

The Iraqi Connection

A Night's Black Agent Scenario

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RPG Geek One Sheet Contest 2015

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As members of the UNSCOM you are tasked with investigating presence of WMD in Iraq. Some say they were no WMD and that there has never been any, you know better, it is much worse than that. Following a botched interrogation you will need to uncover the truth.

You are CIA, British Intelligence, Mossad, Special Force operators on VIP duty. The year is 1995, you are in a foreign country, people don't like you, but you have a job to do.

The Ugly Truth

A research team in Iraq is working on star spores from an old Russian research program. The S100A4 MR4 spore was provided by a German company Forschung Stern with accompanying Russian research documentation. When placed in contact with human blood and tissue it multiplies rapidly taking over the host, increasing its strength, speed and aggressive instincts.

The Iraqis are trying to weaponize the spore so it can be used to contaminate a city, making the citizens attack one another, completely destroying defensive positions.

Selected Locations

Secret Prison (Black Site)

The room is nondescript, a metal chair bolted to the concrete floor, concrete walls broken by a metal door that only lets a shred of light go through. It could be anywhere in the world, anywhere but CONUS that is.

When the Agents are stuck, they can elect to go to a prison cut scene allowing them to answer one question. Every new cut scene will be more intense than the previous one. After three scenes

the director will detail how the prisoner is killed during questioning.

Al-Hakam

Designated location "324" under all official documents the Al-Hakam was chosen in 1988 to house all the Iraqi chemical/biological weapon development.

Sitting 65 clicks SW of Baghdad, surrounded by high walls, this huge facility contains laboratories and production capabilities. It even comprises a small prison where human test subjects can be kept.

It is well defended by a large contingent of Iraqi Republican Guards, but its sheer size makes it hard to secure against a small team.

Baghdad

The largest city in Iraq in 1995 is the hotbed of heavy international intrigue. The Hussein government trying to hide every possible hint of WMD. Many groups in the city are vying for more power knowing that this is a transition period before another upheaval.

Spies, operators touch shoulders with ambassadors and UN officials. Nobody wants UNSCOM here as it makes business hard to conduct under the scrutiny of the UN.

Selected Personalities

Dr. Germ
(Rihab Taha)

Dr. Taha AKA Dr. Germ, 38 years old is a prominent third-world microbiologist. She is a leader in biowarfare research. Holds a Ph.D. in biological science from the University of East Anglia's, England.

Sinister

Dr. Germ leads the research team of al-Hakam and works to develop a new bio weapon based on WW2 Russian research. She wants to take the research from Forschung Stern and apply it to human test subjects. She knows the compound is highly unstable, but frankly does not care if she can control the test subjects after inoculation. See *Prisoner Spore Drones*.

Innocuous

Dr. Taha just wants out of the Iraqi hell hole, she will do/say anything to get her ticket out to the “free” world. Her deal with Forschung Stern is that if she can stabilize the S100A4 compound they will provide her a permanent job in one of their research laboratories.

Chemical Ali

(Ali Hassan al-Majid)

Ali Hassan AKA Chemical Ali, 44 years old is a trusted member of the Iraqi leadership. He will never shy away from difficult jobs and will always accept responsibilities of actions taken under his command. As Director of the Iraqi Intelligence Service, he knows every little dirty secret of the other party member.

Sinister

Chemical Ali is waiting on the development of the S100A4 compound to eradicate the remaining Kurdish villages. The S100A4 strain is the perfect answer to the problem, as the genocide will not fall on him. **Bureaucracy** finds a village where initial tests were done.

Director Hassan wants to return in the good graces of President Hussein by proving to him that the food sent to Iran was “spiked” with the spore. Sadly for him the paper trail was destroyed, except for a single copy which he doesn't have. He would do anything to get his hands on it.

Innocuous

Director Hassan does not like that Iraqi scientists are doing the dirty work of western companies. He has proof that links Forschung Stern to the al-Hakam research site, but he does not know who he can trust in the capital. He would like to make a deal to UNSCOM in exchange for complete immunity.

Mrs. Anthrax / Chemical Sally

(Huda Salih Mahdi Ammash)

Dr. Ammash, 42 years old is a senior member of the Ba'ath Party. She is said to have been tasked with rebuilding the Iraqi biological weapons program. Holds a Ph.D. in microbiology from the University of Missouri.

Sinister

Mrs. Anthrax knows that Iraq cannot compete with western powers in terms of resources. So she made a deal with the devil, in exchange for laboratory time, scientists and “willing” test subjects she has gotten her hands on old Russian research papers and the S100A4 spore. As the head of the none existent Iraq's biological weapons program, she knows she can build a highly successful version of S100A4 and sell it to the Syrians.

Innocuous

Dr. Ammash wants to be the first female Iraqi president. She knows President Hussein is in a precarious position, and will make sure that she is in the right position when the International community decides they have enough. If this means she needs to play double agent for the west she will do so.

Selected Opposition

Iraqi Militia

Use the Thug template from Nights Black Agent (P.70)

Iraqi Republican Guard

Use the Soldier template from Nights Black Agent (P.69)

Prisoner Spore Drones (Human Test Subjects)

Athletics 1, Health 3*, Hand-to-Hand 6

Hit Threshold: 2

Alertness/Stealth Modifiers: +2/-4

Damage Modifier: +1 (fists, bite)

Armor: Fire does full damage, every other source reduce to 1

DMX-15 TC 1995

A huge gorilla with wires sticking out of its skull. The wires are insulated using 1950 technology.

Athletics 8, Health 8*, Hand-to-Hand 12

Hit Threshold: 3

Alertness/Stealth Modifiers: +4/-4

Weapon: +3 (fists, bite, grappling)

Armor: Fire does full damage, every other source reduce to 1