

The

QALASHAR DEVICE

A Non-FX Modern Adventure for 4 Characters level 9 to 11

COMING SOON



Robert 2004

Introduction

The Qalashar Device is the second in a series of three adventures set in the fictional Central Asian nation of Albenistan. At the end of *Raid on Ashkashem*, the PCs had found that a camp believed to be used by drug smugglers had connections to an extremist nationalist group. In *the Qalashar Device*, the PCs reconnoiter a base tied to the nationalists and find there is much more to the group than they had imagined. In the third adventure in the series, *the Khorforjan Gambit*, the PCs track the leader of the nationalists to the city of Khorforjan and attempt to stop him from using a deadly biological weapon.

What follows is a taste of what you will find in *the Qalashar Device*. The supplement will be available on 1 January 2005 from RPG Now.

The Briefing

It's 0700, a couple of days since your return from the Ashkashem operation, and you have been gathered in the mess for another briefing. A number of men in civilian clothes — by their poise and attitude, you place them as operators — sit and stand near the far table and the map board beside it. These operators aren't the SBS team that supported you in Ashkashem, and they eye you with barely concealed curiosity and suspicion. You have a fair idea that something big, likely something to do with the Ashkashem raid, is afoot. Lt. Cameron Sykes, who led the SBS team, sits at the head of the table. He has some empty chairs around him and waves you over.

The map board has a picture of a relatively large facility on it. Along with the political map of Albenistan is a smaller scale map of an area along the border with Afghanistan, between the towns of Sharan

and Qalat. Before you have a chance to ask Cam anything, Captain Hensley enters the room. The room drifts into silence.

The captain's eyes move from one member of your team to the next as he speaks. "Operation PAVEMENT was a big success. We made a good intel catch. Based on information from the raid, London has reactivated your unit. We have reason to believe that this place," the captain taps the facility picture, "needs a good eye-balling. We may have bigger problems than opium and drug smugglers."

"These are pictures of the Qalashar Vehicle Maintenance Facility. This place was abandoned by the military back in '98, but it seems to be back in action. We've had little luck getting intel on the target. We were able to get the Americans to task a satellite to photograph the complex. Weather conditions made that difficult and the image intelligence we have is low grade. We've lost three UAVs trying to get further pics. What I can tell you is that the facility is near the village of Qalashar, about 12km south of Sharan and 15 km east of Qalat, nestled in nice and tight near the Afghani border. No surprise there. We all know the border area has more guns and more problems than any town out of a Wild West movie. Other than that, we've got two main problems — we've got no intel and the clock is ticking."

The captain sticks a red tack in the map between Sharan and Qalat. "The CIA and SIS have assets on the ground near Qalashar, and the people are claiming ignorance. The locals know there are people at the facility but they believe they are squatters, farmers. There doesn't seem to be any contact between the village and the facility, so the villagers' ignorance isn't particularly surprising. Squatters or not, something is going on at the facility."

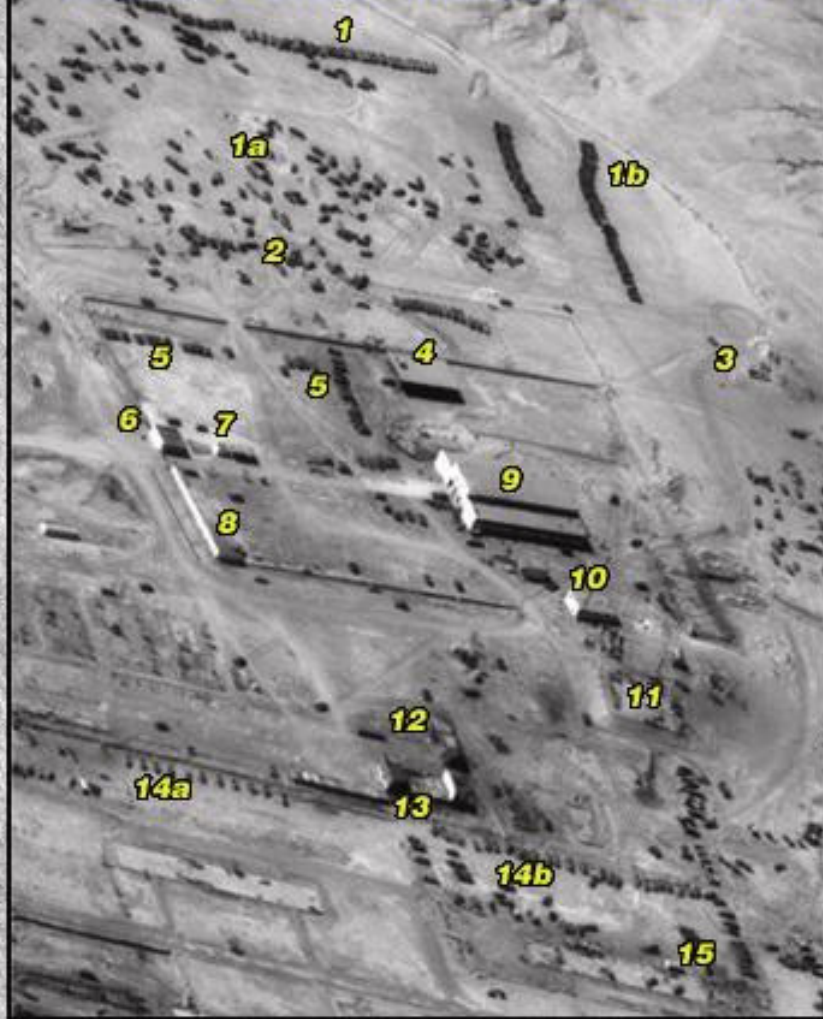
"Photo interpretation indicates lines of vehicles. During the occupation of Afghanistan, this place was a military base and repair facility for Soviet vehicles deployed to Afghanistan. It got reopened by the Albenistani military, though by all accounts wasn't much good at anything. Cutbacks and a currency crisis led to its closure in 1998. No one's heard much about it since. As it stands, the resolution of this photo is too poor to judge if those are wrecks or working vehicles. The local authorities aren't particularly concerned about this place, but we are. Intelligence retrieved from the Ashkashem camp referred to a base at or near the village of Qalashar. Since there isn't much else around, this is likely the place.

"Worse news. We have a letter to one Jubair from a character named Abbas in which this Abbas refers to a device or weapon that will 'strike fear in the hearts of the enemy and destroy their feeble resolve.' This sounds pretty ominous. The

characters running the camp in Ashkashem were part of an extremist group calling itself Holy Motherland Albenistan. They have the usual hatred of the West and consider the democratically elected government of Albenistan puppets of some international conspiracy apparently headed by the US. This Holy Motherland Albenistan is reported to be small but very hardcore, and London is worried what this device might be. Based on our sketchy intelligence, we're hoping to find the device in Qalashar and maybe Abbas as well. We don't have much time and this chance is too good to pass up. The speed and secrecy of the raid on Ashkashem leads us to hope that anyone at the Qalashar base won't know that the hunt is on. That's not going to last, so we need to size up the target and do what needs to be done."

"Welcome to Operation DISCONNECT."

Qalashar Vehicle Maintenance Facility



NPC Examples

A Bad Guy

Perimeter Guard (PerG)

The men guarding the perimeter are mostly recruits, younger sons of rural families in the poor areas along the border. Farming and herding has recently dropped to little more than subsistence, and there are no opportunities for young men. The HMA has had great success in recruiting the young men from the small villages in the foothills and mountainous regions along the border. Really, the choice for many of these young men is eking out a sparse living as a farmer, tempting fate working for smugglers of drugs, weapons or people, or joining the HMA. For those at Qalashar, they considered the HMA their best choice.

Fast Ordinary 3/Dedicated Ordinary 2/Tough Ordinary 1: CR 5; Medium-sized Human; HD 3d8+3 plus 2d6+2 plus 1d10+1; HP 28; Mas 13; Init +4; Spd 30 ft; Defense 19, touch 19, flatfooted 16; BAB +3; Grap +5; Atk +5 melee (1d4+2, knife), or +6 ranged (2d8+0, AKM); FS 5 ft by 5 ft; Reach 5 ft; AL HMA; SV Fort +5, Ref +5, Will +4; Rep +1; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills: Balance +7, Craft (mechanical) +2, Drive +6, Hide +7, Intimidate +1, Knowledge (current events) +3, Knowledge (streetwise) +4, Listen +7, Move Silently +7, Speak Language (Arabic, Russian, Tajik), Spot +8, Treat Injury +3, Tumble +7

Feats: Advanced Firearm Proficiency, Alertness, Blind-Fight, Improved Initiative, Personal Firearms Proficiency, Simple Firearms Proficiency

Occ: Rural (Balance, Survival)

Possessions: AKM assault rifle with 6 AKM magazines, BDUs, combat knife, load-bearing vest.

Tactics: The PerGs will always try to use their speed to their advantage. They'll move from cover to cover, keeping constant fire on their target. If outnumbered, one of them will make a dash to try to get reinforcements. Their tactics will rarely be much more complicated than this as they have received only minimal military training. They tend toward the "spray and pray" school of autofire attacks. While the PerGs are brave, they are also young and inexperienced. Faced with determined, professional opponents, the PerGs will likely lose their nerve quickly. In such a situation they will first attempt to retreat to a more defensible position or link up with a larger force. If neither is an option, they are likely to try to flee. While they will attempt to keep their firearms, if they are taking fire, they will drop them, hoping that their enemy will not shoot unarmed opponents. They may surrender if they can expect humane treatment.

A Not-So-Bad Guy

Cook

The cooks now working at the Qalashar Facility have all received training as chefs. Though they may not be at the level of the chefs that work in Western hotels and fancy restaurants, they take their craft seriously. So how did they end up here? Economic necessity. The city of Khorforjan in the border area had once been relatively prosperous. Soviet military personnel, government officers and even businessmen were common there, and so the hotels and upscale restaurants needed skilled, trained chefs. After Albenistani independence, this source of capital dried up. Then, with the currency crisis, the fancy hotels and restaurants died a quick death. The cooks at the Qalashar Facility were not the finest or the most skilled, but

they were trained and capable chefs. Further, most of them — either through bitterness or patriotism — believe in the nationalist goals of the HMA, and so, when the opportunity afforded itself, they happily took the job. Low pay and prestige is better than starvation and unemployment.

NOTE: The Cook showcases a new use for the Craft skill and the Creative occupation. Most individuals trained as chefs are creative individuals, and so the Creative occupation seems appropriate. Further, while cooking shows may indicate cooking can be a Perform skill (and in another situation, could easily be such), it is as much a Craft as writing or building an engine. *Appendix 5: Skills and Feats* includes a description of the Gourmet feat.

Smart Ordinary 1: CR 1; Medium-sized Human; HD 1d6; hp 7; Mas 13; Init +0; Spd 30 ft.; Defense 11, touch 11, flatfooted 10; BAB +0; Grap -1; Atk +2 melee (1d4-1, knife) or +0 ranged (1d4, knife); FS 5 ft. by 5 ft.; Reach 5 ft.; AL HMA; SV Fort +1, Ref +0, Will +2; AP 0; Rep +1; Str 8, Dex 10, Con 13, Int 15, Wis 12, Cha 14.

Skills: Computer Use +6, Craft (cooking) +7, Craft (mechanical) +4, Diplomacy +6, Knowledge (business) +4, Knowledge (current events) +4, Knowledge (earth and life sciences) +4, Knowledge (popular culture) +6, Knowledge (streetwise) +5, Knowledge (technology) +4, Profession (Cook) +5, Read/Write Language (Russian, Tajik), Repair +6, Research +6, Speak Language (Arabic, Russian, Tajik)

Feats: Gourmet, Simple Weapons Proficiency

Occ: Creative (Craft [cooking], Diplomacy)

Possessions: Clothing and cooking utensils, including a nice, big knife.

Tactics: A Cook will not fight unless he believes he is about to be killed. He will first attempt to flee. If that is not possible, he will attempt to surrender and will be willing to help the PCs in exchange for humane treatment and the chance to continue breathing. Maybe he can even whip them up a nice custard if they have the time.

A Good Guy

Sergeant Brett Wiley

Brett Wiley has served in the British Army for 9 years, in the SAS for the last 5 of those years. He is a skilled, capable and humble operator, acting as spotter for Staff Sergeant Fielding. He is well liked by his teammates and quite affable, even with outsiders. Wiley is most likely, out of the entire SAS element, to extend a hand in friendship to the Increment team. While garrulous, he is very aware of operational security and when speaking of missions, he is quite tight-lipped.

NOTE: Sergeant Wiley showcases a new feat — Spotter — which is detailed in *The Qalashar Device* in *Appendix 5: Skills and Feats*.

(Dedicated Hero 3/ Fast Hero 2/ Infiltrator 4/Soldier 4) (13): CR 13; M; HD 3d6 and 2d8 and 4d8 and 4d10; hp: 75; Mas 11; Init +3; Spd 25 ft.; Defense 26, touch 24, flatfooted 23; BAB +8/+3; Atk +10/+5 melee (1d4+2 knife) or +12/+7 ranged (2d8+2 Diemaco C7) or +11/+6 ranged (2d6, P226); FS 5 ft. by 5 ft.; Reach 5 ft.; AL SAS; SV Fort +5, Ref +9, Will +4; AP 9; Rep +3; Str 15, Dex 17, Con 11, Int 13, Wis 15, Cha 10.

Skills: Balance +7, Hide +17, Knowledge (physical sciences) +4, Knowledge (streetwise) +7, Knowledge (tactics) +9, Listen +18, Move Silently +15, Navigation +7, Read/Write Language (Arabic, English, Pashtu, Tajik), Speak Language (Arabic, English, Pashtu, Tajik),

Spot +19, Survival +14, Treat Injury +6, Tumble +7

Feats and Talents: Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Dead Aim, Double Tap, Far Shot, Personal Firearms Proficiency, Precise Shot, Simple Weapons Proficiency, Spotter, Stealthy, Track.

Talents (Dedicated Hero): Aware, Skill Emphasis (Spot).

Talents (Fast Hero): Evasion.

Class Features (Infiltrator): Improvised Implements, Improved Evasion, Sweep.

Class Features (Soldier): Weapon Focus (Dismace C7), Weapon Specialization (Dismace C7), Tactical Aid.

Occ: Military (Knowledge [tactics], Survival).

Possessions: Dismace C7 assault rifle (illuminator; laser sight; scope, electro-optical; suppressor, removable); 8 C7 magazines; SIG Sauer P226; 4 P226 magazines; concealable vest; backpack; binoculars, electro-optical; chem-lights (5); compass; flashlight; GPS receiver; map, area; multi-purpose tool; night vision goggles; radio, tactical; rope (synthetic, 75 ft); satcom (portable satellite terminal).

Tactics: Sergeant Wiley will act as spotter to Staff Sergeant Fielding for any targets over 350 feet away. Once targets come within 350 feet, Wiley will engage, usually attacking with Double Tap. Wiley rarely — save in the most extreme circumstances — uses autofire attacks. He saves his ammunition, picks his targets carefully and will usually take the extra round to use his Dead Aim feat to insure a good hit. In combat, he is always watching Fielding's back. In fact, while Fielding is not aware of this, Wiley is quite ready to put himself between danger and Fielding, believing the staff sergeant is a more valuable asset to the team.

Organization Example

NATO Special Actions Group (SAG)

The Special Actions Group (SAG) is a fictional Department 7.

Summary: The NATO Special Actions Group is the umbrella organization within NATO's Combined Military Intelligence Directorate (CMID). The SAG controls small, temporary units raised jointly from the forces of member nations. These units are termed Detached Teams. Detached Teams are created for a specific mission and then disbanded upon completion of that mission. Along with the SAG, the sections of the CMID include Personnel (Department One or simply D-1), Intelligence (D-2), Operations (D-3), Logistics (D-4), Liaison (D-5), and Signals (D-6). When activated, the SAG is technically Department 7 of the CMID.

Mission Profile: The SAG is responsible for covert surveillance, long-range reconnaissance, unconventional warfare and direct action. In peacetime, the SAG offers the members of NATO covert paramilitary capabilities for missions within hostile territory. Recently, the SAG has been tasked to anti-terrorism operations. Detached Teams can be sent into denied areas to monitor or strike at terrorist assets and personnel. SAG Detached Teams have been reported to have trained indigenous elements in areas controlled by dangerous regimes. Detached Teams may also have been involved in the elimination of certain leaders of extreme nationalist and terrorists groups.

Capable of extended independent action, SAG Detached Teams can be tasked to deep infiltration for forward observation, tactical air control, interdiction, long-range reconnaissance or direct action, which could include the elimination of enemy assets or personnel. SAG Detached Teams are capable of

infiltration by land, sea or air. Available equipment includes fixed and rotary wing aircraft, swimmer delivery vehicles and light utility vehicles.

Organization: A member nation of NATO must request the activation of a Detached Team. The request is made to D-5. Mission planning is done by D-2 in cooperation with the requesting force or government. The command component of a team is functionally attached to D-3 for

the duration of the mission, while the remainder of the team is attached to D-1. Personnel are requested by the command component and participation is voluntary. The command component must obtain the permission of the governments of any individual requested if that individual volunteers to participate. Personnel are returned to their parents units with the completion of a mission.

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