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# BLUE ON BLUE

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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 have 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 several 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 section provides an overview of the adventure and its key antagonists. It also details the player-character's objectives, as well as the timeline of events 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 many different individuals, parties and groups involved with the narrative of this scenario. This section details some of those key players, their goals, and the actions they will undertake with or without interacting with the player-characters.
- **Incidental Discoveries:** Though 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 makes 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 team – **Angela Walker** – was killed during the ensuing firefight.

Swiftly disbursing 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 if either of these two was the traitor, she took the calculated step of eliminating each one – justifying her actions to herself by believing that to do so was best for AEGIS and that in fact, this fate was no worse than if NDD had 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 (the standard procedures of alerting AEGIS Prime of the cell's destruction and requesting extraction for debriefing). This is something Glynis wants to ensure never happens.

## ABOUT CELL MAKEPEACE

The following details the locations and states of Cell Makepeace's members, as well as providing background information on their activities and non-AEGIS roles and responsibilities. This information provides a good background for the player-characters and should be made available to the team in some form as they begin their own investigation into Makepeace's fate.

## CELL OPERATIONS

Cell Makepeace was a unique group specialising in observing State Department operations and personnel with a particular interest in stopping any leaks of AEGIS, its operations or funding. In practical terms, this made the cell a non-combat team, that 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 in their responsibilities as 'the bodyguard of lies'. Until the events of the last few weeks, any such incidents would be resolved either through the destruction of the leaked data (and any evidence leading to it), or, if required, the escalation to sister cells for direct action (this rarely needed to ever happen as Makepeace mainly dealt with

overworked, underpaid public servants who'd happily move on the next job rather than think too hard about the disappearance of this computer record or that draft 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 of her managers and colleagues. Although little more than a desk-bound bureaucrat by training, over the years she has grown into her role as the leader of Makepeace, becoming a confident and decisive cell head. Unfortunately, it is this same pride and confidence that resulted in her unwillingness to escalate the suspected breach in the Cell, and the resulting shame and anger that set 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 having been focused on their careers). Now an experienced senior in her job, she is well respected by her colleagues and friends (although those who know her well could be convinced to say that she can be quite pushy and self-centred at times, with absolutely zero tolerance for 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 too much but may look to use the newcomers to assist her in tracking down the rest of her old cell.

*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 hence their loyalty and attachment to it. After the interception by the NDD team, Powell felt responsible for Walker's death, and it was his desire for some sort of revenge that saw him rashly attempt to alert the rest of the cell to the presence of a suspected traitor in their midst.

**Description:** An athletic African American, in his late 30s, Jim (as he is known to his friends) is a quiet and generally well-liked man. Those who knew him would say that he was one of those individuals who always exuded confidence and was good at anything he put his mind to. 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 second operative (after Powell) to be recruited to the team. With a specialization in cryptography, he has been a key player in ensuring Cell Makepeace has been able to gain access to encrypted communication and files from their targets over the years. Unfortunately, these skills have also been his undoing, as it was during the early stages of the investigation into Harden that his attempts to access the man's private State Department server were detected. This muck-up alerted Harden to the fact that someone was snooping about his work, and so notified his contacts of the breach. This escalation was intercepted by the NDD who dispatched their own team to track down the hacker. Instead of immediately eliminating Brackenridge, however, they instead decided 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 ongoing 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 (knowing that both the NDD and AEGIS will likely want him dead). He has the only

remaining drive holding Makepeace's data records and is hoping to leverage this with anyone willing to trade 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 is aware of what took place.

**Description:** A recent graduate from Brown University, Dom is a typical 'all-American' boy with the good looks to go with it. While his appearance might give him some the impression that he is a bit of a partygoer, in reality, he is quite a shy individual, who has led a bit of a sheltered life prior to taking up his current State Department job. He is out of his depth in his current predicament and is cursing the decision he made to join the conspiracy.

**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 (i.e. delivering messages, collecting packages etc.). 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 to 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 an otherwise quiet downtown parking lot. Her body is currently situated in the city morgue, where local law enforcement is undertaking an investigation into the circumstances surrounding 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 white 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 operations capability. She was good at her job but was shot dead in the initial confrontation with the NDD Clean-up Team in John Harden's Office.

**Description:** Born in the US to British parents, the young Walker was seen as something of an up-and-coming field agent within 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 agents will ever discover the final fate of her body.

## 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.

- **Just over a 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 personal pride and reputation at stake, she puts off alerting AEGIS OpTac of the leak or 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 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 firefight. The surviving cell members (including those who didn't physically undertake the raid, but quickly learn of the incident) scatter.
- **Six days ago** – Powell contacts Rhodes and they agree that the encounter with NDD was no simple 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 conversation between Powell and Rhodes 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 ensuing conversation soon becomes an argument, and when Hal threatens the Cell leader, 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. She starts this journey by taking as many of the cell's paper records as she thinks are important and smashing up most of the Headquarters computers and mainframe.
- **Three days ago** – Brackenridge also returns to the HQ and takes the only working hard drive (containing the last copy of all of Makepeace's data from the damaged mainframe).
- **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 the characters are likely 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. If necessary, secure any vital cell records for safekeeping, and
3. If the team has been compromised, they are authorised to locate and bring home any surviving agents 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, so it is likely it has at least 4 or 5 agents 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 present 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 regularly 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 does 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 own operations. Having both successfully turned Brackenridge and killed 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 the scenario. They have their eyes and ears fixed on all the known addresses of Makepeace's members and will follow up on any leads they think are worthwhile exploring. The team is experienced and well trained and as such isn't prone to making rash decisions. Where possible, they will tail anyone of interest in the hope they will lead them to other targets, before attempting to dispose of them.

## THE POLICE INVESTIGATION

While the local police department may become involved in this adventure in a few ways, the investigation into the hit-and-run death of Jennifer Cruz is the most obvious. If

the agents pry too closely into the events surrounding Cruz's death, the detectives assigned to the case might become suspicious of the group and eventually launch their own inquiry into their connection with the deceased.

**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 except 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 several ways, acting both as an annoyance to the agents and as a mechanism to keep the player-characters from acting too overtly in their investigations into Cell Makepeace. Alternatively, the cops might also be used as 'friendly' support in the right circumstances, able to counter some of the NDD's operatives and provide clues to speed along the agents' own enquiries.

## AGENT RHODES

As detailed earlier, 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 objective of neutralising the remaining members of her cell.

**Disposition:** Glynis should be played as a paranoid operative who doesn't know who to trust. Her actions have set her 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 just as likely to attempt to kill the agents as she is to reveal to them anything of real substance about her cell or its operations.

**Use:** Rhodes might be one step ahead of the team, or one step behind, and acts as the ultimate spoiler to the team's investigation. No matter what she does, her goal is to ensure that the agents do not recover any of the other surviving Makepeace members alive.

## 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 be hunted down.

**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 from attempting to find a solution in which he comes out on top. 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 onward into the mystery if required. As a skilled cyber security analyst, he can contact AEGIS when required or be contacted via the special protocols Cell Makepeace put in place by Jim Powell (see below).

## 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 adventure, they will likely surmise that Brackenridge is responsible for this breach and that he probably has a copy of this data.

**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 (extracted from the cell's headquarters network) has been hidden by Art Brackenridge.

**Use:** The Makepeace Data acts as a MacGuffin in the scenario, providing both a goal for the characters to chase, as well as an object over which the various parties will fight. As can be expected, the acquisition of this data is of importance to everyone involved but while AEGIS Prime will be thankful if the agents secure this

information, they do not see it as the ultimate gauge for success for 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 Tuesdays 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, this was due more to a misunderstanding than malice (he had simply alerted his contacts that he believed that someone was following him). In fact, he is not even aware of a deadly ambush that occurred in his office and knows nothing of either Black Book or AEGIS goals or operations.

## 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 scenario's antagonists and the undertakings of the characters themselves.

## EVENTS UNFOLD

While this scenario will unfold differently depending on the individual AEGIS agents' actions and approaches to the mystery at hand, the following highlights some of the key events that might occur as they work through their investigation.

- The agents either 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 many deaths, the group will likely attempt to track down the Cell's surviving members (see **Meeting with Saunders** and **Contacting Brackenridge**) but will be hampered by the NDD Clean-up team and 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.
- While the final events of this scenario cannot be easily predicted, the **Wrap-Up** section offers suggestions of an idealised outcome for the Game Master.

## FINDING GLYNIS RHODES

There are several 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 within her cell and that the failure to communicate with AEGIS Prime is more than a simple oversight.

### ATTEMPTING INITIAL CONTACT

As the agents will discover with all the Cell Makepeace's agents, it is almost as if Rhodes has simply vanished 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 her 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 locations, Rhodes has had little contact with her neighbours, and as she had never had any trouble paying the rent or utilities, etc. never really needed to talk to the supervisor or the building management since taking up residence.



The building itself has a decent level of security and all visitors are observed entering or exiting the building via CCTV, etc. If the agents gain access to these recordings, they will see that three non-descript men entered the building about a week ago and made a beeline for Rhodes' apartment. After quickly picking the lock, the trio entered only to leave again after about 30 minutes. They did not seem to have taken anything obvious with them as they left.

Rhodes' apartment door is locked, although this can easily be jimmed open. Unfortunately, the apartment itself doesn't reveal much about Glynis' whereabouts or the events that occurred around Cell Makepeace. For the agents taking their time to go over the apartment, however, the following can 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). The AEGIS agents immediately recognise these as attempts from AEGIS Prime to contact the missing 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 waste bin (further investigation will confirm that this is Rhodes' work-issued device).

## A HUNTER HUNTED

If the agents do locate Glynis, they will learn that she has been holed up in a small rundown motel for just over a week and has been living off the contents of her 'Go' bag and meals from local fast-food joints. She is well prepared for life on the run and has one of Cell's AEGIS-issued assault rifles (along with a couple of automatic pistols and enough ammunition to hold up for a long siege) close at hand at all times.

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 everything she knows about the fate of Cell Makepeace and will attempt to use her version of events to get the party to track down the remaining cell members.

## CELL MAKEPEACE'S HEADQUARTERS

The other lead received by the group at the start of their mission is the address of Cell Makepeace's Headquarters. This is a two-story (ground and first floor) industrial unit located among a complex of 22 similar units all clustered together on the outskirts of the city. The other businesses in the small campus are a variety of light commercial or industrial outfits (everything from a boutique wood turner's workshop to a small business accounting firm). The cell's Headquarters looks no different from these other units, apart from a small handwritten sign tapped on a window next to its office entrance which reads 'Makepeace Industries'.

Agents arriving at the site can observe the following:

- A small SUV is parked directly in front of the large roller doors leading into the unit; this is registered to Hal Westbury.
- The site has a comprehensive set of CCTV cameras placed in strategic positions around the building and covers most angles.
- The ground floor can be entered through either the single office door or a large roller door designed to allow vehicles access to the workspace within. Both are securely locked but can be jimmed with someone with the appropriate skills. There is also code compliant, self-locking fire exit door at 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 often seen at odd hours coming and going.

**Note:** Although not specifically mentioned in the descriptions below, the Cell's Headquarters have been cleaned out by Rhodes since the death 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 days-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 before 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 his ID) on him; this information may lead the group to learn more about the ex-FBI agent.

## EXAMINING UPSTAIRS

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

- **Operations Room** – The door to this room is ajar. This is where Cell Makepeace planned its operations and is furnished with a large conference table, along with everything else one would practically expect to find in a well-resourced operation. Examining the weapons locker in the room the agents will note that one of the assault rifles missing along with a considerable amount of ammunition (these were taken by Glynis).
- **Breakout Room**– This room acts as a quiet space as well as being kitted out as a small kitchen. A couple of camp stretchers have also been set up here, one piled high with bedding still wrapped in plastic packaging. Overall, apart from the making of coffee and the occasional 'nuking' of a microwave snack, this room looks as if it has hardly ever been used.
- **Files Room** – This door is wide open, and the room beyond is a mess of scattered papers and a broken mainframe. Glynis has taken and destroyed what she could of the Cell's documentation, and what remains, all hurriedly gone through is mostly irreverent notes that no one will be all that interested in. The room

also housed the team's computers, all – along with the mainframe – having recently been damaged (almost) beyond repair (see below for more details).

## FILES FROM THE NETWORK

While most of the technology in this room has been thoroughly destroyed, one computer has been patched into something resembling a working terminal. This was done by Brackenridge when he returned to the site, (which was after Westbury's death). In his panic to extract what information he could from the mainframe, he disabled several of the security protocols that are normally in place for the network and downloaded all the Cell's operational data. If an agent with an applicable skill attempts to log into this jury-rigged computer, they discover the following:

- All of the security systems on the remaining 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 three days before the beginning of the adventure.
- The user folders on the terminal still exist (again, Art was sloppy in his haste). While these are empty of any data, they do provide a list of names of registered users of this computer (who, therefore, could logically be considered Cell members). This list of names allows the agents to confirm all of Cell Makepeace's members.
- The core drive of the storage array has been disconnected and the remains of most of it are now scattered across the floor of the room. Additionally, all the backups have been purged, and there are no external storage options available. A closer examination of the mainframe's storage structure does reveal that one of the hard drives is missing and can not be accounted for in piles of broken silicon found about the room.

## LOCATING POWELL

Jim Powell occupied a small apartment in a large complex situated in the heart of the city's commercial district. 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 experienced 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 in the roof-top apartment that would have traditionally been reserved either as a storage site or for a 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.

Approaching the apartment it is immediately obvious that something is amiss. The door to Powell's apartment swings loosely 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.

Examining the body it can be determined that Powell was garrotted from behind, and this life-and-death struggle was likely the cause of most of the mess in the room. To a keen-eyed investigator, however, it also looks as if some of the destruction was made after the death, and this, they can surmise, is likely an attempt to give the impression that the murder was nothing more than an unfortunate outcome of a burglary gone wrong (especially as the man's wallet, cell phone, and other easily hocked goods in the room are all missing).

## THE MAKEPEACE SAFE

Searching the apartment thoroughly is a time-consuming task, but this will 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 good quality forgeries and would have held up to most routine inspections. These were created to be distributed in the case of an emergency, and the agents might find it curious they aren't already being used.
- A small holdout pistol, fully loaded, and with the safety off.
- A smashed cell phone and a dozen unused prepaid SIM cards (see below).

## THE CELL PHONE

This 'dumb' phone holds the contact protocols for Cell Makepeace. As Powell didn't get an opportunity to destroy the cell, anyone with an appropriate skill can extract the following information from the phone:

- Every member of Cell Makepeace had their details pre-programmed into the mobile. If these are rung, it is discovered that none of the numbers are active on the network (i.e. the caller gets the 'the number you have rung is not in service' message).
- Against each cell member's entry is a set of coordinates captured in the Notes field of their contact record. These are geo locations in and around the city, and if investigated will prove to correspond to the individualised dead drops used by the cell.
- The phone has only one text message stored in it, which is dated six days before the beginning of the adventure. This message simply says 'Cell Compromised. It's one of us, trust no one. Destroy your phones and await AEGIS instructions via your drop points'.
- In the 'memos' section of the phone's memory are the drop-point contact protocols within the Cell. While it seems irresponsible to document such procedures in a phone, it is likely that these have been created as the team had few members experienced in covert operations.

## SEARCHING FOR WALKER

While it is easy enough to find out the background of Angela Walker, locating her (or 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 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 with AEGIS), and honestly believes that she is simply avoiding her (a fact she is quite angry about – '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 she 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 will eventually provide 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 a suspected victim of a hit-and-run case, Cruz's death is being treated as suspicious by the authorities. This investigation is being headed up by Detective Anderson of the local Police Department, and while he is generally a caring and considerate detective, he is currently swamped with his workload. As such, he will only meet with informants who might have real information on the case (or who 'pull the right strings', of course). Depending on when the group discover Cruz's rest place the following can be uncovered:

- 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 at least once each day. Given the final message from Powell (see above), he has been reluctant to contact anyone else from Cell Makepeace, hoping instead that someone from 'the agency' will get in touch soon 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 the only way to communicate with him is through the physical drop box he was assigned. If a message drop is made at one of these, he will respond cautiously and will come armed to any prearranged meeting. He is suspicious of anyone connected to Cell Makepeace and will be reluctant to meet if he believes either Rhodes or Brackenridge are involved in the arrangement.

## HIS HIDEOUT

With little real knowledge of how to operate in such circumstances, Saunders has set himself up at his late Mother's home. This inexperience will soon see him tracked down by Rhodes if the agents do not intervene beforehand.

The home 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 deVere). A common ranch-style home typical of the neighbourhood, it provides little in the way of security to stop a determined intruder.

## INFORMATION

When contact is made with Dominic, he is overjoyed to finally hear from AEGIS Prime and will carefully explain everything that he knows about the fate of Cell Makepeace, including its investigations into John Harden, the ambush, and the final 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 agents 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 about a week (but that isn't unusual – *'he's an important person, don't yah know?!'*), and certainly doesn't know when he'll be back.

This, however, isn't the truth, and Patricia has been speaking to Art on the phone every day 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.

Of course, Black Book is also watching Patricia and the apartment, and they will be just as interested as the agents in trailing Art's girlfriend.

## 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 showdown 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 fully 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.

**Author's Note:** A special thank you to **Xychotic Break** over on the (now defunct) **Eden Studios G+ group** for their input into the first draft of this scenario. And, to Christopher for finding the various errors and typos that led to Version 1.1.