

SPYCRAFT

Mission Briefs



Mission Details: You currently are attached to a division of the agency attached to NATO.

Contact Control



January 14, 2000

Mission Briefing

You are flying out to meet the cruise ship "Empress of the Sea", in the Caribbean. You will meet the ship. We have it on good authority that there is a device that will disable or sink the ship. But we don't know the identity of those involved. Disable the device and capture those involved if possible. Only the captain and the ships doctor know of your mission but not your cover.

Don't cause any disturbances, if you panic the targets they may activate their device.

We have stowed a Zodiac in Life boat 19, but if all goes well you won't need it and you can just exit in Miami.

Bring the Water Marshal in only if you trust them and only as a last resort.

We have anticipated your needs. If anything further is needed the captain or Dr. may be able to help.



Mission Bundle

Cover Identities

- 1= Ship Officer Resource = Skill Training for Lou Profession (Navigator)
- 1= Ship Crew Resource = Skill Training either Doc Medicine (Medic)
- 1= Ship Purser Lucky (Greeter/activities director) Skill Training Impress
- 4= passengers 2 pairs of single men on a vacation resource picks: Skill Training (Gambling)

- 4 Unmarked weapons (Hand Gun) **Each with a suppressors**
- Gadget Pen (Listening device to -->> 1 ear piece only PR 4
- 2 invitations to sit at the captains tables, 2 nights
- Gadget (Hair Brush), EM Bug Detector PR 4

7 Encrypted Head sets

Included is your luggage, with uniforms and needed clothing for trip.

No explosives will be allowed on the ship. Leave it here.

Mission Classification

Top Secret

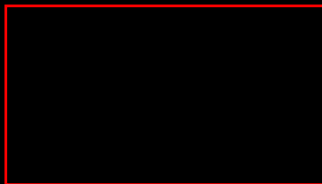
Mission Caliber

III

Campaign Qualities

Season Quality: Style over
Substance / Soap

Mission Quality: Mellow & Subtle



Style Over Substance: All characters are flashy and fashionable trendsetters. Each time a player character gains any non-Style feat choice, he may choose a Style feat instead.

Soap: Every character seems to bring more than his share of baggage to the team. The number of Subplots in which each character may simultaneously be involved increases by 1.

Substance: Every character seems to bring more than his share of baggage to the team. The number of Subplots in which each character may simultaneously be involved increases by 1.

Mellow : Cooler Heads Usually prevail. All stress damage is reduced 10 1/2 standard. Min. 1

Subtle: Diplomatic and Stealthy solutions are always preferred. Any attack check made by any character or NPC suffers a -1 penalty.