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## OPERATION: DRY COUNTY

BY CHARLES RICE

### INTRODUCTION

"Operation: Dry County" is a mini-adventure for RPGObjects' *Blood and Guts* adventure line. This adventure casts the PCs as members of the shadowy Task Force 121 and provides source material and a contact to allow the game master to continue the campaign.

### WHAT YOU NEED

*Blood and Guts*, *Blood and Guts: War on Terror* and *Blood and Guts: Soldiers* are all required to use this adventure. Other books that are not required but would be extremely useful are *Blood and Guts: In Her Majesty's Service* and *Blood and Fists: Modern Martial Arts*. This adventure can also be run without the above supplements simply replacing the NPCs with Soldier characters of a similar level.

### EPISODE 1: MORNING COFFEE

The PCs are sent a message through unofficial channels by a man they know only as "Jericho" or "Altman," a CIA contact in Iraq. Even Task Force 121 members that are CIA agents know nothing else of this mysterious contact. Jericho is in his late 50's and in good health. He has the look of CIA agents that cut their teeth playing paramilitary games with the Montagnards of Vietnam and in various Central American coups.

Assume that this is not the first time the PCs have dealt with Jericho and that they find him to be a reliable source. Like all members of Task Force 121, his relationship to the PCs is informal. He and the PCs are simply like-minded individuals out to free the Iraqi people, aid Coalition

forces, and kill terrorists wherever they find them.

The message simply says, "Jericho needs to meet, suggests coffee at the old al-Jamoun street coffee house, tomorrow 1100 hours."

Al-Jamoun Street is situated on the south bank of the Tigris River in one of Iraq's most popular neighborhoods. The coffee house in question is one the PCs have been to for meetings with Jericho before. It is run by traditional Arabs who mind their own business and has no name or sign to identify it. In short, the perfect place in which to discuss a potential mission.



When the PCs enter, Jericho will greet them with a hug and a kiss on the cheek, Iraqi style. He will speak only Arabic, and will talk low, frequently laughing despite the content of his words so that to the casual observer he and the PCs will appear to be exchanging pleasantries.

## EPISODE 2: FIREWATER

After pleasantries are exchanged and the PCs have been served some very strong Iraqi coffee, Jericho will begin his briefing,

*“Last Friday a Baghdad liquor store was completely destroyed by a RPG attack. This makes three liquor stores on three Fridays. Baghdad is one of the only Muslim countries that allow alcohol, much to the dismay of traditional Muslims who disdain the drinking of alcohol. Friday is a day when most Muslim businesses close and is intended for quiet contemplation of Allah, not unlike Sunday in the Western world. Friday is also the day those who want to have a little party on the weekend like to buy their hooch. Someone is letting these local entrepreneurs know their capitalist spirit is not appreciated every Friday. The results of these attacks are that more and more of these shops are indeed closing on Friday. However, the Agency thinks these attacks are an entrance onto the main stage by a new player in the global terror show. We need to capture some of these attackers for interrogation. What do you think?”*

If the PCs decline Jericho’s offer he will warmly embrace them one more time and disappear into the Baghdad afternoon. They will not see him again for quite some time (and will find Task Force 121 offering them far fewer missions in the future).

If the PCs accept the offer, Jericho will give them a drop point where they can pick up some Iraqi

Dinars with which to bribe a local storeowner and an abandoned building on the river where they can meet him to interrogate the prisoners after the operation. Jericho doesn’t think they will be able to get one of the owners to stay open, but he does think they will be able to get the keys and be able to run the store themselves for the day.

Jericho’s information on the previous attacks is slim but he will tell the PCs what he knows. The attacks have been fairly sophisticated with the attackers split into a surveillance team and a hit team. Namely that the stores have been cased for several hours, with an attacker possibly coming in to look around or even buy something. Then, at the right moment (preferably when the shop is filled with customers) the hit team will join the surveillance team and hit the store with the RPG.

The two teams will then depart along a prearranged route and be out of Baghdad by the time the police arrive on the scene. Jericho advises the PCs to wait for the hit team to arrive, as he believes they are higher up this new organization’s “food chain” and will make the best candidates for interrogation.

## EPISODE 3: TROJAN HORSE

The PCs will be flatly denied any attempt to keep the owner in the store on a Friday. The PCs can bribe the owner of the shop to take his family on a holiday for a couple of weeks on a Diplomacy check (DC 15). The small pouch given them by Jericho contains 2,000 Iraqi 20,000 Dinar notes (this is about 20,000 dollars American currency). The amount of money in the pouch is more than sufficient to bribe any of the larger storeowners, although the PCs are welcome to haggle with the storeowner for a lesser amount (in fact the owner himself will expect it, and if the PCs simply offer him the entire pouch will almost certainly counteroffer asking for more).

In fact if the PCs end up giving the store owner more than half the amount of Jericho’s pouch, he will

tell them that the shop is theirs and they will never see him again. Until Iraq becomes “more stable” he has been looking for a new line of work that makes him less of a target and the PCs have now given him the means to open a new type of business. What they do with their new business is up to them (and the game master), whether they use it this one time or seek to use it as a front for future operations.

## EPISODE 4: SURVEILLANCE TEAM

Around 1800 hours on Friday if a PC is in the store posing as the proprietor he will have a chance to spot a suspicious character come into the store on a Spot check (DC 15). He will look around for a few minutes then buy a bottle of cheap, homemade Iraqi Gin. If the PCs hire a local to run the shop for them and are watching from outside they will have no chance to notice this person as suspicious and an ordinary or NPC will not notice anything unusual.

Between 1830 and 2000 hours, PCs outside the store will notice the same car driving by at a relatively low rate of speed every half hour on a Spot check (DC 15). On a more difficult Spot check (DC 20) PCs outside the store will notice the suspicious character who was in the store is in the back seat of this car (there is only a chance to notice this if the PC inside the store made his Spot check and communicated the identity of the suspicious person to the PCs outside the store). Only PCs outside the store have a chance to notice the car casing the store out, PCs inside are too distracted and have a hard time seeing out onto the dark Baghdad streets.

This second surveillance team in the car has a specific job: they are looking to see if anyone *else* (like a team of paramilitary operatives such as the PCs) is watching the store. The surveillance team has a Spot skill of +5 and will notice the PCs on an opposed roll. The skill the PCs will use to oppose the surveillance team depends on the method they are using to case the store: if the PCs are disguised as

locals but otherwise in plain sight it will be Disguise, if they are watching the store from a blind or from the top of a nearby building it will be Hide and so forth.

If the surveillance team spots the PCs they will round the corner and fire a blue flare into the sky. They will then gun the engine and attempt to escape into the Baghdad night. The attack on the store has been cancelled and the PCs will have to chase down the surveillance team's car if they want any information from the operation at all.

## EPISODE 5: HIT TEAM

Assuming the operation is not called off, at 2000 hours the surveillance team will pass by the store one last time. If everything still seems ok they will round the corner and fire a red flare into the sky. This will signal the hit team to head for the store. The hit team consists of six men riding three motorcycles. The first two motorcycles carry a driver and a gunner armed an AK-47 and serve as a protective screen for the third motorcycle, which carries a driver and a gunner armed with a RPG (stats as a LAW).

## EPILOGUE

### IF THE PCS FAIL

If the PCs are spotted by the surveillance team they will have to try a chase through confusing Baghdad streets against targets who know the city *far* better than they do. This will likely result in the PCs have no leads at all for their efforts. Likewise if the PCs fail to capture any of the hit team (either because they were too trigger happy and killed them all or just unlucky and all the terrorists escape) they will again be at a dead end with few leads to follow. If this happens the GM can either allow the PCs to try an ambush in the next week or two or have an NPC provide them with a lead to where the hit team is staying, allowing the PCs to conduct a raid and attempt to capture their targets.

## CONTINUING THE ADVENTURE

If the PCs are successful The prisoners will be turned over to Jericho and their compatriots in Task Force 121 for interrogation and debriefing. There they will be processed and sent to prison at Guantanamo Bay, Cuba. The GM may use their involvement with Jericho and the information gleaned from the captives as the source of continuing adventures. One logical step from this adventure would be the investigation of the supplier of the weapons to the Insha Allah insurgents. Perhaps an underground railroad brings in weapons from Jordan or Saudi Arabia and the PCs must intercept the next shipment.

## NPCS

### JERICO ALTMAN

Jericho Altman was born Jerry Luchesi in Hoboken, New Jersey. As a member of a local gang he gained such notoriety for his fake ID sales that he was recruited into a local small-time Mafia family, where he moved from allowing high school kids to buy beer to passports, checks and green cards. After witnessing the torture and execution of a friend at the hands of his employers Jerry turned state's evidence and was placed in the witness protection program, where he was a model participant for four years, earning his GED and then a college degree in International Affairs (Pre Law).

When Jerry learned that Santucci, his former employer, was still looking for him he suddenly felt less than safe in Witness Protection and decided a deeper cover was called for. Plans for law school forgotten, Jerry used forged identification and smooth language to talk himself past three checkpoints at the offices of the Central Intelligence Agency in Langley, Virginia. When he was detained he immediately told the agents sent to question him his real reason for being there: to join the CIA.

Considered a model agent, Jerry, now Jericho, is a master at getting agents in and out of countries where they are not welcome. His passports hold up to the highest scrutiny and he is fluent in over a dozen languages. With his fluency in Hebrew, Arabic, Farsi and Pashto, Jericho has been working for what would become Task Force 121 since September 12, 2001.

**Jericho Altman (Charismatic Hero 3/Smart Hero 1/Field Agent 8)** CR 12; Medium-size humanoid; HD 12d6+12; HP 54; Mas 12; Init +2; Spd 30 ft; Defense 19, touch 19, flatfooted 17 (+0 size, +2 Dex, +7 class); BAB +5; Grap +4; Atk +4 melee (1d4+1, Knife), or +7 ranged (2d6+0, Glock 20); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Central Intelligence; SV Fort +5, Ref +8, Will +6; AP 10; Rep +0; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 17.

**Occupation:** Criminal (Disguise, Forgery)

**Skills:** Bluff +18, Diplomacy +16, Disguise +18, Forgery +19, Gather Information +16, Intimidate +9, Knowledge (Behavioral Sciences) +6, Knowledge (Civics) +8, Knowledge (Current Events) +15, Knowledge (Streetwise) +8, Search +4, Speak Language (Italian, Arabic, Russian, Spanish, Mandarin, Farsi, Greek, Cantonese, Pashto, Hindi, Japanese, Hebrew, Korean, German, French, Turkish), Hide +6, Move Silently +6, Knowledge (tactics) +6, Read/Write Language (Italian, Arabic, Russian, Spanish, Mandarin, Farsi, Greek, Cantonese, Pashto, Hindi, Japanese, Hebrew, Korean, German, French, Turkish), Computer Use +8

**Feats:** Armor Proficiency (light), Deceptive, Low Profile, Meticulous, Personal Firearms Proficiency, Urban Warfare, Desert Warfare, Task Force 121, Defense Language Institute

**Talents (Charismatic Hero):** Fast-Talk, Coordinate, Linguist

**Possessions:** Glock 20, 2 clips, Disposable Camera, Forgery Kit, numerous fake IDs in multiple languages (fixed to back of Disposable Camera with a silver



tape almost identical to the backing of the camera- requires a Search DC of 20 to notice if the camera is examined- the camera will typically contain snapshots of local tourist attractions as a cover but Jericho will leave 5 pictures untaken should he see something that his superiors need to see)

**Hit Team (Strong Hero 3/Guerilla 3)** CR 6; Medium-size humanoid; HD 6d8+0; HP 28; Mas 10; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +5; Grap +7; Atk +7 melee (1d4+4, Knife), or +8 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ see below; AL Insha Allah; SV Fort +4, Ref +5, Will +4; AP 1; Rep +0; Str 15, Dex 14, Con 10, Int 12, Wis 14, Cha 8.

**Occupation:** Military (Demolitions, Drive)

**Skills:** Craft (structural) +4, Demolitions +7, Drive +5, Knowledge (Current Events) +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Repair +4

**Feats:** Personal Firearms Proficiency, Weapon Focus (AK-47), Home Turf (Baghdad), Conviction (goals of Insha Allah), Exotic Firearms Proficiency (RPG), Drive By Attack, Point Blank Shot

**Talents (Strong Hero):** Melee Smash, Improved Melee Smash, Guerilla Warfare (Home Turf bonus +1), Suicidal Attack +1

**Possessions:** AK-47, 2 clips, Motorcycle (use the stats for the Harley FLSTF), one RPG (use the stats for a LAW)

## ORGANIZATIONS

### TASK FORCE 121

The unofficial name (this group has also been referred to as Task Force 5 in Afghanistan and Task Force 20 in Iraq) for an elite group comprised of Special Forces, Delta Force, SEALs and agents of Central Intelligence, Task Force 121 takes on missions even more challenging (and dirty) than those given to other special operations units. Arab-speaking soldiers and

intelligence agents, Task Force 121 is notorious for entering countries in civilian dress (often without the knowledge or consent of the government of that country) and moving on intelligence without contacting superiors when speed is of the essence.

Units like Task Force 121 have existed for longer than there has been a Central Intelligence Agency. The precursor to the agency, the Office of Strategic Services frequently found itself operating behind enemy lines with special operations groups including the British Commandos, the French Maquis and the American Rangers. In the conflicts after World War II the newly formed Central Intelligence Agency frequently worked with special operations forces, particularly in the Vietnam conflict when participation in so-called “paramilitary” operations was considered a badge of honor by the Agency (in the words of an agent of this period “Until you’ve eaten with a Montagnard you are not a real agent”).

Today as the War on Terror becomes a paramount concern special operations forces and intelligence agents seem to be working hand in hand once again. This group is largely responsible for the capture of Saddam Hussein in Iraq and is heavily involved in the hunt for Ossama bin Laden in Afghanistan. Agents of Task Force 121 have also been operating in the Horn of Africa (including Somalia) for well over a year and have conducted official and “unofficial” missions in Somalia on numerous occasions.

If possible information on these missions are kept from media attention as they could harm the reputation of both Central Intelligence and Special Operations Command or (perhaps worse) cause Congress to add restrictions to these agencies ability to work together or even reduce their budgets. Missions include, but are by no means limited to: assassination, reconnaissance and “snatch” mission (the kidnapping of an individual either for arrest or interrogation).

During the hunt for Saddam Hussein, members of

Task Force 121 used cash, green cards and threats of physical violence to “convince” former members of Hussein’s regime into divulging information about his hiding places and potential whereabouts.

Following the capture of Hussein this group turned their attention to capturing terrorist leader Abu Musab al-Zarqawi, a leading al Qaeda operative whose capture or elimination has been placed on a par with Osama bin Laden’s. The closest the unit has come to capturing Zarqawi was in Falluja. However by the time they arrived at the city he had disappeared.

The willingness (and indeed necessity) of this group to act autonomously, with little or no contact with superiors was described by author James Dunnigan as “playing speed chess in the dark- when an opportunity appears you determine where the enemy is and go for the throat”.

### ELITE UNIT: TASK FORCE 121

You are a member of the secretive Task Force 121.

**Prerequisite:** BAB 5+, Speak Arabic, Urban Warfare, Desert Warfare

**Effect:** +1 Morale bonus to hit and to any Saving Throw to resist any of the following: fatigue, hunger, torture, brainwashing, fear, combat fatigue, and intimidation; Terrain Specialization (increases the attack and skill bonus from Urban and Desert Warfare by +1).

### INSHA ALLAH

**Note:** Although this information is presented in the format of the other organizations in War on Terror the PCs have no chance to know this information before they progress through the adventure since Insha Allah is a completely new player on the world terror scene.

The central antagonists in Spillover will be members of this new, radical extremist group. Insha Allah means “the will of God” and is a very common Arabic phrase usually used to denote the future (in other words everything to come is the will of

God). The name thus serves three purposes for the organization: it is common and attracts little attention even when used in open conversation, it links the organization to God and shows that the organization will write the future (of Iraq as a Muslim theocracy like Iran).

Spillover will introduce the PCs to the two leaders of this fledgling terrorist organization: Sheikh Abbas Manawi and Samir Mohammed az-Hakim. Manawi is the group's spiritual leader while az-Hakim, a Jordanian billionaire serves as the group's financier.

**Holy Wars:** United States Military (especially Iraqi presence), moderate Iraqis, Israel.

**Operatives:** Iraq, Saudi Arabia, Jordan, Syria (despite a widespread presence in the Middle East there are many areas even there where this group has no presence- it is particularly disliked in Egypt and will have a hard time gaining any ground there).

**Size:** Small

**Home Base:** Baghdad, Syria (the organization's main training base is located here)

**Cells:** Saudi Arabia, Jordan

**Financial Resources:** +25 (backed by a Jordanian billionaire, with equipment and training provided by the government of Syria)

## FIELD AGENT

The field agent is a member of an espionage agency such as the CIA or the KGB. While these agencies employ numerous analysts, informants, moles and so forth the field agent is the edge of the knife, the character sent in when things are expected to get rough.

### REQUIREMENTS

To qualify to become a field agent a character must meet the following criteria (the quickest path into this class is through the Charismatic Hero basic class).

**Skills:** Gather Information +6, Bluff +6, Disguise +6

**Feats:** Deceptive

### CLASS INFORMATION

The following information pertains to the Field Agent advanced class.

**Hit Die:** 1d6

**Action Points:** 6+ one-half character level, rounded down, every time the character gains a new level in this class.

**Class Skills:** The field agent's class skills (and the ability for each skill) are: Balance (Dex), Bluff (Cha),

Climb (Str), Craft (chemical), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (civics, current events, streetwise, tactics) (Int), Listen (Wis), Move Silently (Dex) Search and Sense Motive (Wis)

**Skill points at each level:** 7+Int. modifier

### CLASS FEATURES

All of the following are features of the Field Agent advanced class.

**Wetwork:** The field agent is an expert at eliminating targets quickly and quietly. He gains the listed bonus to attack rolls anytime he attacks a target deprived of his Dexterity bonus due to being surprised, flat-footed or flanked.

**Silent Kill:** The field agent gains the listed damage bonus against surprised, flat-footed, or flanked targets. If the victim of this attack is surprised and fails a Massive Damage Threshold Saving Throw, the character is eliminated in complete silence, requiring a Listen check (DC 30) for any nearby guard to notice something amiss. At the GM's discretion, in Gritty or True Grit campaigns (see the new combat rules in *Blood and Guts* for definitions of these terms), Ordinaries may not receive a MDT save against this attack. See the d20 Modern Core Rulebook for the definition of an Ordinary.

**Liquidator:** At this level the field agent is one of the very best at what he does and adds his Wetwork bonus to all Initiative checks. This bonus stacks with any other initiative bonus the field agent might receive.

**Bonus Feats:** Alertness, Armor Proficiency (light), Attentive, Combat Expertise, Combat Martial Arts, Commando Training, Defensive Martial Arts, Drive By Attack, Frightful Presence, Improved Initiative, Low Profile, Meticulous, Personal Firearms, Stealthy and Trustworthy

TABLE 1-1: THE FIELD AGENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+0	+1	+1	Wetwork +1	+1	+0
2 <sup>nd</sup>	+1	+0	+2	+2	Silent Kill +1d6	+2	+0
3 <sup>rd</sup>	+1	+1	+2	+2	Bonus Feat	+2	+0
4 <sup>th</sup>	+2	+1	+2	+2	Silent Kill +2d6	+3	+0
5 <sup>th</sup>	+2	+1	+3	+3	Wetwork +2	+4	+1
6 <sup>th</sup>	+3	+2	+3	+3	Silent Kill +3d6; Bonus Feat	+4	+1
7 <sup>th</sup>	+3	+2	+4	+4	Liquidator	+5	+1
8 <sup>th</sup>	+4	+2	+4	+4	Silent Kill +4d6	+6	+1
9 <sup>th</sup>	+4	+3	+4	+4	Bonus Feat	+6	+2
10 <sup>th</sup>	+5	+3	+5	+5	Wetwork +3; Silent Kill +5d6	+7	+2

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