

THE HOOK

Two people, a prosecutor of the ICTY and a UN liaison officer, were found murdered. They were former team members of the characters. A few years ago, they investigated together on war crimes in Bosnia.

THE BACKSTORY

In 2003, a couple of prosecutors of the ICTY were frustrated because some war crime investigations in Bosnia were stalled. With the help of contacts within various governments agencies from various countries, they set up a team of specialists. This team clearly existed on the fringes of the UN mandate. They conducted investigations that were not quite official, so lot of the evidences they found were not admissible in court.

The Djika Knezevic case, named after an officer of the Serbian militia, was a delicate one. The team quickly found evidences of mass graves in the village Zaroze near the Bosnian border, but in Serbia. They also found witnesses, and survivors who told horrific, still confused, stories. Their investigations led to disturbing conclusions. Obviously, Knezevic was just a pawn. Someone, or something, called the shots. They eventually managed to relate Knezevic to summary executions in Bosnia, and they get him arrested.

However, Djika Knezevic never talked about his master.

But, they knew there was more. When they were disavowed and dismissed just after the case, their job was not finished.

PLAY THE PAST

This scenario takes full flavor when the Director switches between the present and the past. Details about the past investigations are deliberately vague. But, they are actually a major issue. Djika Knezevic and his vampiric master are trying to erase everything that could be traced back to them, including the characters.

However, the characters could gain some advantages from the past clues. Their investigation was not completely successful. But, they already had some evidences. A Director could find interesting to build a **team pool** (see NBA Core Rulebook page 108) before the final confrontation.

THE SPINE

The story begins when the police contacts the characters, at least one if not all. The police seem to favor the trail of the victims' past.

- The police officers in charge let them know that Djika Knezevic managed to escape during a

WHAT IF...

If the characters doesn't take the initiative, Djika Knezevic and his men will hunt them, and kill them. One at a time.

If they take charge, Djika will wait for them in Serbia, where he could take advantage from his knowledge of the area. Nonetheless, he will put the pressure.

transfer a few weeks ago (*major clue*). **Cop Talk**, or **Network**, or whatever creative skill use, gives access to the Dutch police case file.

- Analyzing the case file reveals that the murders bears evidences of executions perpetrated by Bosnian Serb militiamen (**Tradecraft**, or **Criminology**, *minor clue*).
- An encrypted USB key contains all the details of the first investigation (**Cryptography**, or **Data recovery**). It also indicates that the prosecutor continued her investigation (*major clue*). She found that several disappearances occurred in the area. She ascertained that militiamen are active in the area, despite the imprisonment of Djika Knezevic. Her conclusion will lead the agents to Zaroze, Republic of Serbia, where they have a job to finish. The way the characters get the key is up to the Director (search the prosecutor's house, mail, courier).

