

# OPERATION BURNING PRESIDENTS

BY ANTHONY HUNTER



WHITE  
LIES





OPERATION  
**BURNING  
PRESIDENTS**

A MISSION FOR THE **WHITE LIES™** ROLEPLAYING GAME

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# WHITE LIES



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## SECTION 00:

# MISSION BRIEFING

This mission is designed to be handled by a team of 3 to 5 agents of 1st through 3rd level. It can be used as a starter mission for new agents but is mostly designed for agents who have been on an assignment or two before being trusted with this one.

This mission was initially published for the Covert Ops roleplaying game. It has been modified statistically to be used in the White Lies roleplaying game, though the story remains mostly unchanged. Admins who have run and enjoyed the Covert Ops version may want to consider using some of the optional sidebars, which changes up the mission a bit.

## THE BRIEFING

The agents are called into the local office for a meeting with the Regional Director. Since the agents normally are briefed for assignments by an Assistant Director, the players should get a sense that this is important.

### SCALING THE MISSION

Although this mission assumes agents are low level, the enemies presented in this mission are easily scaled for higher level play. Players' agents shouldn't find themselves fighting all these enemies, anyway. It would be team suicide.

If your team of player agents is at the upper end of the 1st through 3rd level suggested range, consider maximizing the hit points of all enemies listed in this mission.

If your agents' average level exceeds this range or if you think their abilities or gear make them unusually suited to handle the challenges of this adventure, simply upgrade all enemies by one stage. For instance, replace "thugs" with "enforcers," or "rabble" with "insurgents."

## READ OR PARAPHRASE THE FOLLOWING:

Regional Director Mia White sits before you in the briefing room. She clicks a button on her laptop and the screen behind her shows the profile of a fellow agent, "This is John Dixon, codenamed Foxtrot, one of ours. He's missing while on assignment and you are being tasked with finding and retrieving him as quickly as possible."

She looks away from her screen and regards you directly: "Coded records found in his apartment indicate that he was supposed to meet with an informant he's been cultivating on the day he disappeared. Our analysts have managed to track down the informant's current location, and that is where I want you to begin your search."

She looks back down at her screen and taps some keys. A new face appears behind her. "The informant's name is Reggie Calibari, a mid-level lieutenant with a local organized crime family. Calibari was supposed to be giving Dixon information regarding a possible home-grown terrorist cell operating on the east coast. Calibari appears to be currently located at an isolated farm in the mountains of Northwest Georgia."

Director White closes her computer to give you her full attention, "I've taken the liberty of arranging transport for you on a Navy cargo jet, which happens to be going our way. They'll drop you off at a private airstrip located about a half hour drive from the farm. An unmarked SUV will be waiting for you at the airstrip. You're wheels-up in four hours. Any questions?"

Here are some answers to more commonly asked questions:

**Q: A domestic terrorist cell... what is the involvement of the FBI?**

**A:** "We are unaware of their involvement, but they don't always share details of their ops. We don't need them looking into Bureau 19."

**Q: What was Foxtrot's mission?**

**A:** "He was infiltrating the Giovanni crime family, who has ties with various international syndicates. His was a deep-cover assignment, to learn what they know and gain some influence over the organization."

**Q: Are there any local law enforcement obstacles?**

**A:** "According to past intel dead drops from Foxtrot, the Giovanni family has extensive control over the local and state law enforcement agencies. You can't expect much direct support from them, but likely no opposition either."

## ADMIN BACKGROUND

Two maps of the farm area are included; one for the players and a more detailed map for the Admin.

This mission will lead the agents to a militia group calling themselves the Freedom Brigade, who are preparing to detonate a truckload of treated Ammonium Sulfate on Wall Street as their first strike of the new revolution that they have been convinced they will lead.

Agent Foxtrot was captured while observing a meeting between the Brigade's leader and their new benefactor, Nikodemos Emmanouil Stavros, a wealthy Greek industrialist with plans to destabilize the United States for his own gain. Stavros will be the primary target of the follow-up mission, Operation Olympus.

## INVOLVING AGENTS DIRECTLY

Sometimes it's fun to involve the players personally, rather than have all missions be dictated in a briefing. If you have a player who likes to role-play and define his agent, consider this option.

John Dixon (Foxtrot), could be a friend of an agent, having been recruited and trained with him. The agent hasn't heard from John in a while and his fiancé has been calling lately to ask where John is. Rather than a mission briefing, the player himself launches an investigation into his missing friend.

## ALTERNATE BEGINNING

The normal workflow for this mission is that agents already know Foxtrot is missing and who he was going to meet the day he disappeared. However, it doesn't have to work that way.

When Foxtrot told the bureau of learned connections to a home-grown terrorist group, the Regional Director may have stepped in and gathered the players to send to meet Foxtrot and serve as backup to his efforts. After all, he's only one guy.

But when the players arrive, they find Foxtrot missing, his apartment empty. Run this as an investigation scene, with the following facts able to be discerned:

Federal DEA agents have recently turned up dead in the region.

Foxtrot has been working with a local informant named "Reggie."

The agents learn the name "Freedom Brigade," as a target of Foxtrot's investigation, with possible link to the DEA agent deaths.

Foxtrot left this morning to observe a clandestine meeting between the Freedom Brigade leader and someone named Nikodemos Emmanouil Stavros in an alley in town.

When the players investigate the alley address, they find evidence of a gun fight, blood on a wall, etc. The agents then have a run-in with some local drug dealing gang bangers, who will let the players know who Reggie is and that he's currently at "the farm" in Northwest Georgia (though they won't give this information up easily). The players will undoubtedly then head to the farm, go to section 1.



## SECTION 01:

# THE SNITCH

## BACKGROUND

The farm where Reggie Calibari is currently located is about a half hour drive from the small airfield where the agents landed. The drive involves small, twisting back roads, going from paved to a dirt track that leads from a battered mailbox into the woods, miles from any neighbors.

**THE FARM** – The farm is used by the criminal organization Calibari works for to grow marijuana for distribution throughout the country. The fields are covered with an intricate network of camouflage netting to prevent them from being seen from the air. The marijuana fields are at the back section of the 30 acre farm, with a set of barracks for the workers/guards, a mess hall and several drying and processing sheds and an old stable that is being used as a garage.

**THE FIELDS** – In the fields agents will find 16 crop workers. They aren't highly trained but they are armed. There are also four vicious, half-starved Rottweilers used as guard dogs. See appendix for statistics.

**THE MAIN HOUSE** – The main house is located about 300 yard from the road and is being used by Reggie, his mistress (Luann Stevens); a cook (Sylvia Fredricks); and six enforcers: Tony, Gus, Phil, Thom, Carl and Willy. At any given time there are two enforcers roaming the woods between the road and the house, two on duty in the house and two sleeping. See appendix for statistics.



# APPROACHING THE FARM

This section is basically one large encounter area. Reggie's farm can be a large dangerous place or might be a smooth role-playing situation. Depending upon the method the agents take to approach the farm and get to Reggie, this could play out several ways. The most common options are listed below.

**THE EASY WAY** – Proceeding from the mailbox straight to the main house, the agents will be met outside by two of the armed guards, who will tell them they have taken a wrong turn and that they need to turn around and continue on their way. Should the agents insist upon speaking to Reggie, one of the guards will tell them to stay where they are and will go in to check with Reggie, who will agree to speak with them if they leave their weapons on the table in the foyer or in their vehicle. Reggie will take them into the kitchen and speak with them privately. See “What Reggie knows” below to determine what he can tell the agents.

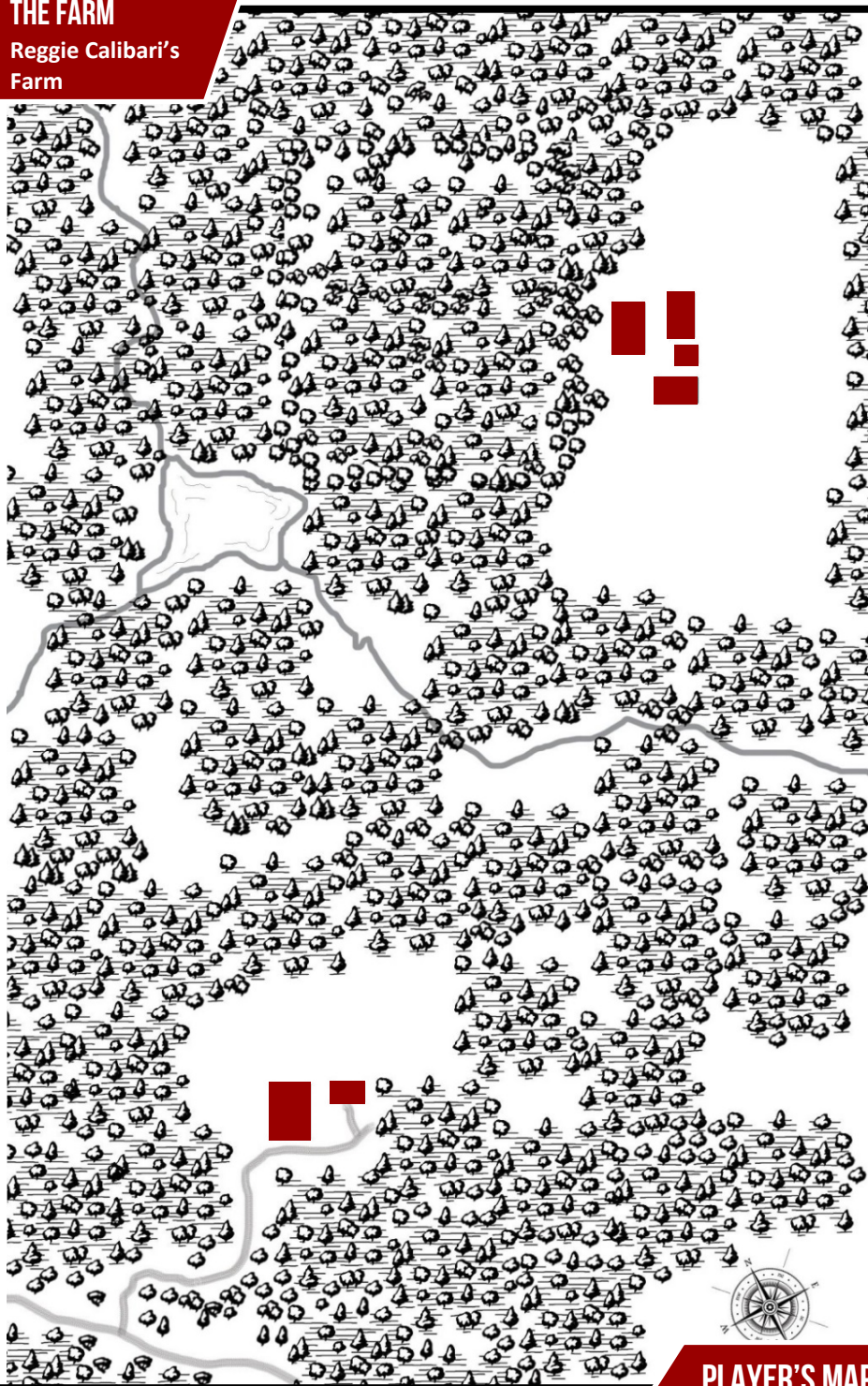
**THE HARD WAY** – Should the agents decide to make a frontal assault on the house, they will be in for a gunfight from the guards on duty, Reggie, and maybe even Luann. The two sleeping guards will join the firefight a few rounds. Should Reggie be killed or rendered unconscious, see the “What clues are in the house?” below.

**THE SNEAKY WAY** – This could play out a couple of different ways. It's very likely that they could encounter the two enforcers roaming the woods, or they could manage to bypass them entirely and reach the house unseen. If they are seen, they will be accosted and warned, as above for *the easy way* option, if they arrive unseen, they have a chance of getting to Reggie when he is alone or only with Luann. Reggie is willing to speak to them privately, assuming they can get to him. Depending upon the outcome of the approach, use one of the options for learning what they need to know from the two options below.

**THE THOROUGH WAY** – Should the agents decide to come at the house from the far side of the property, they will discover the marijuana farm and the crop workers who work there. The farmers have weapons and dogs, but really aren't enthusiastic about fighting heavily armed opponents, although they will defend themselves if attacked or threatened repeatedly.

# THE FARM

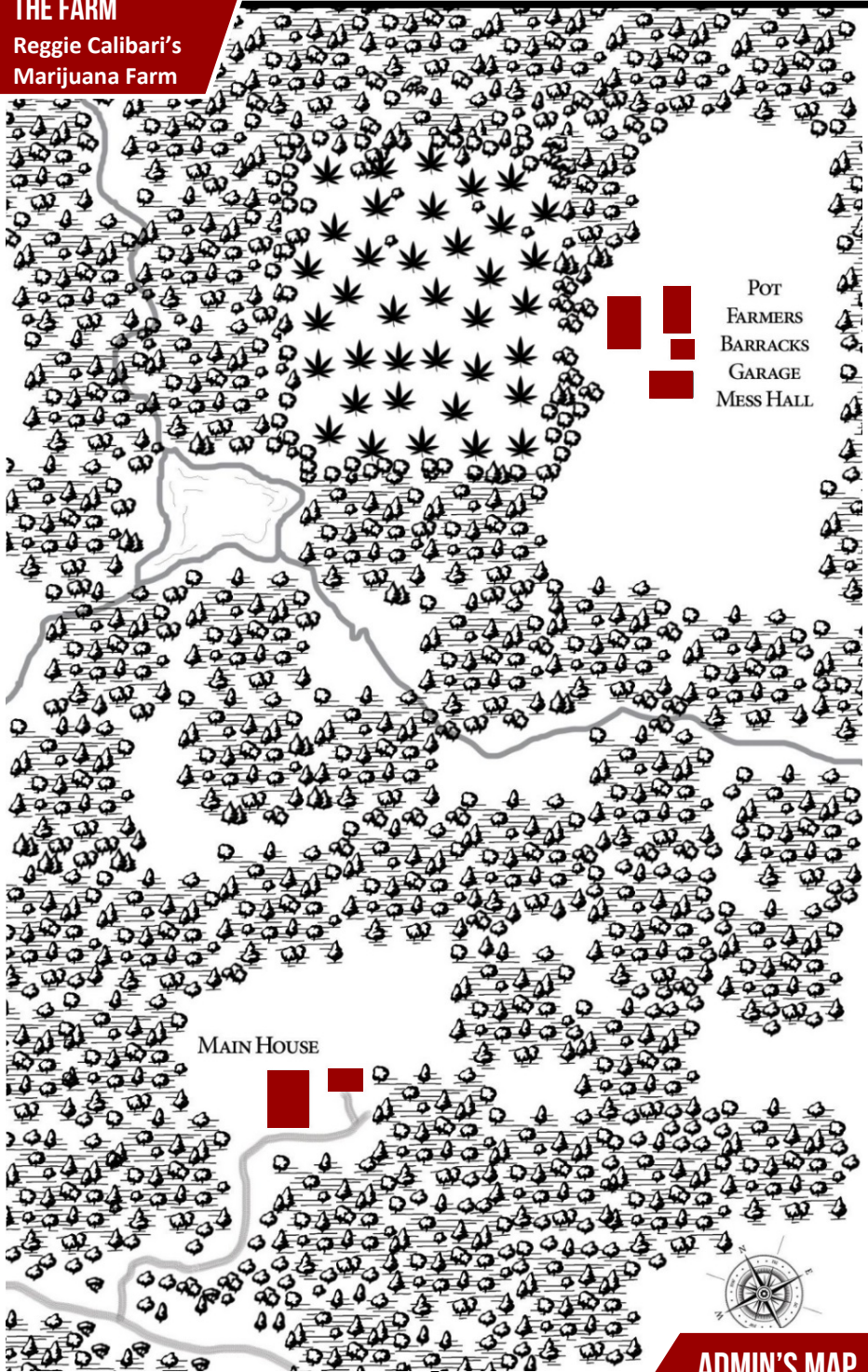
Reggie Calibari's  
Farm



PLAYER'S MAP

# THE FARM

Reggie Calibari's  
Marijuana Farm



ADMIN'S MAP

# WHAT REGGIE KNOWS

In questioning/interrogating Reggie, the following pieces of information can be learned. His level of cooperation will depend on how the agents approached this interrogation and however the Admin wants it to go.

**REGGIE LAST SAW DIXON** early in the morning the day of the meeting. He told Dixon about a small militia group that call themselves the Freedom Brigade, and about the meeting between its leader and Stavros, but hasn't been in contact with him since and will be surprised about him missing.

**REGGIE DOESN'T LIKE THE FREEDOM BRIGADE.** Some of their members recently approached him about acquiring large quantities of Ammonium Nitrate and a couple of 24 foot box trucks. He turned them away and they warned him to keep his mouth shut or when the Revolution began, they would remember traitors to Freedom.

**THE FREEDOM BRIGADE** is based at a "Survivalist Training Facility" called Freedom Farms near a small town in Wabanna, South Carolina, about a one hour drive from Reggie's farm. Although Reggie has never been there, he had one of his enforcers take a drive out that way and will attest to it being pretty well fortified.

**STAVROS** is some newcomer money-man recently working with the Family, but Reggie knows nothing more about him and hasn't seen him personally. It's above his pay grade.

# WHAT CLUES ARE IN THE HOUSE?

If Reggie is dead or incapacitated, the agents can search the house. You could treat this as an investigation scene with the following clues available to find:

**EVIDENCE OF REGGIE'S RELATIONSHIP WITH DIXON.** Dixon was obviously paying Reggie cash for information about the Giovanni family's business arrangements.

**A BROCHURE** for the Freedom Farms "Survivalist Training Facility," with a post-it note on the inside that reads "Ammonium Nitrate / Trucks... WTH?" The Brochure will give them the address of the Freedom Farms training site in Wabanna, South Carolina, about a one hour drive from the farm.

# COMPLICATIONS

If the players seem bored, or if things are going too simply for the players, consider using one of the following complications to add some action to this encounter. Below you will find three complication ideas, though they are not fleshed out as fully as the rest of the mission. If you want to use one of these, you'll have to do a lot of creative and reactive game mastering, the mark of a good Admin.

**DEA RAID** – If you want to use this option, this could be a way to earn the respect and cooperation of Reggie. As the agents approach the farm (whatever way they choose) they become caught in the middle of a DEA raid. 10 Federal agents led by Special Agent Marissa Sinclair (who has been on this case for 2 years and is finally going to close it today by bringing down Calibari's operation) show up in a hand full of sedans. Armed with automatic rifles (all except Sinclair, who has a revolver only) and bullet-proof vests, they are not to be trifled with.

If the players could somehow keep Reggie and his wife from arrest (sneaking them away, negotiating or pulling strings with the DEA, or even fighting these federal agents), they will be very thankful and will tell the operatives everything they know. Of course, killing federal agents is likely to result in seeing how loud the Regional Director can yell at the agents during debriefing.

Alternately, the players might help the DEA capture Reggie and work out an arrangement, allowing them some interrogation time with him. Although Reggie won't be as cooperative in this situation, a player capable of proper interrogation (using various skill or ability tests) might be able to work him into giving up the information required.

**FREEDOM BRIGADE ATTACK** – The Freedom Brigade doesn't trust Reggie to keep quiet about their visit, so they've sent a squad of 10 militia members to kill everyone at the farm. The Brigade squad has an old RPG launcher that they plan to use to blow up the house. Should the agents be in the house, the Admin should give them a chance to notice the RPG being prepared and aimed, hopefully with the result of rapidly vacating the building.

A successful exit from the house will result in them taking 1D+2 in damage from heat and flying debris as it blows up. The Brigade members

are not carrying any identification on them, or any communications devices such as cell phones. The only non-essential item on any of them is a pack of cigarettes with a lighter printed with the name of a club called Lap Land, with an address in Wabanna, South Carolina.

If players visit Lap Land (adult entertainment location), they'll find a bunch of Freedom Brigade members being loud and lewd and bragging about Freedom Farms. One could be persuaded to tell where the place is, either through aggressive diplomacy or by buying him drinks and entertainment.

**ONLY IF YOU DO ME A FAVOR** – If you use this complication, Reggie Calibari isn't willing to give up intel freely. As a significant member of an organized crime family, he didn't get where he is today by snitching on every low-life he's dealt with. He is a businessman, after all. Reggie will require that the agents do him a favor before he is willing to spill the beans on what happened to Dixon or the Freedom Brigade. He'll claim to have had this arrangement with Dixon and he sees no reason why the player's agents can't operate in his stead.

The players must go pick up a few crates of sub machineguns from a dealer named Mashaw living in the forest west of Lake Wylie, just over the border into South Carolina. They are given GPS coordinates. Reggie claims the three crates belong to him, that he paid for them and Mashaw shot and killed his buyer, keeping the money. He doesn't care what happens to Mashaw, but wants either the crates or his money back. Of course, Mashaw's camp is heavily armed and manned by 10 tattooed enforcers in various states of drunkenness and each carrying a sub machinegun of their own. Although this might be handled with stealth or diplomacy, it could easily result in a gun fight.

Reggie will keep his word if the agents return with his money or guns, and will let them know everything he knows. Additionally, he will tell the agents he owes them a future favor if they're ever in need and he's able to help.



## SECTION 02:

# THE FREEDOM BRIGADE

The trip to Wabanna from Reggie's farm will take about an hour. The vehicle the agents are using has an atlas in the glove box, or they could use a GPS app from their cellular devices to find the town. The Brigade does have Agent Foxtrot as a prisoner, and have initiated their plan shortly before the agents arrive at the farm.

## THE FRONT GATE

The Freedom Farms facility encompasses 200 acres of hilly and forested terrain. There is a large, arched entry made of pine logs at the front gate, with a brightly painted sign that reads "Freedom Farms Survivalist Training Facility." There is a guardhouse at the gate and two armed insurgents in camouflage on duty at all times (see Insurgent, White Lies rulebook page 94, or repeated in the Appendix).

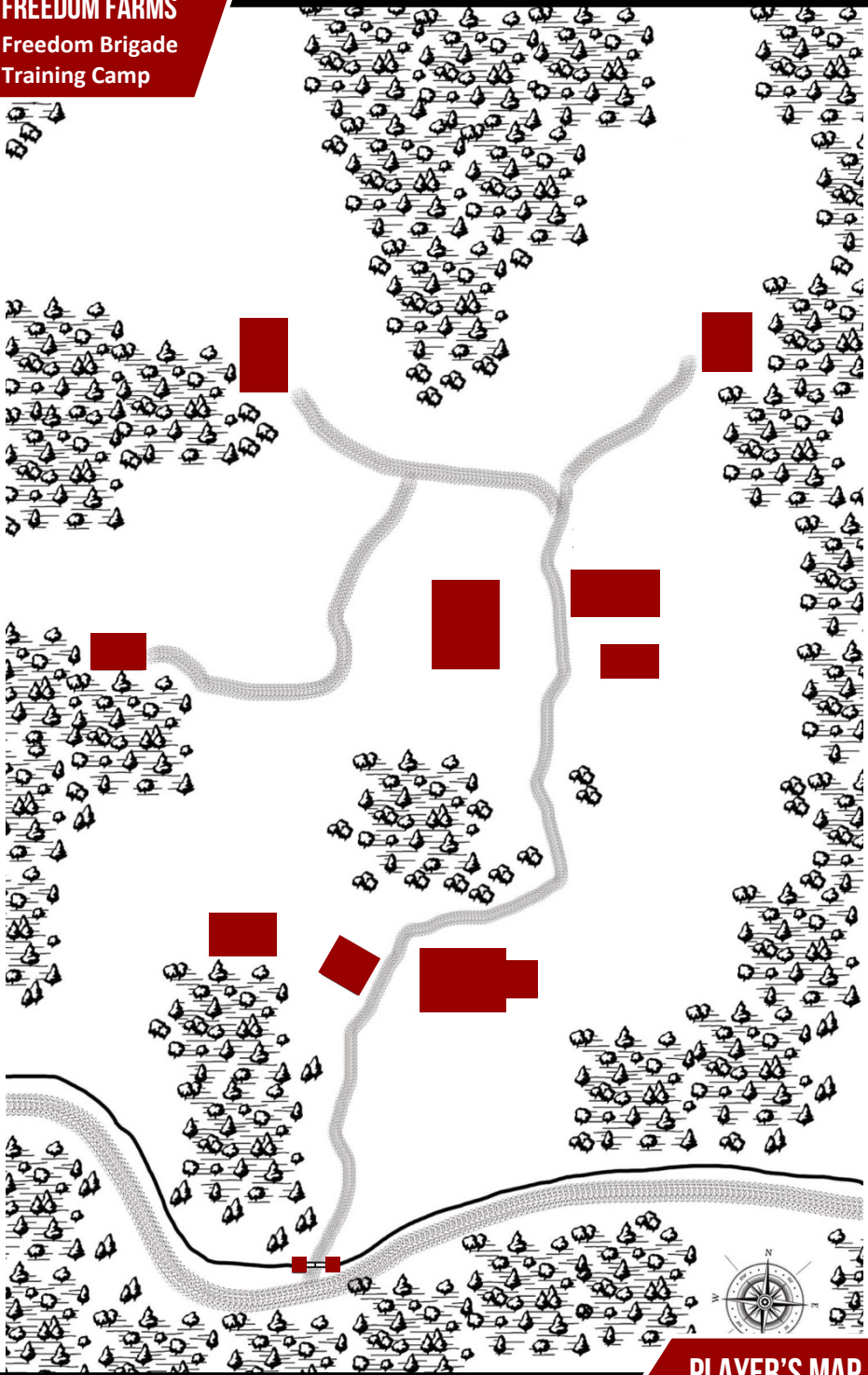
### COMPLICATIONS ?

All of the enemies in this section are Insurgents, as detailed in the White Lies rulebook and repeated in the Appendix. If you want to make the encounter have a bit of a session climax, consider having one lieutenant of the Freedom Brigade remaining behind at the camp. She goes by the name Crow (actually short for Crowley, her last name) and treat her as a Revolutionary.

Crow will try to capture the agents instead of kill them, if possible. She doesn't feel authorized to make the call to kill them, and will want to keep them captive until Master Sergeant Thorn returns. She'll have them tied and gagged and stuff them into the shed near the main office, placing two insurgents outside the door. She'll radio Thorn about the situation as well. If the agents somehow escape and go after Thorn he'll be ready for their approach.

# FREEDOM FARMS

Freedom Brigade  
Training Camp

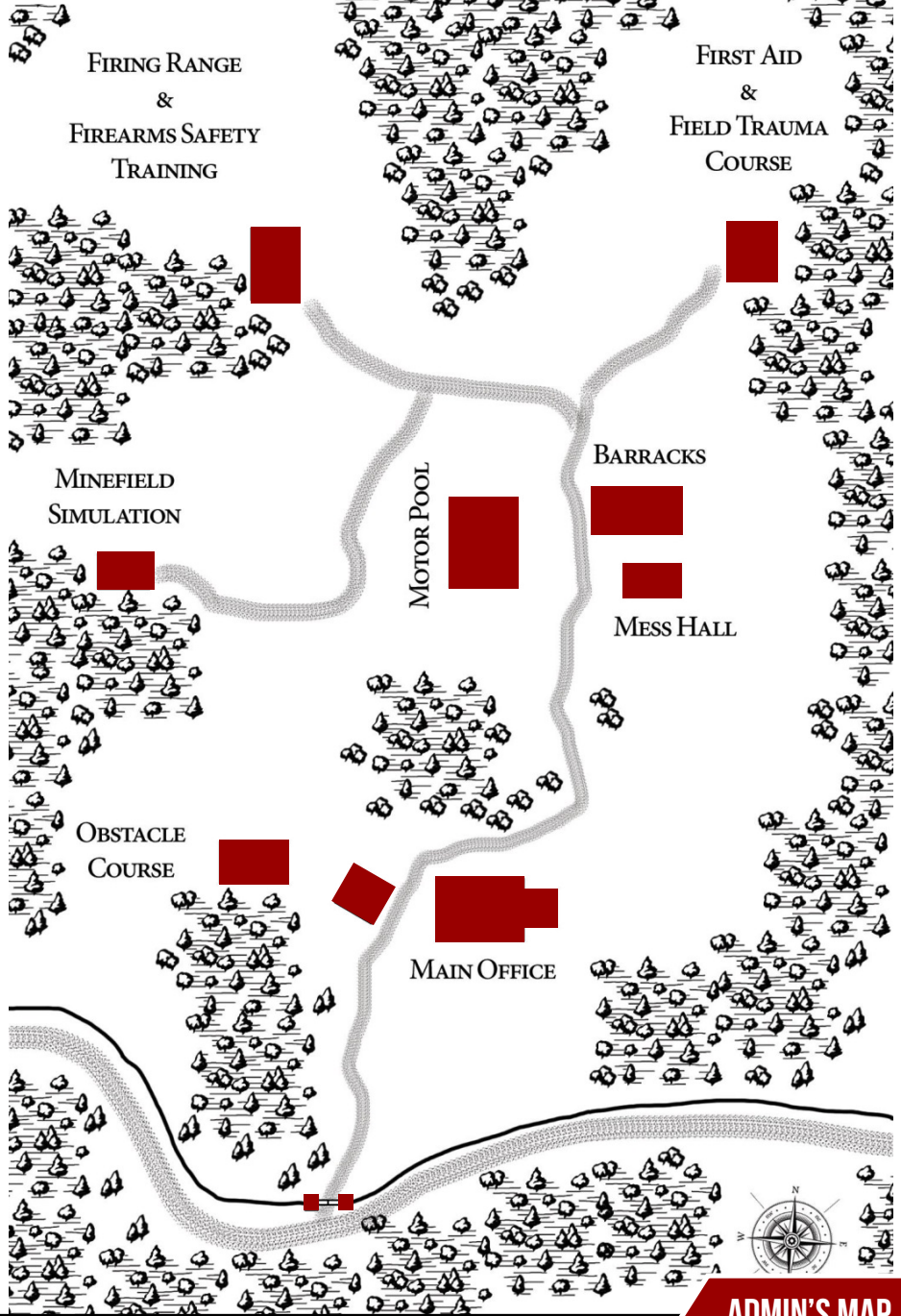


PLAYER'S MAP



# FREEDOM FARMS

Freedom Brigade  
Training Camp



ADMIN'S MAP

There is also a large sign posted on the gate that reads “Facility closed for remodeling, please call for future class schedules.”

**THE EASY WAY** – If approached politely, one of the insurgents will greet the agents with a smile and hand them a brochure for the facility (the same as the one found at Reggie's if they had to search for clues), and inform them that the farm is currently closed, and that he, the guard, doesn't know when the new classes will start, but if they call the number on the brochure, they can find out there.

**THE HARD WAY** – If the agents are outright hostile, they will be met with drawn weapons, which could possibly escalate into a firefight which would alert the entire camp to the agent's intrusion. It is not a good idea unless the agents can take the two insurgents out quickly and quietly. If the agents decide to take a full-frontal-assault approach by driving through the gate guns-a-blazing the insurgents will become very organized very quickly and should end up regretting such a decision.

**THE THREATENING WAY** – If the agents identify themselves as government agents or law enforcement, they will be met with a sneer and told to leave and return with a warrant if they want in.

**THE SNEAKY WAY** – Should the agents decide to sneak into the facility, it will be fairly simple to do, since the majority of the insurgents have already left for their mission. There are only 12 members left at the site: two on gate

### GETTING DEA HELP

This section is best run as a stealth investigation, taking out insurgents as needed to maintain the stealth and avoid raising an alarm. The players may have other ideas, of course, and some of those are mentioned here.

If the players dealt with a DEA Raid complication in section 1, they may have earned the help of Special Agent Marissa Sinclair and some of her agents. With this much help, they may decide a full frontal assault is called for. However, if the 12 insurgents were alerted to an assault and organized, they can be extremely lethal. Full frontal assaults might be fun, but losing a teammate wouldn't be.

Instead, have Sinclair suggest that she and her agents remain in waiting nearby, to be called in when stealth fails or the agents get captured, in exchange for sharing whatever intel is gained during the agent's stealth investigation. Although this is more FBI jurisdiction than DEA, Special Agent Sinclair is eyeing a Director position and would love to gain the credit for bringing down the training facility of the Freedom Brigade.

guard duty, 1 in the mess hall, 2 working in the garage on an old 4-wheel drive vehicle and the others are either sleeping, watching television, or at the firing range. Admins should scatter these insurgents however you wish to create tension and fun for your players.

If spotted sneaking into the facility, the insurgents will react in one of two ways: if weapons are not obvious, they will accost the intruders and tell them to leave or that they will call the sheriff's department to have them arrested for trespassing; if weapons are obvious, they will open fire on the agents and things will get messy really quickly.

## CLUES AT THE TRAINING FACILITY

Depending on the approach the agents take, they may end up searching for clues on Brigade members they kill or disable, or might end up interrogating. They might never talk to a single foe, instead learning everything from searching for clues in the various buildings. This entire site is a stealthy investigation scene with the following intel available:

**INTERROGATING MILITIA MEMBERS** – Members will resist any attempts at interrogation. They will, however, delight in telling the agents that they are 'too late' or that 'the revolution is at hand'. If properly coerced through skill and ability checks (or great roleplaying), what they know is that two trucks left before the agents arrived (about 5 minutes before, it is possible that the agents may remember passing two large yellow trucks on their way to the facility), and that the target is the 'financial center of the leeching "one percenters" and the corrupt regime.' (Translation: Wall Street).

**INSIDE THE MAIN HOUSE** – in the dining room there are photos of various buildings (on Wall Street in New York City); a road map with the route from the facility to New York City marked on it; and the operative kit and commlink assigned to Agent Dixon. On the wall of the 'office' is a large photograph of a yacht with part of the name visible (Poseidon – all but the last 4 letters are visible), and a post-it note on the desk that reads "Ask S for Stingers after the Presidents burn."

**IN THE GARAGE** – The large garage is mostly empty, with two bays that have drippings of yellow paint on the ground, a number of empty paint cans in both yellow and black, and a large stencil that reads "Moldvay Movers" with paint on it. There is a 4 wheel drive truck up on jacks that 2 of the

militia members have been working on, and an olive green Humvee with the Freedom Farms logo painted on the side. In the rear of the garage is a storage room filled with empty ammonium nitrate bags, a few Semtex wrappers and a couple of empty fuel cans.

## WHAT'S NEXT?

Hopefully by this point, the agents have realized something of what is going on, and should be reminded that they passed two yellow trucks on the road to the Facility, if they haven't asked about having seen such.

A fast drive up the route that was marked on the map should allow them to overtake the heavily loaded trucks within an hour, conveniently, on a fairly deserted road and will lead to the climax of the mission...

### KNOW YOUR PLAYERS

This is just a hint to help you run this or any session of White Lies effectively: know your players. You want them to have a good time. Sure, putting them out of their element from time to time is always a good thing, but consider the following:

Some groups prefer a very para-military approach to things, they're unhappy unless the bullets are flying. If that's your group, then this section can be run very militant. Describe the operation with them clearing corners and using semaphore to communicate, make sure they are well-equipped for the action by giving them access to some automatic weapons and tactical gear (maybe on loan from the DEA if they can convince them to help, despite being from an organization that doesn't officially exist).

Some groups love the sneaking. They enjoy dressing in black turtle-neck shirts and wearing tactical rigging with way too many pouches, pulling out various pieces of gadgetry to overcome nearly every obstacle. If that's how your players like to run things, allow Bureau 19 to make a delivery of gear for them to approach the farm, make sure silencers and infiltration kits are available. Also consider littering the forest around the facility with booby traps, trip wires, cameras, and other types of security in order to give the players the challenge they prefer.

Some groups prefer the fun of role-playing. Find a way to get them the intel they need to create convincing cover stories. Let them disguise themselves and talk their way in so they can investigate while being right under the noses of the Freedom Brigade militia, leaving no trace of foul play when they leave. With Thorn away from the training facility, a group of faux Freedom Brigade commanding officers from "the other training facility up north" might be believable. After all, Master Sergeant Thorne would have taken anyone with an ounce of intellect with him on his operation; those left behind may not be the sharpest tools in the shed.



## SECTION 03:

# STOPPING THE BRIGADE

The two trucks for the Brigade's mission are driving to New York City to detonate one of the trucks on Wall Street to take out as many people as possible, possibly even taking down buildings.

The plan is to get to just outside New York City, stop and soak the ammonium nitrate, arm the detonators and then drive the truck to Wall Street, where they plan on parking it in a busy area and triggering the detonation as they and the men in the other truck do some shooting in the confusion, then making their getaway.

The agents should be able to catch up. Be creative with the site where they do: a bridge in a wooded mountain road; a highway passing through an underpass where many innocents drive; going downhill and bullet fire takes out breaks in Truck 1; etc. This is the climax of the adventure, the rescue of Agent Dixon, and the defeat of the leader of the Freedom Brigade. Make it fun and cinematic.

### INVOLVING THE POLICE

When they learn of the trucks and the explosives, it might be tempting to just call the local authorities and let them take care of things. That's not a great idea; although the law can show up fairly quickly and blockade the road, they are not prepared to handle the firepower these revolutionists bring with them. Agents who take this approach will likely be made to feel responsible for a lot of dead or wounded state police or sheriff deputies.

It's also possible the Giovanni family's "ownership" of key local and state authorities comes into play here. Instead of the police stopping the trucks, dark sedans might try to stop the agents from catching up with the trucks!

**TRUCK 1** – This truck is obviously riding lower to the ground than the other, due to its heavier load. There are two militia members in the cab, dressed in civilian clothing, armed with semi-automatic pistols and with shotguns behind the seats.

The back of the truck is filled almost to the top with ammonium nitrate, and there are a couple of dozen 10 gallon fuel cans inside as well. There is a set of Semtex detonators buried in the pile of ammonium nitrate. Agent Dixon, beaten, drugged, handcuffed and manacled, is laid out atop the pile as well, and some large pieces of furniture have been placed at the very back of the truck, just in case the drivers get stopped for some reason by the authorities.

**TRUCK 2** – This truck is the troop transport. The two militia members in the cab are outfitted in a similar manner to the ones driving the bomb truck, but inside the truck are 18 militia members, outfitted in camouflage, and armed with an assortment of weapons, including three RPG's! Also in the back of this truck is their leader, Master Sergeant (as he calls himself) Thorne. The truck itself has been armored heavily and conventional bullets won't have any significant effect (unless targeting tires, etc.). Closable murder-holes have been installed in the truck at various locations to enable militia men to fire their weapons at enemies while not exposing themselves.

If things go badly, Thorne will try to escape as his men give their lives for "the cause," but if Master Sergeant Thorne is captured or about to be killed, he may decide to martyr himself for this cause by detonating his explosive vest or Truck 1 itself.

## CINEMATIC SUGGESTIONS

As this is the mission's final chapter, you might want to pre-plan for some cinematic contingencies:

**IF THORNE KNOWS THEY'RE COMING** – The agents should be able to catch up fairly well, but their approach might be known by Thorne (especially if they made a lot of noise and left survivors at the training facility). If this is the case, Thorne will destroy a bridge or overpass and ruin the agent's chances at conventional pursuit, requiring some stunt driving to get over or past the rubble. Of course, he left behind a group of six militia (one with an RPG) to deal with them.

**A TACTICAL RETREAT** – If you’d like this encounter to take up a lot of time, once the freedom brigade trucks are stopped (however the agents manage to do that), have half the militia members from the second truck fight while the other half (and Thorne) head into the woods alongside the road, in the direction of an old abandoned mill barely visible in the distance. The agents will have to deal with the first group before starting on-foot pursuit into the woods, dealing with ambushes from small groups, before reaching the mill where Thorne makes his last stand. This might turn this climax chapter into an entire session of play, if handled carefully.

**USING DIXON AS COVER** – Don’t forget the agent’s primary objective in this mission is to get Agent Dixon back. If Dixon is killed the mission fails, even if they manage to take down the Freedom Brigade. Use this as a cinematic hook; when things look bleak, consider having a standoff with Master Sergeant Thorne, holding Dixon as cover and threatening to detonate his vest if the agents don’t let him go.

**ENDANGERED INNOCENTS** – Thorne is a bad man. His followers are too. Don’t underestimate their capacity to harm innocent people in pursuit of their agenda. They’re travelling on a highway and that means innocent folks driving along. If Thorne had a bridge or overpass destroyed, that will likely turn the highway into a crowded parking lot. Threatening to kill civilians if the agents don’t drop their weapons is a classic villain tactic.

**THE VILLAIN’S MONOLOGUE** – Thorne is a revolutionary and might, if the situation warrants and time permits, want to give a classic villain’s monologue, explaining his cause while trying to convert the agents or justify his villainy:

“Too long has the wealthiest among us made the rules. They buy elections, buy legislation, change global politics, and hoard wealth for themselves. They covet the dollar as they mistreat those who build their vast empires for them. They have to be made to pay for their crimes, and nobody but us is willing to hold them responsible. Only Stavros differs; he shares our cause, and has given us the tools we need to make things right. We are just the first wave, the burden of our revolution will be picked up and carried by others long after we’re gone. It’s time to stop Wall Street from coveting tiny slips of green paper covered in the artwork of dead presidents who would have joined us in our revolution if they were alive today!”



## SECTION 04:

# WRAPPING THINGS UP

Hopefully the agents are able to stop Thorne and his crew without too much collateral damage. Unless they somehow blow up the truck with the ammonium nitrate, Agent Dixon shouldn't sustain much more damage than he already has endured, enabling them to return him to Bureau 19. If the agents learned about the involvement of Stavros, you could follow up this mission with *Operation Olympus Rising* immediately or after a few more missions have been completed.

### MISSION PAYMENT

The following table takes this mission's scope into account and is awarded to each player:

ACCOMPLISHED ACTIVITY .....	PAYMENT
Primary Objective: Agent Dixon rescued .....	\$4,000
Secondary Objective: Freedom Brigade was stopped/defeated .....	\$2,000
Bureau 19's involvement/existence was kept secret.....	\$1,000
Team showed unusual loyalty or teamwork.....	\$1,000
Team showed unusual innovation or cunning overcoming obstacles ....	\$1,000
Active Duty Pay (per day spent on hazard mission).....	\$1,000

### XP AWARD

In addition to XP for enemies defeated, don't forget to award each player 1XP per \$10 of mission payment they received from the table above.

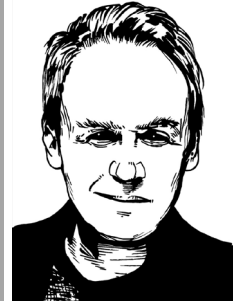


# APPENDIX

Print this section for use at the gaming table during your session.

## REGGIE CALIBARI – MOBSTER AND INFORMANT

<b>Armor Class</b>	7[12]
<b>Hit Dice</b>	2
<b>Total Hit Bonus</b>	+2
<b>Attacks</b>	Semi-auto Pistol (1d6) or Shotgun (1d6+3)
<b>Saving Throw</b>	17
<b>Special</b>	Call Backup
<b>Movement</b>	12
<b>Level/XP</b>	3/60



Reggie is a mid-level lieutenant for the Giovanni crime family. He doesn't have any moral qualms about his occupation and hasn't "switched sides," but doesn't like to see the Family aligning itself with terrorists. Agent Foxtrot pays him for intel, but knows what not to ask of him if he wants to keep his cover intact. Reggie carries a radio (normally muted) which he can use to alert all enforcers in the house of the presence of intruders. He will **call backup** in the first round of any encounter, while taking cover.

## LUANN STEVENS – MISTRESS TO REGGIE

<b>Armor Class</b>	9[10]
<b>Hit Dice</b>	½ (1-3 HP)
<b>Total Hit Bonus</b>	+0
<b>Attacks</b>	Small knife (1d6-2)
<b>Saving Throw</b>	19
<b>Special</b>	Surprisingly startling scream
<b>Movement</b>	12
<b>Level/XP</b>	1/15



Luann Stevens use to work in a jewelry store. Reggie, who likes to buy jewelry for his various women, got to know Luann well over the years. She has moved into the farm about six months ago. She's quite handsome, and is not only fully aware of but is completely fine with Reggie's profession, though she doesn't get involved. Although she doesn't carry around a radio, she has a **surprisingly startling scream** that can alert all enforcers in the house to the presence of an intruder.

## SYLVIA FREDRICKS – HOUSE COOK

Armor Class	9[10]
Hit Dice	½ (1-3 HP)
Total Hit Bonus	+0
Attacks	Butcher knife (1d6)
Saving Throw	19
Special	Resourceful
Movement	12
Level/XP	2/30



Sylvia Fredricks is a cook. She used to be a mafia thug whose skills seemed better suited in the kitchen. This is not a sexist comment; she is really good at cooking. Had she been born in different circumstances, she may have pursued it as a primary career. Sylvia enjoys her job, but is always trying to prove she's more than just a cook. If given the opportunity, she'll try to take down the agents with a large butcher knife. Sylvia is highly resourceful and will do surprisingly clever things with her surroundings, including hurling spices in the face of opponents to cause temporary blindness, using cover, or grabbing nearby objects to use as effective weapons. She is able to take one such **resourceful** action per combat round, in addition to any normal attack.

## ENFORCERS – GUARDING THE FARM

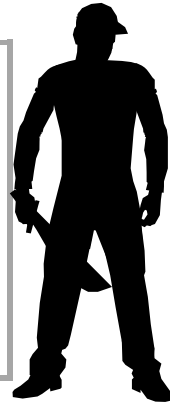
Armor Class	9[10]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Knife (1d6) or semi-auto pistol (1d6)
Saving Throw	17
Special	--
Movement	12
Level/XP	2/30



There are six enforcer-level mafia agents who work with Reggie at the farm. When he leaves the farm, they are his personal driver and muscle. They are quick to draw their pistols, which they probably hold sideways, and cuss a lot. Although more experienced, they're still not highly trained and won't coordinate their tactics with other enforcers. If any crop workers are present, they'll bark orders at them to try to control their tactics. This might make the crop workers more effective, or might confuse them as conflicting orders are barked at them.

## CROP WORKERS

<b>Armor Class</b>	9[10]
<b>Hit Dice</b>	½ (1-3 HP)
<b>Total Hit Bonus</b>	+0
<b>Attacks</b>	Machete (1d6), Cheap Revolver (1d6), or Shotgun (1d6+3)
<b>Saving Throw</b>	19
<b>Special</b>	--
<b>Movement</b>	12
<b>Level/XP</b>	1/15



The growing fields are manned and guarded by a group of 16 men and women of various ages who work the crops, dry the product and prepare it for distribution. They have an assortment of weapons, mostly revolvers and machetes, with a few shotguns available to them if they're alerted to an intruder presence and have the time to fetch them. Individually, these thugs are easily scared and willing to surrender, but as a group they grow bold and dangerous. They have radios but lack training and won't likely think to call for help or to raise an alarm if they see the agents.

## ROTTWEILERS

<b>Armor Class</b>	6[12]
<b>Hit Dice</b>	3
<b>Total Hit Bonus</b>	+3
<b>Attacks</b>	Bite (1d6)
<b>Saving Throw</b>	16
<b>Special</b>	Keen Senses
<b>Movement</b>	18
<b>Level/XP</b>	3/60



Reggie's farm has four Rottweilers able to be released if necessary. They are underfed, mistreated, mean, and often used in violent games. When the agents arrive they're likely just chained to posts in the yard near the main house.

When told to attack, they attack relentlessly. They have tasted blood before and the agents won't be able to just throw them a peppered steak and ignore them, as their hunger is not just for food. These dogs have **keen senses**, able to see in low light and can rack by smell. This and their quick movement rates makes them difficult to avoid if the agents are discovered.

## FREEDOM BRIGADE MILITIA

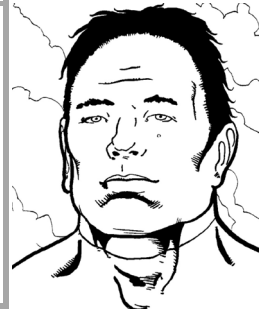
Armor Class	8[11]
Hit Dice	2
Total Hit Bonus	+2
Attacks	Submachine gun (1d6+1) or Knife (1d6-1)
Saving Throw	17
Special	Fearless
Movement	12
Level/XP	2/30



Freedom Brigade Militia are zealots who believe in their cause (bringing down the rich 1% and fostering an environment for middle-class and lower-class revolution) and are willing to die for it, though would rather kill for it. They are **fearless**, being immune to normal attempts to intimidate or frighten them to change their intentions. They carry automatic weapons and a long nasty knife. They are the basic army of their revolutionary leader Master Sergeant Thorne.

## MASTER SERGEANT THORNE

Armor Class	7[12]
Hit Dice	4
Total Hit Bonus	+4
Attacks	Automatic Rifle (1d6+2) or sword (1d6+1)
Saving Throw	15
Special	Fearless, Wired with Explosives
Movement	12
Level/XP	6/400



Thorne (actual name unknown) is a charismatic and intelligent man jaded by the world. He has taken his cause to a whole new level and has attracted like-minded (or easily-swayed) people to that cause. He believes dying for his cause will be a catalyst for change, though would prefer to kill for it. Similar to his militia, he is **fearless** and immune to any persuasive attempts driven by fear. Thorne is **wired with explosives** but will detonate himself only if he believes he's about to be killed or captured and not before. If he is killed before being able to do so there is a 25% chance he'll detonate it as he drops. Treat the explosive vest as 4 charges of plastic explosives: 4d6 explosive damage. If he is close enough to one of the moving trucks, it will cause the truck to detonate as well, causing tremendous damage in a large radius.

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# OPERATION BURNING PRESIDENTS

OPERATIVE JOHN DIXON (CODENAME FOXTROT) HAS GONE MISSING. HE WAS ENGAGED ON A CRUCIAL MISSION TRACKING DOWN CONNECTIONS BETWEEN AN ORGANIZED CRIME FAMILY AND A TERRORIST ORGANIZATION ACTIVE ON U.S. SOIL KNOWN AS THE FREEDOM BRIGADE. AS THE OPERATIVES TRACK DOWN DIXON'S LOCATION, THEY LEARN OF A PENDING PLOT THAT ONLY THEY ARE IN A POSITION TO STOP. IF THEY ARE TOO LATE, DIXON WILL SURELY DIE AND THE WORLD WILL WATCH POWERLESS AS PRESIDENTS BURN.



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