
BLUE ON BLUE

A CONSPIRACYX 2ND EDITION ADVENTURE BY MARCUS D. BONE
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Blue on Blue [phrase]: An incidence of friendly fire, an inadvertent firing toward one's own or otherwise friendly forces.

OVERVIEW

BLUE ON BLUE is a short adventure designed to bring together a brand new AEGIS Cell. It can be set in any urban location, with any number of players, and should probably only take one or two sessions of play to complete.

In this story, the agents are called in to investigate why another cell has suddenly gone quiet, and in the process ensure no breaches in the bodyguard of lies has occurred. As written, this scenario highlights only core events, actions and outcomes of the character's investigations, with all the intervening details left to the Chronicler to determine.

STRUCTURE OF THIS SCENARIO

This scenario is divided into a number of sections, each of which provides details of either the plot's set-up or events/actions that might be undertaken during the playing of the game.

- **Chronicler's Background:** This provides an overview of the adventure and the key antagonists. It includes details of the player-character's targets in the scenario, as well as a timeline of events that have occurred leading up to the beginning of the adventure.
- **Initiating the Operation:** This is the background provided to the characters as they start their investigation. It outlines the mission's goals and provides some initial clues to be followed up on.
- **Actions and Reactions:** As with all good stories, there are a number of individuals and parties at play in this scenario. This section details some of those key to the investigation, their goals and the actions they will undertake with or without interacting with the player-characters.
- **Incidental Discoveries:** Thought not specifically central to the story these leads, items and events can be used to add additional complications to the scenario.

- **Ongoing Investigations:** This section details possible events and actions initiated by the agents in their investigation.
- **The Wrap Up:** The suggested conclusion of the adventure as it may be played out. How successful the characters are in achieving this outcome depends on their actions during play.

CHRONICLER'S BACKGROUND

Cell Makepeace has gone silent. Usually an active and efficient team, this group of individuals – sourced primarily from the Bureau of Intelligence and Research (INR) - has seemingly suddenly vanished from the face of the Earth. As one might expect this make Aegis Prime very concerned, not knowing whether the cause is the result of some attack or simply the need for the cell to lay low. As such they have arranged for OpTac (the Operations and Tactical Bureau of Aegis) to form a new cell in the city and discover what has happened to Makepeace.

This is where the characters come in, and as they will soon discover, the truth is worse than anything anyone might have believed. Cell Makepeace is no more, at least in an operational sense.

About a month ago, **Glynis Rhodes**, an INR lead analyst, and Cell Makepeace's team leader, began to believe that the group had a double agent in its midst. These suspicions were initially based on minor coincidences, a missing file that suddenly reappeared or an odd change in the routine of the team's current subject of interest **John Harden** (a State Department mid-tier bureaucrat who seemed to have ties with the National Defence Directorate). Given the closeness of the team, however, she naively put these events down to simple coincidence, a decision that has haunted her ever since. Nine days ago, during a 'sweep' of Harden's office, the cell encountered a heavily armed team of National Defence Directorate agents. This encounter did not go well, and one of the cell – **Angela Walker** – was killed during the ensuing firefight.

Swiftly disbanding Cell Makepeace went into overdrive to clean up their activities and disappear. But just as quickly

the NDD moved to shut them down permanently, using their inside contact to locate and kill another Makepeace operative **Jim Powell**. Powell's death put the cell into a panic, with its remaining five members openly accusing each other of being the traitor.

Rhodes took the murder of Powell harder than the others – he was both her closest friend and an occasional lover. With the team now compromised, and a risk that the double agent would find their way to other Aegis contacts, Glynis activated the Blue on Blue protocol; the violent termination of the entire cell. Over the following week, she was able to find the whereabouts of two of her former colleagues - **Hal Westbury** and **Jennifer Cruz**. Unable to determine in any way if either of these two were the traitor, she took the uneasy step of eliminating each one – justifying her actions as both what was best for Aegis and that it was no worse than if NDD found them.

The other Cell Makepeace operatives - **Art Brackenridge** and **Dominic Saunders** – were harder to find, both enacting, what Rhodes believed, were 'return to home' processes i.e. attempting to alert Aegis Prime of the cell's fate. Something Glynis wants to ensure never happens.

ABOUT CELL MAKEPEACE

The following details the current state of all the member of Cell Makepeace, as well as a bit of background on their activities and civilian responsibilities. Most of this should be made available to the team as they begin their own investigation.

CELL OPERATIONS

Cell Makepeace was a unique group specialising in observing State Department operations and personnel with a particular interest in eliminating leaked Aegis information. In a practical sense this made the cell a non-combat team, who covertly reviewed state secret data (both personal and governmental) and observed high ranking meetings (from with or without) looking for anything that would threaten Aegis' role as the bodyguard of lies. Until the events of the last weeks, any such compromises would be removed through either the elimination of the data, or, if required, the escalation to sister cells for direct action (this rarely needed to ever happen – Makepeace mainly dealt with overwork, underpaid public servants who happily moved to the next task rather than think about the disappearance of this fact or unrepresented paper).

CELL MEMBERS

The original Cell Makepeace team was made up of three Bureau of Intelligence and Research personnel – Rhodes, Powell and Brackenridge. As is part of a cell leader's responsibilities, Glynis added four others to the team over the years – Saunders, Cruz, Westbury and Walker – all of whom Aegis Prime has no official record. As per operating procedure, none of the team had any close family, and all had a good understanding of their responsibilities to Aegis.

GLYNIS RHODES

A senior INR analyst who has worked for the department for almost two decades, Glynis fought long and hard to earn the respect by her managers and colleagues. Although little more than an office bureaucrat by training, over the years she has grown into the leadership of Makepeace Cell, becoming a confident and decisive cell head. Unfortunately it was the same pride and confidence that resulted in her failure to initially escalate the suspected breach of the Cell, and now it's her shame and anger that sets her on a road to destruction.

Description: Glynis is a short, slightly overweight woman of Dutch descent in her early 40s. Ten years divorced, she has had no contact with her Ex and they had no children (both being career minded). A senior in her role, she is well respected by her colleagues and small group of friends. If pushed, those that know her would say that she can be quite pushy and self-centred at times, with no capacity to suffer fools or idiots.

Current location: Rhodes is currently holed up in a dive of a motel room as she attempts to locate Brackenridge and Saunders. If she discovers that others are investigating Makepeace she will be reluctant to reveal herself, although may look to use the group to assist her in eliminating her previous cell mates.

See the section on Agent Rhodes, below, for more information on Glynis and her interactions with the party.

JAMES 'JIM' POWELL

A Bureau of Intelligence and Research field agent with extensive experience abroad, James acted as the covert mission lead of the Cell. Forming a close friendship with Rhodes, the two built Makepeace from the ground up. After the interception by the NDD team, Powell felt responsible for Walker's death, and it was his desire for some sort of revenge saw him rashly attempt to alert the cell to the inside man.

Description: An athletic African-American, in his late 30s, Jim (as he is known to his friends) is a quiet and generally well-like man. Those that knew him would say that he was one of those individuals who always exuded confidence, and was good at anything he put his mind too. Never married, he seemed to enjoy the life of a bachelor and the opportunities that presented.

Current Location: Powel was killed by the NDD Clean Up team at his home shortly after sending out the secure communication.

ARTHUR 'ART' BRACKENRIDGE

A mid-level Bureau of Intelligence and Research analyst, Arthur was the first operative after Powell to be recruited into the team. With a specialization in cryptography, he has been key in ensuring Cell Makepeace has been able to access encrypted communication and files from their targets over the years. Unfortunately, these skills have also been his undoing, and during the early stages of investigation into Harden, his attempts to access a private server were detected. This alerted Harden to the Cell's interest in him and in turn allowed his contacts in the NDD to track down the analyst. Instead of directly eliminating Brackenridge, however, they instead attempted to turn him into a double-agent. This resulted in him providing the NDD with key Makepeace data as well as alerting them to the Cell's activities.

Description: A tall lanky man in his mid-30s, Brackenridge is one of those sorts of people you either love or hate. With a wacky sense of humour is seen as the life of the party, and readily made 'friends'. Those close to him know that he also has a definite serious side, one that gave you confidence when he finally got down to business. A serial monogamist, he was living with his current girlfriend Patricia-Rose Turner.

Current Location: Fearing for his life, Art is currently hiding out under an assumed name and looking for any way out of his predicament. He has the only copy of Makepeace's data records and it is hoping to leverage these with any party to ensure his survival.

See the section on Brackenridge, below, for more information on his actions during the scenario.

DOMINIC SAUNDERS

The most recent member to join Cell Makepeace, Saunders is a programme developer and co-ordinator within the State Department. He has little real knowledge of either Aegis or Black Book and wasn't present at the

shootout at Harden's office, although he knows of the events that took place.

Description: A recent graduate from Brown University, Dom is a typical 'all American' boy with the good looks to boot. In reality he quite a shy individual, who has lead a bit of a sheltered life prior to taking up his current role. He is out of his depth in the current predicament he finds himself in.

Current Location: Saunders is currently awaiting contact from Aegis at the home of his late Mother. He is likely to be Rhode's next victim in the whole sorry incident if the players do not locate him first.

More information on any potential contact between Saunders and the characters is provided below.

JENNIFER CRUZ

A one-time marine and commercial helicopter pilot, Walker acted as the team driver and go between. Officially drawing an armed forces disability pension, the result of an IED attack in Iraq, she was the only member of the Cell who had no direct connection the State Department.

Description: Despite being only in her early 30s, Cruz had already seen more action and adventure than most people twice her age. The only daughter of recent Salvadorian refugees, she found herself driven to do the best she could to live up to her Father's expectations, a trait that has often tarred all of her personal relationships.

Current Location: Just over 24 hours ago, Cruz was run down by Rhodes in quiet downtown parking lot. Her body is current at the city morgue, where local law enforcement is undertaking to investigate the circumstances around her death.

Further notes on Cruz's death and the outcomes can be found below.

HENRY 'HAL' WESTBURY

Hal was the 'face' man of the team, utilising his skills as an ex-FBI agent to investigate and gather intelligence about the Cell's targets. Westbury had become friendly with Powell during his time as an interagency liaison, and was added to the Cell only a year ago.

Description: A non-descript male in his late 40s, Hal had a way with individuals of all genders. It was not that he was either good-looking or even physically attractive; rather he had a rare ability to connect with anyone he spoke to. Like many of the Cell, Westbury lived alone and had few close friends.

Current Location: About four days ago, Rhodes lured Westbury back to the Cell's Headquarters, and, after an intense confrontation, was shot dead by his team lead. His body remains where it lays.

ANGELA WALKER

A field agent colleague of James Powell, Walker was brought into Cell Makepeace to increase the team's covert skills. She was good at her job, but was shot dead in the initial confrontation with the NDD Clean-up Team.

Description: Born in the US to British parents, the young Walker was seen as something of an up and coming field agent with the INR ranks. While only in her late 20s, she was already being assigned lead agent responsibilities. Although officially single, Walker had recently begun to date Grace Whitby, a slightly younger woman who works as a clerk in a local bank.

Current Location: After her death, Black Book undertook to remove any evidence of Walker's existence and it is unlikely the investigating characters will ever find where she was disposed.

SCENARIO TIMELINE

The following timeline provides an overview of the events that have already unfolded and those that will occur without the interference of the characters.

- **Up to one month ago** – Glynis Rhodes begins to suspect that her Cell has a leak. This is confirmed when key information 'left unsecured' vanishes from their Headquarters and later returns. With her pride at stake she fails to alert OpTac of her suspicions.
- **Three weeks ago** – Art informs the group that one of their targets, John Harden, a State Department middle manager, may have initiated contact with suspected NDD agents. Thinking that this might provide leads to the mole, Rhodes initiates planning of a raid on the official's office in an attempt to collect any corroborating data.
- **Nine days ago** – The cell's covert operatives, led by Powell, insert themselves into the John Harden's State Department office on what is meant to be a routine swept and gather mission. The group is intercepted by a group of armed NDD agents who kill Walker in the ensuing fire fight. The surviving cell members (including those who didn't physically undertake the raid) scatter.
- **Six days ago** – Powell contacts Rhodes and together they agree that the encounter with NDD was no

accident. Although they have no idea who the double-agent might be, they decide to alert the rest of the team (using emergency protocols) to trust no one. Unfortunately this messaging is intercepted by the NDD and they track Powell back to his home, where he is killed resisting capture.

- **Five days ago** – Rhodes, again attempting to locate Powell, discovers his body at his home. This discovery pushes Glynis over the edge and she swears to plug the leak in the Cell herself.
- **Four days ago** – Rhodes locates Hal Westbury and lures him back to the Cell's HQ. With paranoia running high, the questioning between the two is intense, and when Hal draws a gun after feeling threatened, Rhodes shoots him dead. She now starts to think that the entire cell might have been compromised and decides that the termination of all her ex-team members is the only solution.
- **Three days ago** – Brackenridge also returns to the Cell HQ, and begins to extract all important data from the site's mainframe. During this exercise he discovered Hal's body, and terrified flees with the extraction not fully completed.
- **Two days ago** – After failing to contact Aegis Prime, Rhodes locates the whereabouts of Jennifer Cruz, and in an attempt to question her, accidentally runs her down and kills her.
- **Today** – Rhodes' sanity is on a knife edge...

INITIATING THE OPERATION

The character's cell is activated in the early hours of a Monday morning. Cell Makepeace has now failed to report in 48 hours after its last previous contact window (Rhodes made fortnightly intelligence drops at a local private Post Box or via secure phone lines), and an investigation is authorised. Although it is likely that the characters are new to Aegis, it is deemed that the mission is of low enough risk to act as a good initiation – besides if Makepeace has been compromised activating a new Cell in the city is vital.

After a briefing covering the salient points of the Chronicler's Background above, the agents are directed to:

1. investigate the cause of the Makepeace's silence;
2. extract any vital cell records for safe keeping; and

- if the team has been compromised, they are authorised to locate and bring home any survivors for debriefing.

To assist in their investigations they are also given the following:

- The names of Glynis Rhodes (as Cell lead), James Powell (as deputy), and Art Brackenridge, all of whom are employed within the Bureau of Intelligence and Research (INR) arm of the State Department. It is noted that as a fully independent Cell, Rhodes has the authority to initiate new members at her discretion, and it is likely that a team of at least 4 or 5 is now in place.
- The home and work addresses (as well as contact numbers) of Glynis. None of these have been successful to date, with both her home and work having been scouted by local law enforcement (under false pretences). As far as anyone can tell Rhodes has not been at either for at least a week.
- The location of the Cell's Headquarters. This is a nondescript industrial unit near the edge of the city's commercial district.

The newly minted Cell is expected to report 4-hourly to Aegis Prime, and the agents are provided with numerous ways of making these updates. No additional support is available during the mission, although the team is expected to make their own decisions around safety and escalation.

USING LOCAL CHARACTERS

It might be appropriate that the new Cell is made up of locals to the area, although this is not necessary. If local characters are used, the Chronicler is encouraged to provide them with insider knowledge as to the information or locations they might encounter (i.e. contacts in local law enforcement might make finding Cruz easier, etc.).

ACTIONS AND REACTIONS

The player characters are not the only group after Glynis Rhodes and the remainder of Cell Makepeace. As the adventure unfolds the parties mentioned here will also be progressing their own investigations, actions that can be either a help or a hindrance to the Aegis team.

NDD CLEAN-UP TEAM

The National Defence Directorate do not take too kindly others snooping around their activities, nor do they appreciate Aegis investigating their agents. As a result of Makepeace's activities, an NDD Clean-up team has been dispatched to eliminate any Aegis operatives that might threaten their link of intelligence. Having both successfully turned Brackenridge and killing Powell, the team continues its hunt in the city and will not rest until they know they have completed their assigned task.

Disposition: The Clean-up team consists of six well-trained and well-armed NDD agents who have access to military-grade weapons and equipment. Based at an airfield warehouse, they can be rapidly deployed – via van or helicopter – to any nearby location.

Use: The NDD team are a wild card that the Chronicler can use at any time in this scenario. They have the eyes and ears on all of Makepeace's cell member's known addresses and will follow up any worthwhile leads. The team isn't into making rash decisions or attacks and where possible, will tail the characters in hope they will lead them to their targets.

THE POLICE INVESTIGATION

While the local police department may become involved in this adventure in a number of ways, the investigation into the hit and run death of Jennifer Cruz is the most obvious. If the agents begin to look into these events around Cruz's death too closely, the detective assigned to the hit and run might become suspicious of the group and its actions.

Disposition: Depending on the location in which this scenario is set the local police department could have a variety of resources at its disposal. While it is unlikely that these will be deployed against the agents, in the most extreme of circumstances, the officers and detectives of the department are not easily swayed from their duty.

Use: The Police can be used in a number of ways, to both act as an annoyance, as well as keep the group from acting overtly in their investigation. They might also be used as 'friendly' support in the right circumstances.

AGENT RHODES

As detailed early, Glynis is driven to undertake what she thinks is the only solution to her current predicament, the complete termination of her cell. On the verge of a mental

and physical breakdown she will let no one – not even other Aegis agents – get in the way of her goal.

Disposition: Glynis should be played as a paranoid operative who doesn't know who to trust. Her actions have set on a path of self-destruction and there is little chance she will find any redemption (she no longer has a job, Aegis has disowned her, and she is soon to be wanted for multiple murders). It is unlikely that she will trust anyone else, even if they enact appropriate Aegis protocols, and is probably just as likely to attempt to kill the agents as she is reveal to them the truth.

Use: Rhodes might be one step ahead of the team, or one step behind, and acts as the ultimate spoiler to the agent's investigation. No matter what her actions, she will refuse to allow the agents to extract either of the surviving operatives, not while she still draws breath anyway.

BRACKENRIDGE

Almost as paranoid as Rhodes, Brackenridge does not stay in any single location for more than a day, constantly using various fake identities to stay ahead of those who are after him. Having seen Hal Westbury's body at Cell Makepeace's Headquarters, he believes that he is the next one to die.

Disposition: Art has dug himself into a hole that he can't really see a safe way out of, not that that will stop him trying. His goal is to find someone willing to accept the data he has extracted from the Makepeace mainframe, in return for his own survival – he doesn't care if this is the National Defence Directorate or Aegis. Although not an aggressive or violent person by nature, he will do whatever he needs to remain alive.

Use: Brackenridge is more of a goal than an instrument in this scenario, and can be used to drive the players onwards into the mystery, if required. A skilled cyber security analyst, he can make contact Aegis or be contacted via the protocols Cell Makepeace put in place.

INCIDENTAL DISCOVERIES

During the investigation the group may come across further information or leads that might spur the characters into action. The Chronicler is encouraged to add to this list as they see fit.

THE MAKEPEACE DATA

As the agents will discover all of Cell Makepeace's data has been taken from their operational headquarters. During the course of their adventure they will likely guess that Brackenridge is responsible for this breach and that he has a copy of this data – ready to deliver to highest bidder... or at least the party offering him protection.

Details: This data encompasses everything Makepeace has collected over the years, from remote surveillance images through to scanned, and photographed physical evidence. In addition it also holds all the CCTV footage from the Cell's headquarters, which will incriminate Rhodes in the murder of Westbury.

Location: The last remaining copy of this data (retrieved this from the Cell Headquarters) has been hidden currently by Art Brackenridge.

Use: The Makepeace Data acts as a MacGuffin in the scenario, providing both a goal for the characters to attain, as well as object over which the various parties will form conflict. As can be expected the acquisition of this data is of importance to everyone involved. Aegis Prime will be thankful if the agents secure this information, but do not see it as the ultimate goal of the group's investigations.

THE MAKEPEACE TARGET — JOHN HARDEN

While this scenario doesn't really examine the actions of John Harden and his relationship with Black Book, the agents may be lured into following up on Cell Makepeace's investigations.

Details: While Harden does have contacts with the NDD, he is hardly an active operative of Black Book. Rather his work in the State Department has seen him work with the organisation in 'legitimate' government transactions, none of which have allowed him any insight into the organisation's true purpose.

Location: A hard working civil servant, John Harden spends his time either at home or at his office. He has a date night with his wife on Tuesday's and a poker evening every other Friday. Apart from that he keeps his nose clean and out of trouble.

Use: John Harden is a red herring in this scenario, one that may lure the player-characters into further encounters with the National Defence Directorate. While he was responsible for the intervention of the NDD Clean-up team, however this was due more to a

misunderstanding than malice (he had simply alerted his contacts that he thought someone was following him). In fact, he is not even aware of the ambush in his office, and knows nothing of the goals of either Black Book or Aegis.

ONGOING INVESTIGATIONS

The following provides an outline of some of the key investigations the Aegis agents may undertake during their enquiries into Cell Makepeace. These should be modified as required, depending both on the actions of the scenarios antagonist's and the undertakings of the characters themselves.

EVENTS UNFOLD

This scenario can unfold in many different ways, but following highlights the key events, in a rough order in which they may occur.

- The agents visit the home or offices of Glynis Rhodes, but discover that she has disappeared (see **Finding Glynis Rhodes** below), or they decide to scout out Makepeace's HQ (see **Cell Makepeace's Headquarters**).
- The evidence in these locations will confirm Prime's fears and will lead the agents to unearth yet more of what has unfolded. This will likely include the discovery of Jim Powell's body (see **Locating Powell**), the murder of Jennifer Cruz (see **The Body Of Cruz**) or an attempt to locate Sarah Walker (see **Searching for Walker**).
- In the wake of so much death, the group will likely attempt to track down the Cell's surviving members (see **Meeting with Saunders** and **Contacting Brackenridge**), but it likely these will be hampered by not only the NDD Clean-up team, but also the efforts of Rhodes herself.
- During all this mayhem, red herrings such as the Makepeace Data, and an interest in John Harden might arise, but these will simply confuse the matter.
- The final events of this scenario can't be easily predicated, although the **Wrap-Up** section offers an idealised outcome.

FINDING GLYNIS RHODES

There are a number of ways that the agents might attempt to make contact with Glynis Rhodes, the leader of Cell Makepeace. These queries should quickly confirm that something has gone wrong with Cell Makepeace, and that the lack of communication with Aegis Prime is more than a simple oversight.

ATTEMPTING INITIAL CONTACT

As the agents will discover in regards to all of the Cell Makepeace agents, it is almost as if Rhodes has disappeared off the face of the Earth. Any phone calls or direct emails result in nothing more than the obligatory 'unavailable' voice messages or out of office responses, while he colleagues and superiors say that her sudden absence is unexpected.

GLYNIS'S HOME

Glynis lives in a nice single-room apartment in the city's downtown town district. As is typical with such places, Rhodes had little contact with her neighbours, and as she had not trouble paying the rent, etc. never really had any need to talk to the supervisor or the building management.

The building itself has a good level of security and all visitors are observed entering or existing the building via CCTV, etc. If the agents cotton on to this and gain access to these recordings, they will see that a three non-descript men entered the building about a week ago and made a beeline for Rhode's door. Picking the lock, the trio entered only to leave again after 30 minutes. They do not seem to have taken anything with them from the apartment.

Rhodes' apartment door is locked, although this can easily be jimmied with anyone with a bit of talent. The apartment itself doesn't reveal much about Glynis' whereabouts or the events that have taken place. For the more thorough, however, there are a few things to be found:

- The answering machine is full. These messages are of three types; calls from her superior at INR asking if she is okay, a couple from friends also trying to make contact, and a few odd seemingly innocent calls from a dry-cleaning company (one for each day Glynis has been absent). Any Aegis agent immediately recognises these as attempts from Aegis Prime to make contact with the Cell leader.
- Although the apartment itself seems in good order, anyone spending enough looking around notes that

everything is just too tidy. The only exception to this is the presence of a smashed cell phone deposited in the kitchen's wash bin (further investigation will confirm that is Rhode's work issued device).

A HUNTER HUNTED

If the agents find whereabouts of Glynis, they will note that she has been holed up in a small rundown motel for just over a week, living on the contents of her 'Go' bag and local fast food. She is well prepared for her confrontations, and has one of Cell's issued assault rifles and a couple of automatic pistols (with enough ammunition to hold up for a long siege).

Glynis herself will either be found in the motel or she will be out and about attempting to track down anyone she has deemed a target (which might be Saunders, Brackenridge, the NDD team or even the player-characters themselves). If the group gets in contact with Rhodes she will reluctantly reveal all the information she knows and will attempt to use the group to her own ends (using whatever tactic she thinks will work).

CELL MAKEPEACE'S HEADQUARTERS

The other initial lead received by the group is the address of Cell Makepeace's Headquarters. This is a two story (ground and first floor) industrial unit that is lost within a complex of 20 or so similar units. The other businesses in the campus a variety of small commercial or industrial outfits (everything from a wood turner to a small business accounting firm), while the Cell's Headquarters is labelled with no signage at all. In fact, apart from a small handwritten sign on the single window, reading 'Makepeace Industries', the building seems unoccupied.

With some initial observations the following can be determined.

- A small SUV is parked directly in front of the large double roller doors leading into the unit; this belonged to Hal Westbury.
- The site has a comprehensive set of CCTV cameras placed in strategic positions and covers most angles allowing access to the building.
- The ground floor can be accessed by either an office door or the roller door. Both are securely locked, but can be jimmied with someone with the appropriate skills. There is a code compliant fire exit door the rear of the building.

- All the ground floor windows have their sun bleached curtains drawn.
- The neighbours of 'Makepeace Industries' know nothing of the building's occupants although they do say that they occasionally are seen at odd hours.

Note: Although not specifically mentioned in the descriptions below, the Cell's Headquarters have been cleaned out by Rhodes since her 'assassination' of Westbury. As such, there is not much of real interest - beyond that noted - to be found in the building.

INSIDE THE BUILDING

Once egress is made, the agents will note that the Cell's unmarked white van and innocuous sedan are parked in the large open ground floor 'warehouse' section. Nothing of real interest is found in the ground floor office, except for a few files relating to the commercial contract on the building itself. In fact, the ground floor rooms are so empty as to make the group think the whole site has been abandoned (which in part it has).

A wide set of stairs leads from the open ground floor to a mezzanine of three offices. The wall and steps at the bottom of the stairway are splattered with blood, while splayed on the top steps, lying face down, is the obviously long dead body of Hal Westbury. Hal's Glock pistol can be found under the stairs, where it fell after his death.

WESTBURY'S BODY

Westbury was killed by Glynis Rhodes during a confrontation four days prior to the beginning of the adventure, and the body has remained here ever since. An examination reveals that Hal has been shot in the chest twice and then once more in the back of the head, execution style, likely with a small calibre pistol.

Smartly dressed, Hal has his keys (for the SUV parked outside) and wallet (which includes ID) on him; this information may allow the group to learn more about the ex-FBI man, if they desire.

EXAMINING UPSTAIRS

While the ground floor of the headquarters seems almost artificially sterile, the first floor is well equipped as any small Cell headquarters. The mezzanine is divided into three large offices, each of which has a specific use.

- **Operations Room** – The door to this room is ajar. This is where the planned their operations and is furnished with a large conference table, and everything else one would expect to find in a well-

resourced operation i.e. a weapons locker (with one weapon missing), body armour, etc.

- **Breakout Room**— This room acts as both a breakout space in addition to providing the site with a small kitchen etc. A couple of stretcher-like beds are in place, but neither have been used. In fact it looks like, apart from the making of coffee and a microwave snack, this room has hardly ever been used.
- **Files Room** – This door is wide open, and the room beyond a mess of scattered papers and broken technology. While Glynis has taken and destroyed what she could of the Cell’s documentation, much of the irreverent material has been scattered in her efforts. The room once also housed the team’s PCs, all of which have now been damaged (almost) beyond repair – see below.

FILES FROM THE NETWORK

While the majority of the technology in this room has been thoroughly destroyed, one PC in particular has been patched into something resembling working order. This was done by Brackenridge when he returned to the site, after Westbury’s death. In his panic to extract what information he could, he has disabled a number of the security protocols that should have been in place, and has removed the physical drive upon which all of the Cell’s data was stored (see above). If someone with the appropriate skills attempts to login to the PC they discover the following:

- All of the security systems on the network have been disabled.
- The system logging has been purged. However, a user access log remains (Art overlooked re-wiping this in his rush); is listed as ‘Brackenridge’ and is dated 3 days prior to the beginning of the adventure.
- The user folders on the terminal still exist (again, Art was sloppy in his haste). While these are empty, it does provide a list of names that are obviously users of this computer (and might well be considered Cell members).
- The core drive is array is disconnected, and all back-ups have been purged. Closer examination does reveal that a single core storage drive was utilised, but this is no longer present amongst the remains of the carnage in the room.
- The CCTV camera software shows that all digital footage was stored on the missing drive.

LOCATING POWELL

Jim Powell lived in a small apartment complex in one of the city’s commercial districts, close to most amenities and not too far from his offices in central business quarter. The building is poorly maintained, and the security is lax at the best of times, so much so that it is a surprise to think that an Aegis agent would be willing to live there.

Finding Powell’s apartment, however, is harder than first imagined, although eventually the group will discover that he lived on a roof-top apartment that would have traditionally be for storage or the superintendent’s home. As the building’s lift offers no direct access, these rooms can only be accessed via the roof stairwell on the top floor.

On approaching the rooms, it is immediately obvious that something is amiss. The door to Powell’s apartment swings open in the wind, and two or three of the small glass panels that make up many of the home’s walls are shattered. Inside the house is a mess, with clothes, furniture and numerous personal belongings scattered about. Powell’s body can also be found here, buried under an upturned couch and a pile of old jazz records.

Upon examining the body, it is obvious that Powell garrotted from behind, and this struggle was likely the cause of some of the mess in the room. However to the eye of an experience investigator, it also looks as if the destruction that has taken place afterwards, is likely an attempt to make the murder seem as if it was simply an unfortunate outcome of a burglary gone wrong. These thoughts are confirmed if the team looks for any of Powell’s personal items; the man’s wallet, cellphone and other easily hocked goods are missing.

THE MAKEPEACE SAFE

Searching the apartment is a time consuming task, but one that does lead to the discovery of Powell’s personal safe, located beneath his bed. This is a small, fireproof box that one typically finds in hotels and the like, and can easily be broken open if so desired. Inside the group discover:

- A set of false identification papers for each of Cell Makepeace’s team members. These are of a good quality and would have held up to routine inspection. It is obvious that they were created in the case of an emergency such as occurred, and is curious as to why they haven’t.
- A small holdout pistol, loaded and with the safety off.
- A smashed cellphone and a dozen unused prepaid SIM cards (see below).

THE CELLPHONE

This 'dumb' phone holds the contact protocol's for Cell Makepeace. As Powell didn't get enough of an opportunity to totally destroy the cell, anyone with access to the appropriate service can extract the following information from the phone:

- Every member had their details pre-programmed into the mobile. In the notes against each member's name is a set of numbers. These can be worked out to be locations in the city and correspond to message-drop points.
- The phone has only one text message stored in it, dated six days before the beginning of the adventure. This simply says 'Cell Compromised. It's one of use, trust no-one. Destroy your phones and await Aegis instructions via drop points'. None of these other numbers are active on the network.
- In the 'memos' section of the phone's memory are the drop-point contact protocols within the Cell. While it seems stupid to document such procedures it is likely that these have been created as the team had a number of members very inexperienced in covert operations.

SEARCHING FOR WALKER

While it is easy enough to find out the background of Angela Walker, actually locating her (or in this case her body) is nearly impossible. Once her home and or work details are identified the agents will discover that, like so many others of the Cell, she hasn't been at either for days.

Investigating Walker's apartment will reveal no connection to Cell Makepeace, although it is likely that they will learn of her budding relationship with Grace Whitby, a clerk from a nearby store. This could be via voice mail message, or even a post-it note left on her door. Grace is unaware of either Walker's whereabouts or her occupation (either the official one or her moonlighting for Aegis), and honestly believes that she is simply avoiding her (a tactic that she is quite angry at – 'why doesn't she simply say that she isn't interested' etc.).

If the agents push to learn anything more, the only other information Grace can provide is that he ran into another woman outside of Walker's apartment a few days ago. She attempted to make small talk, but the stranger ignored her and left. She is reluctant to go into any more detail - she suspects that this other woman was Walker's 'partner' and

she, Grace, was just some 'fling', but is able to give an approximate description of Glynis Rhodes.

THE BODY OF CRUZ

Any investigation into Jennifer Cruz will reveal two salient facts – her background as a Marine helicopter pilot and that her body is currently in the city's morgue.

As victim of a hit and run incident, Cruz's death is being treated as suspicious, at least while the identity of the driver is being investigated. This investigation is being headed up by Detective Anderson of the local Police Department. While he is generally a caring and considerate Detective, he is currently swamped with his workload, and will only meet with people who might have real information on the case (or who pull the right strings). Depending on when the group discover Cruz's location the following can be discovered:

- The body of Jennifer Cruz was found in a downtown carpark by a security guard just after midnight a day before the beginning of the scenario.
- It is obviously a hit and run case, but there are no leads as to the culprit.
- The only information that has been found is related to the CCTV footage of the parking lot. The incident itself has occurred outside of any coverage, but other shots clearly show Cruz and Rhodes entering the building separately, Jennifer on foot, and Glynis in her car. Both are seen moving towards the blind spot. Glynis's car leaves 15 minutes later, with obvious damage to the right front.

MEETING WITH SAUNDERS

Saunders is actively checking the Cell's Drop-points on a daily basis, and sometimes more often. Given the final message from Powell, however, he has been reluctant to make contact with anyone else from Cell Makepeace, and instead hopes that someone from 'the agency' will get in touch and tell him it is okay to come out of hiding.

MAKING CONTACT

After Powell's warning, Dom has destroyed his two cell phones and relies on the physical message points arranged by the team. If a message drop is made at one of these, he will respond cautiously, and will come armed. He will not respond if either Rhodes or Brackenridge attempt to contact him.

HIS HIDEOUT

With little real knowledge of covert operations, Saunders has set himself up at his late Mother's home. This mistake will soon see him tracked down by Rhodes, if the agents do not intervene.

The home itself has only been in Dom's possession for a few months and all official documentation is still listed under his Mother's maiden name (Katrina deVeres). A typical ranch style home, it is not well secured or protected from intrusion, and it is likely that if tracked back to the home, Saunders will be taken by surprise.

INFORMATION

When contact is made with Dominic he is happy to explain everything that he knows about the fate of Cell Makepeace, from its investigations into John Harden, through the ambush, and the cryptic message from Powell.

Saunders would be keen to forget the whole sorry situation and go back to his job at the State Department. However, as the agent's will likely know, giving up one's role as a Bodyguard of Lies is no easy task.

CONTACTING BRACKENRIDGE

The address provided to the agents for Art Brackenridge is that of his apartment in one of the city's suburbs. Although he hasn't been home in days, his sometimes girlfriend, Patricia-Rose Turner has been 'crashing' at her home in the meanwhile. Patricia isn't surprised to see or hear from the agents and will say that they are the second group to come calling in the last few days (this previous group were members of the NDD Clean-up team). As she told them, she hasn't seen or heard from Art in a week or so (but that isn't unusual – 'he's an important person, don't yah know?!'), and doesn't know when he'll be back.

What Patricia says isn't actually the truth, and she has been speaking to Art on the phone every days or so. If the operatives apply a bit of pressure to the young lady, she will give up this fact, and will also say that Art has arranged for the two to meet later that very evening. This fact can also be discovered if the group watches the building, when they see Patricia leave that night and travel to a run-down dive of a motel on the edge of the city to see Brackenridge.

It is likely that Black Book is also watching the apartment, and this gives an opportunity for some conflict, if required.

THE WRAP-UP

There are many and varied outcomes to this scenario, all of which depend on the actions of the players and their Aegis agents. As imagined, it is expected that the adventure's climax will be something of a four-way show down between the characters, Rhodes, Brackenridge and the NDD Clean-up Team, although this is only likely if the players have been either very careful or very bad in their investigations.

The ideal outcome will see the Cell Makepeace data recovered and returned to Aegis HQ, with the players' own cell set up ready to become full operational (maybe continuing the investigation into John Hardin). Of course, the team's failure to acquire the data, stop Rhodes or allow Brackenridge to 'defect' (whether he survives or not is another question entirely), is an equally believable outcome.

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