

# MISSION: POSSIBLE

In a world, where danger exists, two to four people, must prevail, against the danger, in order to stop the danger. This will be difficult, almost impossible, but still possible. Your mission, should you choose to accept it, make the possible become probable.

## THE SCENARIO

In this one-shot adventure the players will take on the roles of a small group of secret agents where their goal is to obtain some stolen uranium. The era is the 80s during the cold war. They must obtain this uranium from the (no longer very) secret lair of mastermind **Dr. Jack Platzhalter** at the top of a mountain.

## NOTES FOR THE DIRECTOR

Before beginning this little adventure, there are somethings that are important to note as the game director.

This adventure is designed with the intent of being a bit goofy and just letting the players' ideas work, which is why this document might feel a bit bare-bones. It is all about capturing the vibe of an episode of Archer or a knock-off version of Mission: Impossible. This does however mean that this adventure will rely heavily on the players' ability to be creative, improvise, and tell a fun story together.

## INSPIRATIONAL VIEWING

By viewing the inspiration for this adventure it might be easier to set the tone and produce a cheeky yet charming vibe throughout play. The inspiration were the following:

- The Man from U.N.C.L.E.
- Mission: Impossible
- Archer
- James Bond

## PART 1: PREPARATION

In this part the objective is presented to the players. The agents have been waiting patiently in a safe house in the alps for their next mission, when there is a knock on the door. A yellow envelope is thrown through the mail slot and inside is a pre-recorded tape. It says: *Dr. Jack Platzhalter has been detected in your vicinity and he is believed to be at the following coordinates, to which coordinates are given. Although you were not the first choice, you are the only agents available. His base of operations appears to be situated at the top of a mountain, and accessed by helicopter, cars, off-road snow scooters, and a gondola. Your mission is to eliminate Dr. Platzhalter and obtain the stolen uranium. You must succeed or this cold war might turn into a hot war. And as always, don't forget to destroy this message. HQ out.*

## GATHER INTEL AND GEAR

The agents don't have much in terms of gear at the moment. They only have their suppressed handguns and a few clips of ammunition (and maybe some basic gear). It is now up to the players how they wish to attempt to access the base, and how they wish to prepare. They are pressed for time but maybe they have some contacts in town they can use to acquire some additional equipment or aid. The game master shouldn't let the players acquire something he or she is uncomfortable with, but should at this stage be willing to improvise and work with the players.

### ACCESS TO GEAR

In this adventure the agents might have access to additional basic gear, such as rope or maybe even a small portable radio to communicate with. The players should be informed that they can spend story points to get basic gear, even in the middle of the adventure, so that we can start having fun sooner.

## REACHING THE LAIR

Regardless of how the agents attempt to infiltrate the lair they are bound to encounter guards, so here are the stats for a typical guard:

GUARDS					
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	2	2
SOAK	W. THRESHOLD	DEFENSE			
4	5	0   0	MELEE	RANGED	

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Rifle	Combat ◆◆◆	7	3	Long	Mag 3, Reload 3
SMG	Combat ◆◆◆	5	3	Medium	Mag 3, Reload 2, Auto-Fire

- **Minion Group:** Upgrade ⚡ minion group combat check by 1 for every minion past the first.
- **Auto-Fire:** Can increase difficulty of attack by 1. On hit, may spend AA to hit again.
- **Mag:** When used, one ♀ per rank can be spent to have the weapon's magazine unexpectedly run out of ammo.
- **Reload:** When a weapon needs to be reloaded, it takes an amount of maneuvers equal to the rank before it can be used again. Unless an action is spent as a maneuver to reload on a turn, only one maneuver may be spent per turn to reload.

How the adventure proceeds from here varies depending on which method of entering the lair the players wish to pursue. It is important to think about what is logical in terms of guards and accessing the lair. For instance, arriving by helicopter is likely going to be met by a large number of guards, some with rocket launchers, unless agents have a good liar and some "proof" they aren't enemies of **Dr. Platzhalter**. Driving up to the front gate with a van is likely to be met by many guards also, and likewise if arriving with the gondola, so players are gonna need to convince enemies they belong there somehow. Or face a gunfight. However, the agents might be able to climb up the mountain, get there by skiing from a higher hill, find a hidden back door, or enter through a ventilation shaft or by cutting open a window.

But once again, this adventure is all about going with the flow. Although choices should have logical consequences, the game director should not punish the players for making a "stupid" decision. Try to think about what happens in all the inspirational viewing. The agents don't just die when things go bad. Instead they survive the helicopter crash or they get captured.

## PART 2: NAVIGATING THE DOCTOR'S LAIR

In this part of the mission, the agents will have to navigate the lair in order to find the **Dr. Jack Platzhalter** and obtain the stolen uranium. However, rather than giving a static map of the lair a list of rooms will be provided. This is so that it becomes easier for the game director to not only set the pace of the adventure but also help the players reach their destination in case they get confused or run out of ideas.

## THE ROOMS

The rooms in this adventure are connected by an arbitrary network of corridors and ventilation shafts that serves the story. In other words, the game director decides when and where the agents arrive based on their decisions. For instance, if the agents are attempting to find the server room then the game director might just mention how they pass another room before arriving. Here are the most important rooms (and don't be afraid to add your own):

### HELICOPTER PAD

On the roof of the lair is a helicopter pad fit for landing. Guards here will have access to rocket launchers and will demand the agents identify themselves upon arrival.

### MAIN GATE

You arrive here by car and the gate leads into a parking lot inside the lair, protected form the weather, or the if the agents exit the car they can enter the Main Hall immediately. Plenty of guards will be present and require the agents to identify themselves.

### GONDOLA ARRIVAL

This room is large, filled with guards, and full of machinery. There is enough space for the gondola to make a u-turn, and up a staircase there is a platform in front with a control panel. Upon arrival the agents are expected to identify themselves.

Adjacent is also a room filled with ski gear.

### SERVER ROOM

This room contains pretty much any information the group may require, such as a map of the lair.

### UPPING THE DIFFICULTY

This adventure assumes no cameras but they can certainly still be added, which can be disabled in the Server Room.

### GARAGE

When arriving from the Main Gate the agents can drive into the Garage. This room consists solely of cars.

### MAIN HALL

The main hall is the entrance of the lair and is filled with lavish furniture, expensive artwork, and has a chandelier hanging above.

### TORTURE ROOM

Filled with extravagant torture equipment. If the agents are captured they will likely be awoken here.

### KITCHEN AND EATING HALL

Standard large kitchen and hall for eating.

### LOCKER ROOMS AND LIVING QUARTERS

The locker rooms are filled with lockers and showers. The living quarters contain sleeping arrangements for the workers and guards.

### ARMORY

Room filled with weaponry.

### LABORATORY

The lair contains a laboratory in which scientists perform evil experiments and conduct research, in addition to putting together an atomic bomb. **This is where the uranium is found.**

### HEADQUARTERS

The room is huge with artwork on the walls. On one side is an enormous window covering an entire wall and showcasing the snowy landscape. Behind a desk and surrounded by guards **is where Dr. Jack Platzhalter will be found.**

## SHARK TANK

Can you really call yourself an evil mastermind if you don't have a room dedicated to keeping and watching sharks?

## MEETING DR. PLATZHALTER

When the agents finally get to meet **Dr. Jack Platzhalter**, he is almost certain to break into a monologue explaining his plan: *I will use the uranium to complete my nuclear bomb, and with it detonate it in Moscow. The Soviets will blame the Americans and the world will fall into chaos, with me selling weapons to both parties. I will make fortunes and become as powerful as a small nation. I will tear down the Berlin wall and rebuild the fatherland while everyone else is too focused on each other!* Dr. Platzhalter is very extravagant and although he doesn't have a German accent, his father was from Germany. His fashion sense is no less than impeccable. If somebody asks, he is a doctor of economics and not actually some sort of scientist.

**Dr. Platzhalter** is no combatant, but he is very intelligent, if he notices that things are not going his way he will flee. He will let his guards fight for him while taking cover if a fight breaks out. That will lead the adventure into its 3rd and final part.

## OBTAINING THE URANIUM

The uranium will be in canisters, which in turn are placed inside an almost finished nuclear bomb. If **Dr. Platzhalter** attempts to flee he will also, if possible, attempt to bring the nuclear bomb with him. Removing the uranium might prove troublesome and the players might have to scare a scientist into removing it or somehow attempt to remove it themselves.

## PART 3: THE CHASE

In the end it is very likely that either **Dr. Platzhalter** will attempt to flee or the agents will have been successful and are now trying to escape with the uranium. Either way, someone is likely to be chasing someone.

Since things can go so many different ways, this part won't describe how people will act. Instead it is worth thinking about what the players are likely to enjoy the most. With that being said, the most obvious routes of exit will be through

- a car chase,
- a ski chase,
- a helicopter chase,
- the gondola,
- or maybe even by finding parachutes and jumping off of the mountain.

Remember that in the end the goal is to have fun, and this adventure is all about being cheesy and just going with all the players' silly ideas.



## ENDING THE MISSION

If the agents die but succeed in their mission, try to narrate how their sacrifice saved the world from a third world war.

If the agents survive and succeed in their mission, have some high ranking officer meet them at their safe house (where the adventure started) and give a speech about how the free world is safe thanks to them and although their names and action will be unknown to the world, they will have saved millions of lives.

If they fail and die, the world falls into disarray and there isn't really any upside. I guess this is the darkest timeline. However, consider if instead maybe they are taken hostage (possibly for the second time) and use this as an opportunity to continue the adventure, and get revenge in **MISSION: POSSIBLE II: Mission: Revenge**.

## NEW ITEM QUALITIES

This adventure introduces two new item qualities: mag and reload. Their rules are explained on all character sheets and under the guard stat block. Rolling a lot of threat and triggering the mag quality represents having to reload unexpectedly, while despair is used for running out of ammo as a whole (not just in the magazine). The reload quality is there to make characters switch between shooting and melee.

# JAMIE BLONDE

BRAWN	2	AGILITY	3	INTELLECT	1	CUNNING	3	WILLPOWER	2	PRESENCE	4
SOAK	3	W. THRESHOLD	12	S. THRESHOLD	12	DEFENSE	0	MELEE	0	RANGED	0

*Jamie Blonde is a femme fatale with a silver tongue, capable of talking her way out of most situations. But don't be fooled into thinking that is all she is for she graduated with the highest marksman score of her class.*

## GENERAL SKILLS

ATHLETICS (BR)	◆◆
COMPUTERS (INT)	◆
COOL (PR)	◆◆◆◆
COORDINATION (AG)	◆◆◆
DISCIPLINE (WILL)	◆◆
DRIVING (AG)	◆◆◆
MECHANICS (INT)	◆
MEDICINE (INT)	◆
PERCEPTION (CUN)	◆◆◆
PILOTING (AG)	◆◆◆
RESILIENCE (BR)	◆◆
SKULDUGGERY (CUN)	◆◆◆
STEALTH (AG)	◆◆◆
VIGILANCE (WILL)	◆◆

## COMBAT SKILLS

EXPLOSIVES (INT)	◆
MELEE (BR)	◆◆
RANGED (AG)	◆◆◆

## SOCIAL SKILLS

CHARM (PR)	◆◆◆◆◆
COERCION (WILL)	◆◆
DECEPTION (CUN)	◆◆◆
LEADERSHIP (PR)	◆◆◆◆◆
NEGOTIATION (PR)	◆◆◆◆◆



## KNOWLEDGE SKILLS

MISSION IMPOSSIBILITY (INT)	
	◆

## GEAR

- Spy Clothes: +1 Soak (already included)
- Adrenaline Syringe: Heals 4 wounds and strain

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Martial Arts	Melee ◆◆	3	4	Engaged	Knockdown, Disorient 3
Suppressed Handgun	Ranged ◆◆◆	5	3	Medium	Mag 2, Reload 2

## ITEM QUALITIES

- **Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- **Disorient:** If hit, AA to Disorient target one round per rank.
- **Mag:** When used, one ♀ per rank can be spent to have the weapon's magazine unexpectedly run out of ammo.
- **Reload:** When a weapon needs to be reloaded, it takes an amount of maneuvers equal to the rank before it can be used again. Unless an action is spent as a maneuver to reload on a turn, only one maneuver may be spent per turn to reload.

## TALENTS AND SPECIAL ABILITIES

- **Quick Fire** ◆◆◆◆◆ + ♀: Increase difficulty of attack by 1 to shoot faster. On hit, may spend AA to hit same target again.

## STERLING MARCHER

BRAWN	3	AGILITY	3	INTELLECT	2	CUNNING	1	WILLPOWER	4	PRESENCE	2
SOAK	4	W. THRESHOLD	13	S. THRESHOLD	14	DEFENSE	0	MELEE	0	RANGED	0

*Sterling Marcher is known for drinking on the job and not always following the books, or even reading mission intel, but he always delivers. After having suffered his fair share of wounds from recklessness he knows how to treat them quickly in the field (often with a swig of whiskey).*

### GENERAL SKILLS

ATHLETICS (BR)	◆◆◆
COMPUTERS (INT)	◆◆
COOL (PR)	◆◆◆
COORDINATION (AG)	◆◆◆
DISCIPLINE (WILL)	◆◆◆◆
DRIVING (AG)	◆◆◆
MECHANICS (INT)	◆◆
MEDICINE (INT)	◆◆◆◆
PERCEPTION (CUN)	◆◆◆
PILOTING (AG)	◆◆◆
RESILIENCE (BR)	◆◆◆◆◆
SKULDUGGERY (CUN)	◆
STEALTH (AG)	◆◆◆
VIGILANCE (WILL)	◆◆◆◆

### COMBAT SKILLS

EXPLOSIVES (INT)	◆◆
MELEE (BR)	◆◆◆
RANGED (AG)	◆◆◆

### SOCIAL SKILLS

CHARM (PR)	◆◆
COERCION (WILL)	◆◆◆◆
DECEPTION (CUN)	◆◆
LEADERSHIP (PR)	◆◆
NEGOTIATION (PR)	◆◆



### KNOWLEDGE SKILLS

MISSION IMPOSSIBILITY (INT)	◆◆
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#### GEAR

- Spy Clothes: +1 Soak (already included)
- Adrenaline Syringe: Heals 4 wounds and strain
- First Aid Kit: Can perform medicine checks without penalty (even on yourself)

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Martial Arts	Melee ◆◆◆	4	4	Engaged	Knockdown, Disorient 3
Suppressed Handgun	Ranged ◆◆◆◆	5	3	Medium	Mag 2, Reload 2

### ITEM QUALITIES

- **Knockdown:** If hit,  $\Delta\Delta$  plus  $\Delta$  per silhouette above 1 to knock target prone.
- **Disorient:** If hit,  $\Delta\Delta$  to Disorient target one round per rank.
- **Mag:** When used, one  $\Delta$  per rank can be spent to have the weapon's magazine unexpectedly run out of ammo.
- **Reload:** When a weapon needs to be reloaded, it takes an amount of maneuvers equal to the rank before it can be used again. Unless an action is spent as a maneuver to reload on a turn, only one maneuver may be spent per turn to reload.

### TALENTS AND SPECIAL ABILITIES

- **Quick Fire** ◆◆◆◆ + ♦: Increase difficulty of attack by 1 to shoot faster. On hit, may spend  $\Delta\Delta$  to hit same target again.

# Athena Hunt

BRAWN	2	AGILITY	3	INTELLECT	4	CUNNING	2	WILLPOWER	2	PRESENCE	2
SOAK	3	W. THRESHOLD	12	S. THRESHOLD	12	DEFENSE	0	MELEE	0	RANGED	

*Athena Hunt is tough as nails and somebody you don't want to get cross with. She has a knack for explosives and there is nothing she can't drive or fly. Giving up is never an option and she will always fight to the end.*

## GENERAL SKILLS

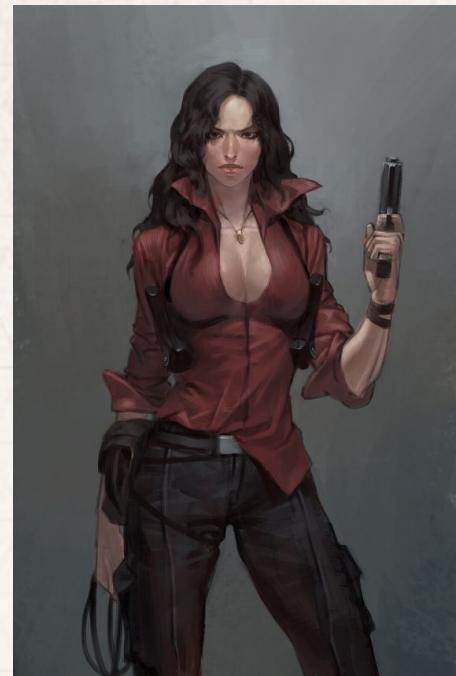
ATHLETICS (BR)	◆◆◆
COMPUTERS (INT)	◆◆◆◆
COOL (PR)	◆◆
COORDINATION (AG)	◆◆◆
DISCIPLINE (WILL)	◆◆
DRIVING (AG)	◆◆◆◆◆
MECHANICS (INT)	◆◆◆◆
MEDICINE (INT)	◆◆◆◆
PERCEPTION (CUN)	◆◆
PILOTING (AG)	◆◆◆
RESILIENCE (BR)	◆◆
SKULDUGGERY (CUN)	◆◆
STEALTH (AG)	◆◆◆
VIGILANCE (WILL)	◆◆

## COMBAT SKILLS

EXPLOSIVES (INT)	◆◆◆◆◆
MELEE (BR)	◆◆◆◆
RANGED (AG)	◆◆◆◆

## SOCIAL SKILLS

CHARM (PR)	◆◆
COERCION (WILL)	◆◆
DECEPTION (CUN)	◆◆
LEADERSHIP (PR)	◆◆
NEGOTIATION (PR)	◆◆◆◆



## KNOWLEDGE SKILLS

MISSION IMPOSSIBILITY (INT)	◆◆◆◆
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## GEAR

- Spy Clothes: +1 Soak (already included)
- Adrenaline Syringe: Heals 4 wounds and strain
- 5 x Explosives: Includes grenades, C4, etc

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Martial Arts	Melee ◆◆	3	4	Engaged	Knockdown, Disorient 3
Suppressed Handgun	Ranged ◆◆◆◆◆	5	3	Medium	Mag 2, Reload 2
Various Explosives	Explosives ◆◆◆◆◆	7	2	Short	Blast 5, Limited Ammo 1

## ITEM QUALITIES

- **Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- **Disorient:** If hit, AA to Disorient target one round per rank.
- **Mag:** When used, one ♀ per rank can be spent to have the weapon's magazine unexpectedly run out of ammo.
- **Reload:** When a weapon needs to be reloaded, it takes an amount of maneuvers equal to the rank before it can be used again. Unless an action is spent as a maneuver to reload on a turn, only one maneuver may be spent per turn to reload.
- **Blast:** AA if hit or AAA if miss to hit all characters engaged with target dealing 1 damage per rank plus 1 per ⚡.
- **Limited Ammo:** Can only be used once per rank.

## TALENTS AND SPECIAL ABILITIES

- **Quick Fire** ◆◆◆◆◆ + ♀: Increase difficulty of attack by 1 to shoot faster. On hit, may spend AA to hit same target again.

## NAPOLEON POLO

BRAWN	4	AGILITY	3	INTELLECT	3	CUNNING	2	WILLPOWER	1	PRESENCE	2
SOAK	5	W. THRESHOLD	14	S. THRESHOLD	11	DEFENSE	0	MELEE	0	RANGED	0

Napoleon Polo might look like he isn't much more than meat, but underneath all that muscle is a charming fella that cannot be kept out of any vault, be it guarded by lock or computer system.

### GENERAL SKILLS

ATHLETICS (BR)	◆◆◆◆◆
COMPUTERS (INT)	◆◆◆◆◆
COOL (PR)	◆◆◆
COORDINATION (AG)	◆◆◆◆
DISCIPLINE (WILL)	◆◆◆
DRIVING (AG)	◆◆◆◆
MECHANICS (INT)	◆◆◆◆
MEDICINE (INT)	◆◆◆◆
PERCEPTION (CUN)	◆◆◆◆
PILOTING (AG)	◆◆◆◆
RESILIENCE (BR)	◆◆◆◆◆
SKULDUGGERY (CUN)	◆◆◆◆◆◆
STEALTH (AG)	◆◆◆◆◆
VIGILANCE (WILL)	◆◆◆

### COMBAT SKILLS

EXPLOSIVES (INT)	◆◆◆◆
MELEE (BR)	◆◆◆◆◆◆
RANGED (AG)	◆◆◆◆

### SOCIAL SKILLS

CHARM (PR)	◆◆◆◆
COERCION (WILL)	◆◆◆
DECEPTION (CUN)	◆◆◆◆
LEADERSHIP (PR)	◆◆◆
NEGOTIATION (PR)	◆◆◆



### KNOWLEDGE SKILLS

MISSION IMPOSSIBILITY (INT)	◆◆◆◆◆

### GEAR

- Spy Clothes: +1 Soak (already included)
- Adrenaline Syringe: Heals 4 wounds and strain
- Spy Tools: Used to open locked doors, clip wired fence, cut through glass, etc

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Martial Arts	Melee ◆◆◆◆◆	5	4	Engaged	Knockdown, Disorient 3
Suppressed Handgun	Ranged ◆◆◆◆◆	5	3	Medium	Mag 2, Reload 2

### ITEM QUALITIES

- **Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- **Disorient:** If hit, AA to Disorient target one round per rank.
- **Mag:** When used, one A per rank can be spent to have the weapon's magazine unexpectedly run out of ammo.
- **Reload:** When a weapon needs to be reloaded, it takes an amount of maneuvers equal to the rank before it can be used again. Unless an action is spent as a maneuver to reload on a turn, only one maneuver may be spent per turn to reload.

### TALENTS AND SPECIAL ABILITIES

- **Quick Fire** ◆◆◆◆◆ + ♦: Increase difficulty of attack by 1 to shoot faster. On hit, may spend AA to hit same target again.