

**Agent
File**

**TOP
SECRET**

MISSION BRIEFING

OPERATION: APPLE

CODE NAME: PHAETHON

Agency courier is required by law to demand proof of security clearance by seeing your card 7006. This file cannot be relinquished without such positive proof of identity and clearance.

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Travel Arrangements: Agents responding to this request are directed to travel with all due haste to arrive at the Winchester, Virginia Regional Airport by 8pm on Monday, June 28, 2010. Once all agents are assembled, the agency can provide helicopter transportation to a drop off point near the final destination. The agency helicopter can also land nearby and be on standby for pickup should the agents request.

Packing Requirements: Agents are advised that although they will be operating in an rural environment, innocent civilians will be nearby so heavy weaponry is forbidden. Agents are to keep in mind whatever travel arrangements they make to get to Winchester may influence what they bring. Weather is expected to be typical June weather for the Winchester, Virginia area. Forecast is to be warm and mild (upper 70's during the day with lows in the lower 60's at night) with little rain to be expected.

Background: A defector from an unspecified agency, was being transported by E.R.I.N. agents from Dulles International Airport to a nearby safehouse in Virginia. During this move, the group was attacked by unknown attackers, the agents killed, and the defector kidnapped. E.R.I.N. was able to follow the trail of the attackers to the Winchester, Virginia airport. After that, E.R.I.N. investigators were able to track the movements of the attackers to another small private airfield called "Al's Field". A pair of E.R.I.N. investigators were quickly moved into place to observe and report. These investigators were able to report back that they had observed the final location where the attackers took the defector. It is to an upscale house located close to Al's Field. They also reported back that a man in his middle 60's was observed entering the house with what appeared to be a medical bag of some sort. Shortly after this communication, they went silent and have not been heard from since. Very brief dossiers are being released to the agents on the defector and the two investigators and will be attached to this mission briefing. In the event that one or more of the targets are seriously injured, agents will be provided medical supplies that will allow the stabilization of the targets for transportation.

Mission:

1. Rescue and return the defector.
2. Rescue both of the investigators.
3. Obtain any information about the attackers and/or their operations.
4. Obtain any unusual and/or exotic weaponry.

Payment:

- Successful completion of the first two missions will result in each agent receiving payment of \$2,000,000.
- Successful completion of just the first mission will result in each agent receiving payment of \$1,000,000 each.
- Successful completion of just the second mission will result in each agent receiving payment of \$500,000 each.
- Successful completion of missions 3 &/or 4 will result in standard mission payment.

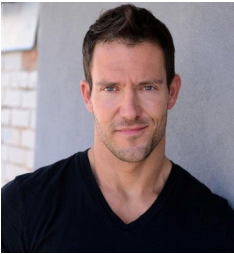
DOSSIER BRIEFINGS



Khaled El-Hamam

Kaled El-Hamam

Kaled defected from a secretive group that, at this time, E.R.I.N. is not naming. He met up with E.R.I.N. agents in Europe and was transported to the United States to the Dulles International Airport. Kaled is 48 years old, 6'1" tall, weighs 190 lbs, has black hair and brown eyes. He speaks Arabic, Hebrew, Coptic, Spanish, and English. At this time, E.R.I.N. will not be releasing any further information on El-Hamam other than to say his safety and rescue is of the utmost importance to the agency.



Nicolas (Nic) d'Amico

Nicolas (Nic) d'Amico

Nic d'Amico is an E.R.I.N. investigator. He is 42 years old, 6'0" tall, weighs 180 pounds, has brown hair, and blue eyes. Nic is the lead investigator on this mission. He speaks English, Spanish, and German.



Tessa Finnigan

Tessa Finnigan

Tessa is the second investigator on this mission. She is 26 years old, 5'8" tall, weighs 110 pounds, has blue-green eyes, and red hair. Tessa speaks English, Irish Gaelic, Scottish Gaelic, and French.

Operation Phaethon Summary

TS Date of Mission: June 28, 2010

Real Date: 5/20/16, 6/17/16

Mission Attendees: Quantum, J.C., & Caspian

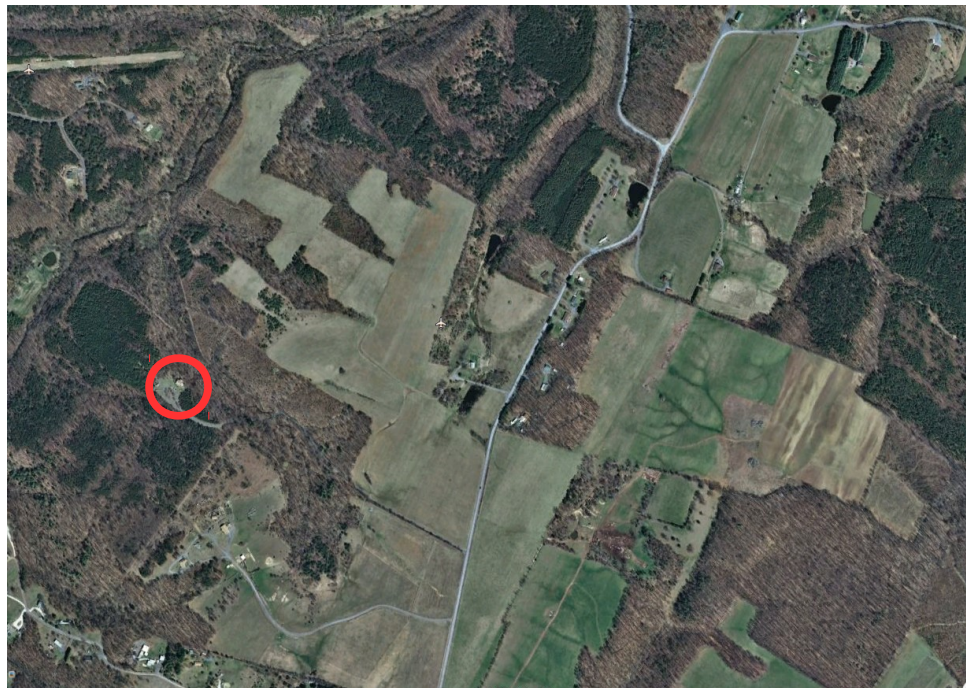
Injuries: Quantum sustained some frag grenade damage. Caspian sustained multiple wounds, primarily to his legs.

Payment & Experience Points:

Payment for the mission is: Each agent received \$166,666.66.

Mission XP is: 417 divided by the agent's level.

Summary of Mission: Agents were dropped off at 9:30pm in an area near the landing field and house. As they were skirting the treeline towards the house, they spotted some criss-crossing tire tracks that looked like they were from ATV's. These tracks were going in different directions but some of the tracks looked recent and were heading in the direction of the house. They elected to switch directions going in to the house and take a longer way around to arrive at their point of entry near the octagonal structure. Someone (Quantum?) spied a quick movement up on the deck but it was very dark and they couldn't really see what it was. The group elected to head to that point as their first destination. J.C. took lead and approached the spiral staircase to the deck. Failing a coordination roll, J.C. stepped on a branch, making what seemed to them a lot of noise. Nothing happened. J.C. then quietly went up the spiral staircase and when getting to the top, put on Light Intensifier goggles, put pistols in each hand, went to the top, looking down side of wall and saw the guard. J.C. got first shot and took him out with just 2 silenced shots. J.C. went to the dead man and searched him finding the subgun, pistol, and full BP including a headset that was built in to the helmet just like the agents. J.C. took the headset and caught just a snippet of conversation in a language that he did not understand and then nothing.



Target house in red circle; Al's airfield is clearing to right of house



Image of house used as inspiration

Next, Quantum advanced and went up the staircase and met up with J.C. Caspian brought up the rear and was down near the wall below. Quantum went into the house on second floor after cutting glass in the window. The window was a newer style insulated window and he had to cut through two panes of glass and then release the two latches holding it in place. Caspian advanced up the staircase and met up with the other two. Quantum opened the window and slithered in to the room. He positioned himself in the corner of the room and was trying to look in several directions at the same time.

Caspian entered and moved to the far wall away from Quantum, looking in another direction to cover. Someone at the end of the hall threw a grenade, hitting near Quantum. The blast knocked down Quantum and blasted out windows and the glass doors near him. However, the blast did not injure J.C. or Caspian. Caspian and Quantum began searching around the 2nd floor for where the grenade thrower went but did not find him. After the agents cleared the 2nd floor, they elected to go up to the third floor, believing that the grenade thrower went that way. They differed on a course of action as Quantum wanted to climb up the outside of the screened in porch, cut in, and enter that way. They discovered that the dimensions of the porch overhang of the deck was such that they could stack something on the deck in order to climb up to the porch. The others wanted to take the stairs. After quibbling a bit, they compromised and J.C. & Caspian covered the stairway going up. Quantum, stacking a table on the deck, climbed up, reached for the screened porch, and cut into the screen. He then did a chin-up putting his eyes in a position to see what was on the porch and discovered a man hiding in a corner. Quantum then elected to do the following. While doing a chin-up, and trying to hold onto the edge of the screen, letting go of one hand, grabbing a grenade with other and trying to toss it into the screened porch. He lost his balance, fell off of the table and crashed to the deck floor before he could throw the grenade. No damage taken due to the short fall. He radioed the others to tell them to go, meaning to head up to the 3rd floor. Quantum then got shot at by the person from the porch who had reached out to fire down on him. Quantum fired back, most of his shots going into the thin wood railing. These shots were AP and pierced the wood and ultimately killed the assailant. The agents then cleared the 3rd floor. Something that they noticed in this clearing action of the 2nd and 3rd floors, was that the rooms did not generally appear to be "lived in". In the case of the 3rd floor, there was a very large walk-in closet and there were no clothes in it.



Closer view of spiral staircase

On a funny Player Character note, at some point during this mission, Caspian said to J.C. "You've done quite enough". What he had meant was that J.C. had taken the risks up to that point and Caspian thought that someone else needed to take some risks. It came out sounding like J.C. had been screwing up royally and that someone else needed to take the lead. It was funny and we all laughed uproariously.

At this point, the characters elected to begin moving downstairs. After they got to the 1st floor, they noticed the cameras and the smoke detectors next to them. When Caspian checked them out, he just smashed both of them when he encountered them. Quantum tried to investigate one set of them but failed his AOK roll so he just shot out the camera. The characters cleared the first floor, realized that there was a basement but needed to check the garage too. J.C. stayed back to keep an eye on the basement steps. The other two checked out the garage. Caspian took the lead and opened the door into the garage. There were two guys, both slightly apart and both using the Quadrunners as cover. They exchanged fire and all were wounded. With Quantum coming up behind Caspian to help, Caspian elected to head into the garage by rushing one of the guys shooting at him from behind a Quadrunner. He rushed the closest guy and got shot by both guys. By the end of this exchange, Caspian had killed his guy and Quantum had finished off the far guy. The agents elected to bind their wounds before heading down into the basement.

At this point, due to the late hour, we took a break and returned the next month to finish up. However, for



image of Quadrunner

some reason, I did not get back around to finishing up the summary of the rest of the mission. It was about a year later that I got to it. I don't remember a whole lot but will try to piece together what I can remember. The PC's got done binding wounds and then got together and headed down into the basement. As the PC's got into the first area of the basement, they checked out the cameras and noted how they were positioned. After searching, they discovered the secret door into the area where Nic was. They went in



image of trailer

and got him but realized that they needed to hurry to get him out as he would be dead soon without medical attention. As the PC's searched the area further, they discovered a steel door with keypad and another door right next to it. They were going to search the steel door but elected to clear the other door first. They carefully opened it and the grenade booby trap went off, wounding them. I can't recall who all got wounded. They then went into the next room and discovered the wall of glass that showed the bottom of the pool. They noted that there was a crack in it so they hurried up to check the rest of the room. They found a secret door at the end of the room, they opened it and saw a small passageway that lead to a ladder with a door at the top. It came out in the pump house building that was not attached to the main house. They went out that way and came around the front of the house. They elected to put Nic on a trailer and then all the PC's drove away using the Quadrunners and headed back to the airfield where they could get picked up. On the way there, they ran into another group of NPC's that were also trying to get to the airfield. The PC's had a firefight with them before they got to the edge of the treeline. They ended up killing all of the NPC's. They also were able to rescue another investigator, Tessa. A helicopter came flying in and the PC's saw (out of the range of their weapons) a small group burst from the treeline and reach the helicopter and board it. The PC's helicopter was also coming in. The other helicopter took off and flew in a different direction than what the PC's were going to go (which was towards Winchester). Their chopper landed and the PC's got on the chopper along with Nic & Tessa.