

# SPYCRAFT

## Mission Briefs



February 17, 2000

The mission continues!

Okay, the operation is well underway.

You have lots of **sub-plots activated**. Remember it is your job to deal with them. If you have something you can do now then do it. If you don't know ask. Look at the bottom of your page, I have changed the color of the text on the type of sub-plot to give you guys an idea on where you stand.

Get the helo out and in the air. Hopefully that satchel charge will blow. You will then head north up the coast of Africa and rendezvous with a Destroyer 12 miles west of Gibraltar. Your call sign on approach is Alpha-Dog!

A final note: I know sometimes in all the **chaos** I may not be as clear as I need to. Some times I will tell you the situation to help your agent make a crucial decision on things. I am not trying to talk you out of it or tell you that you can not do something. But as you learn the game you have to know that some decisions may make things worse, and some may make things better. It is your choice, but I want you to have all the facts before you make that choice. As an agent you are trained to think fast and on your feet, to weigh the

### Contact Control



consequences of your actions and then act. But it is still your decision to make. If you are not sure, ask....

## Mission Gear

- 1-Resource Pick: Skill Training Drive, (Rotary Aircraft)
- Desert Camouflage Clothing & Gear
- Charge, Satchel
- 1 Team resource pick (Skill) Everyone must take the same skill.

### Mission Classification

Top Secret

### Mission Caliber

III

### Campaign Qualities

**Season Quality:** Style over Substance / Soap

**Mission Quality:** Violent



**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.

**Violent:** Characters are trained to kill. All attack actions have a threat range increase of +2.

**NEW**

**Season Reward: When season ends if you have rec'd Reputation from 4 missions in this season (Season 1) you get a free Style Feat.**