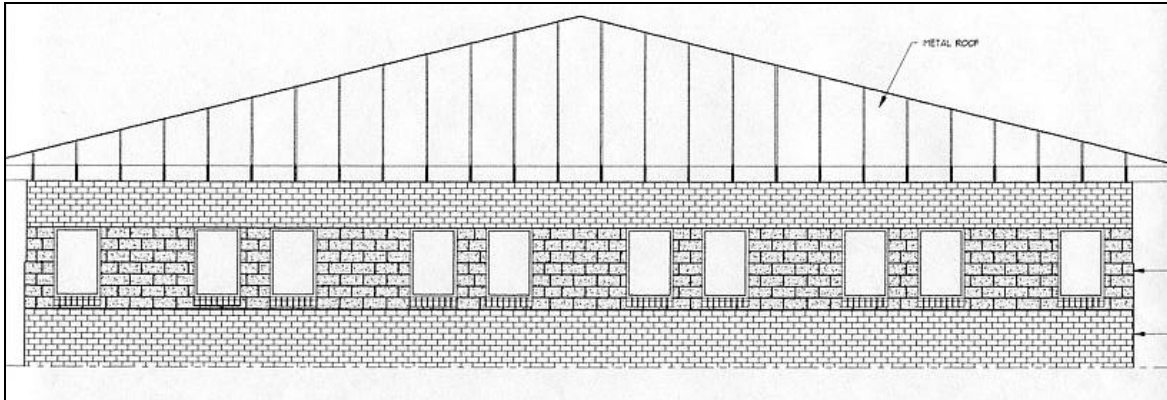
- Inside the wardrobe at the master suite under the bed there's a hidden electronic safe (character's may attempt to open it using lockpicking assuming they have the related skill). There's the photography of a power-boat and a message in the back of the picture reading: "Marina del sol".
- Hidden in the bathroom the character finds one ring with a big red stone (this is fireflash flashbang ring, it will explode two turns later whenever the stone is pressed twice stunning everything within 10 feet radius, roll CON to avoid 1d10 turns of stun).



**Administrator Information:** At the end of this chapter, the agents have one or two options; go to search the warehouse (go to the chapter labeled "Old warehouse") or visit "Marina del sol" assuming they opened the safe and somehow discover the address (go to the chapter labeled "Marina del sol").

Here begins “Old Warehouse”

## OLD WAREHOUSE



The windows of the building are all painted black, there are three doors, one at each side of the warehouse, all of the doors are locked (reduce any lockpick attempt by 20%).

Anyone may try to climb to the roof, but there's no visible entry through it (roll quarter INT checks for the occupants to discover the presence of someone on the roof).

There are 3 guards inside the place and one doberman (this doggy will bark at the first opportunity that someone misses a STEALTH check and then will hide scared!! 😊).

Besides the listed weapons all guards are armed with 9mm pistols with one spare clip.

### Guards statistics:

STR 40 REF 55 INT 37 WILL 31 CON 51 MOV 50 DEX 41

### Relevant skills:

Basic melee/Boxing 55%(Level 2 Only Att.DFnd).

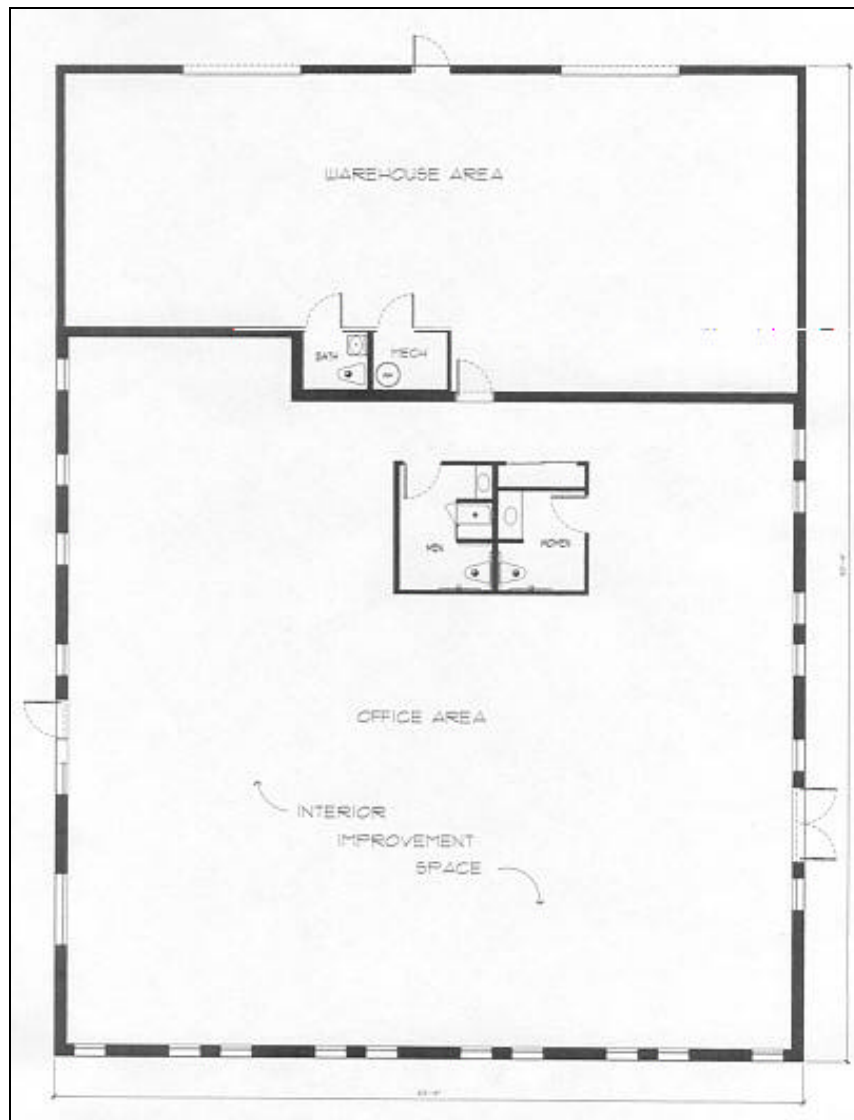
Name	“AKA”	Age	Weapon	Level	Skill percentage	Damage	Spare clip
William Reik	None	28	Shotgun	2	51% (ammo 7)	D10	No
Mike redth	None	30	Shotgun	2	51% (ammo 7)	D10	No
Jhonn klye	None	18	9mm Uzi	3	56% (ammo 30)	D6	1 clip

The guards are located in the office area of the warehouse, the dog is in the warehouse area but freely wanders between warehouse and office (the connecting door is always open).



There are many cover places among crates (all treated as hard cover because crates contain computer equipment of all kinds). All agents receive 10% bonus to Stealth checks at the warehouse area but none at the office area. The guards will discover the agents on a full INT check assuming their STEALTH checks fails or on a half INT check if their STEALTH succeed. If the team is discovered the guards will sound a silent alarm (they were told that this alarm calls the police but in fact it warns "The Phantom" that something wrong is going on).

### Warehouse blueprints



If captured and interrogated the guards know nothing of “The Phantom”, they were hired a few days ago from the newspaper to guard the place with orders to shoot any trasspaser. Remember that the cops will arrive within 3 minutes or less if a gunfight took place.

The agents can search the building, there are many hidden clues to uncover (roll once INT checks for each player and check the results):

**-Full INT check:**

- One computer scrambler within the crates (this is hacker equipment).
- A boat magazine (there’s one article circled in red that reads “great discounts at Marina del Sol”...bring your boat and enjoy our services”. The word Exodus is hand written in the top of the page (this is the name of the power-boat).

**-Half INT check:**

- Hidden under a crate there’s one videocassette that if played it displays the death of agent Fireflas (yes he was killed!!!☹). Apparently he was shoked inside a drum filled with water, then he was tied from the hands with a rope and hanged up, he was used as target practice with darts and abandoned to die from his wounds (he never screamed!!). The place in the picture is very dark but appears to be some big place.

**-Quarter INT check:**

- Character’s discover an empty box of matches of “The phantom of the opera”.

**Administrator Information:** At the end of this chapter, the agents have one or two options; go to search Marina del sol (go to the chapter labeled “Marina del sol”) or investigate the box of matches (character’s can discover that recently there was a theatre called “Majestic” presenting the show “The phantom of the opera”, after the first show the place was closed due to a fire that destroyed great part of the building.

*Here begins “Marina de sol”*

## “MARINA DEL SOL”

The marina is filled with boats, the EXODUS is a power boat docked at the far side of the marina.



There are two occupants inside the boat, they are in charge of controlling the minor members of “Avalon”. They have once or twice met with the phantom at the theatre “Majestic”, but none of them saw his face, however they both were startled due to the strange rough voice of the phantom.

**Administrator Information:** Both NPC's will fight till death and if captured they will tell nothing unless hardly interrogated (check their WILL scores!!); this two NPC's are brothers and always look for each other safety; if the silent alarm at the warehouse was used they are in full alert and expecting troubles.

Otherwise, they will discover that something wrong is happening with a full INT check (if characters blow their STEALTH checks), or a half INT if the agents STEALTH check was succesfull. Derek prepared one booby trap inside the boat, anyone searching the boat must roll a full INT check to discover it or suffer the explosion suffering 1d4 locations of 1d6 wounds each (Ouch!); besides if the trap is triggered the hull of the ship is breached and water begins to flow very fast (the boat will sink in 4d10 turns); anyone who discovers the trap may attempt to deactivate the trap with a full demolition check or a ¼ INT check and if the check fails....KABOOM!!!.



**Derek Shaw Statistics:**

STR: 50      REF 65      INT 70      WILL 75  
CON 71      MOV 58      DEX 68      **Luck Points: 3**

**Psychology profile :**

Cruelty: Total      Loyalty: High      Passion: Some  
Piety: No      Sanity: Some      Selfishness: High

Tags: Eye tic

*Advantages:* Observation

*Disadvantages:* Dependant (brother), Vindictiveness (if Derek survives the encounter and someone kills his brother add him as a lifetime enemy).

**Equipment:** Derek is armed with one micro-uzi with two spare clips, he has a knife hidden at his left boot and one browning HP hanging from his side with two spare clips in the holster; besides he has a backup derringer at his right ankle.

**Combat Skills:**

Pistol (4) 88%  
Basic Firearms  
Rifle (2) 78%  
Submachinegun (3) 83%  
Basic Melee  
Knife(2) 78%  
Demolitions (4) 88%  
Booby traps (4) 88%

**Languages skill**

Speaks English(5)

**General skills**

Photography(1)  
Basic Liberal Arts  
Driving: Auto (3) 83%+Handling  
Driving Boat (3) 83%  
Programing (3) 85%  
Gleaning (2) 80%  
Surveillance (1) 75%  
Stealth (2) 75%  
Swimming (2) 75%.



**Tony Shaw Statistics:**

STR: 45	INT 65	REF 60	WILL 70
CON 69	MOV 55	DEX 63	<b>Luck Points: 2</b>

**Psychology profile :**

Cruelty: Total	Loyalty: High	Passion: Some
Piety: No	Sanity: Some	Selfishness: High

Tags: Loud laugh

*Advantages:* Observation

*Disadvantages:* Dependant (brother).

**Equipment:** Tony is armed with one micro-uzi with one spare clip (he will stop at nothing to use the extended burst mode); one browning HP hangs from his side with two spare clips.

**Combat Skills:**

Pistol (4) 83%  
Basic Firearms  
Rifle (2) 73%  
Submachinegun (4) 83%  
Basic Melee

**Languages skill**

Speaks English(5)

**General skills**

Social Chameleon (0)

Photography(3)

Driving: Auto (4) 83%+Handling

Driving Boat (3) 78%

Motorcycle (3) 78%+Handling

Concealment(3) 80%

Surveillance (2) 75%

First Aid (2)

Stealth (3) 70%

Swimming (2) 65%.

**The EXODUS:** Inside the exodus there's nothing of interest except a last generation laptop (agents with programming examining the laptop can determine that someone hacked the FBI, the CIA and the local police looking for information about fireflash); the boat seems very expensive; on a full INT check the agents discover a hidden briefcase with \$50000 (remember about the 10% cash bonus ☺) and one scrap of paper with the inscription "Majestic...saturday...0800Hs...be there!".

*Administrator Note:* Today is friday and the police will arrive within 3 minutes if there was a gunfight at the marina.

*Here begins "Majestic"*

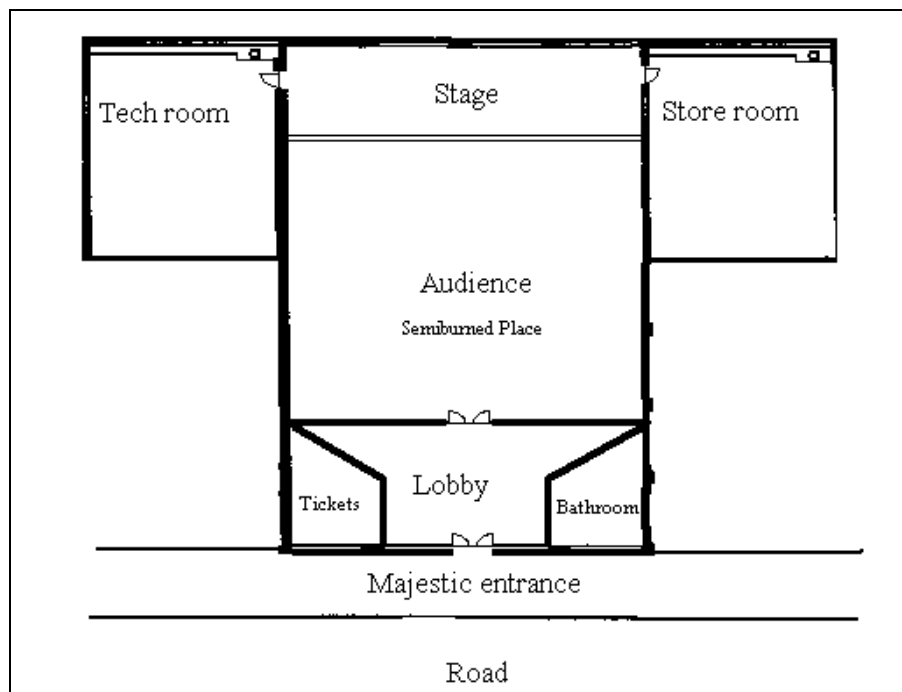
## MAJESTIC

The majestic is a small closed theatre; "The Phantom" is not here but one important member of the Avalon group is there when the players infiltrate the building, this NPC is usually the primary contact with Derek and Tony but once or twice the two brothers have met the phantom personally.

This is the last chapter of this module; you can use the phantom as one idea for another module or if you don't want to use this module as a campaign just assume that the NPC at the theatre is the phantom; (following Modules will have the phantom as a major enemy.

**"Sigma Note": In my campaign the phantom was so hard to find that it took the players several sessions and when the agents finally snatched him they went to a bar in real life to celebrate!!!.**

### The Majestic



The **front door** to the theatre is closed (reduce 30% any lockpicking attempt); the **lobby** area seems heavily scorched, there's no light in the place except for the one filtering from outside.

The **ticket** cabin was completely ravaged by the fire and the **bathrooms** are in the same shape, except from several water leakings the place seems deserted.

The **audience** area is completely filled with destroyed chairs and furniture of all kinds; to the far side of the audience the players can see the stage and one red drop curtain partially burned hanging of the roof.

**Administrator Information:** There's one thermal camera hanging of the roof, it is well concealed behind the curtain with a hole to peek the audience area, this camera is linked to one surveillance monitor at the tech room (roll full INT check for the NPC to spot the character's).

If the players are discovered the NPC will try to ambush them when they cross the stage curtain; he will cover at the wall/door of the tech room and unleash an extended burst when they show their ugly faces! (remember to roll surprise for the players). If the NPC's missed the INT check to discover the characters he will be playing chess with the computer at the tech room and probably surprised by the interruption of the character's (roll ¼ INT check to avoid surprise); when discovered he will attempt to delete the mainframe.



**Bruce Meredith AKA "Gandalf the wizard":**

STR: 45      REF 35      INT 77      WILL 70  
CON 58      MOV 40      DEX 56      **Luck Points: 2**

**Psychology profile :**

Cruelty: Some      Loyalty: High      Passion: Total  
Piety: Some      Sanity: High      Selfishness: High

*Advantages:* Computer aptitude

*Disadvantages:* Eye impairment (must use glasses)-Addiction to computer games.

**Combat skills**

Pistol (3) 81%  
Basic Firearms  
Submachine guns (2) 66%  
Programming (4) 97%

**Languages skill**

Speaks English(5)

**General skills**

Programming (4) 97%  
Computer gleaning (4) 97%  
Computer technician (4) 97%  
Electronics (4) 97 %  
Swimming (0)

**Equipment:** Gandalf is armed with a sub-machine gun “MP5KA5” with one spare clip and one fully loaded .357 magnum long barrel.

**History:** Gandalf was once part of the senior programming staff of nintendo, he specialized in many different topics but mainly games. Then one day he was fired without explanation; immediately he was contacted by one member of Avalon and offered the opportunity to join their ranks for the same money of his previous work; he gladly accepted. Shortly after joining Avalon he was tested by older members; he was supposed to infiltrate and hack information from the NASA. He was supposed to fail, but he succeed. Avalon directors were impressed and immediately promoted gandalf.

These last two years gandalf hacked and craked many major organizations around the world, he committed several major federal crimes; luckily no one ever tracked him down. Nowadays gandalf is in charge of all the hacking and cracking assignments of Avalon.

**Store room:** This area is partially collapsed, the walls are heavily scorched, except for a few rats that freely wonder across the room the place seems empty.

**Tech-room:** This place is filled with sophisticated computers and electronic equipment of all kinds, the place is clean and maintained very cold with some hidden refrigerator system; many keyboards and monitors are at the far side of the room.

If gandalf discovered the infiltration the mainframe was fully deleted, but, if they managed to surprise him the information will still be there; anyone with programming can navigate through the system (on a succesfull programming check they discover passwords for FBI, CIA, NASA, ONU and many important organizations; on a ¼ programming check the character discovers encrypted information containing the same files of fireflash that the agents received at the beginning of the mission). There are no topics of Avalon or the phantom in the computer (tough luck ☹).

When the agents report to the base, a full red alert will be issued to the computer bureau and one infiltration will be discovered.

*Here begins “Happy ending?”*

## **HAPPY ENDING?**

Award the surviving character’s one Fame and Fortune for each gunfight they were involved, one more for surviving the mission and one extra for succesfully disabling the tech-room of “Avalon”. Award one fame & fortune for those character’s who performed in the mission beyond the line of duty (feel free to award them more if they deserve it or less if they don’t).