

## MRS Clock Maker

### Overview

The opposition are seeking to subvert the Eberon satellite constellation. To do this, they intend to acquire the inventor of the nuclear time chip (Codename: Grandfather) that are used. Should they acquire this capability they will then be able to calculate the systems blind spots.

We have been contracted to prevent this from occurring and take this information for our employer.

Tense diplomatic relations make an incursion strike by native forces both likely and undesirable. The refugee camp is tense and any hostile actions there are likely to trigger a riot.

Time scales are tight. Operation zone is classed Deep-Orange.

### Goals

1. Stay alive and do not get interrogated. **Extract within four days.**
2. Make sure Grandfather is not captured
3. Put their satellite capabilities beyond use
4. Acquire the constellation map
5. Minimal casualties (especially civilian casualties)
6. Avoid disrupting the political situation.

### Situation Report

Last information:

Codename **Grandfather** has gone to ground under an assumed name (Possible alias: **Candan Timu**). We believe that he is living in the refugee camp. Unfortunately, we believe that enemy high command is also in possession of this information.

He has a long history of bomb making for insurgent forces. He has also demonstrated the ability to construct dragon-relay devices.

Originally a supporter of the authorities in the region, he later demonstrated in support of tolerance. After six years in jail, he was released to work in exile.

He tends to keep himself isolated, working through a very small number of trusted confidants.

Lower quality information:

Grandfather seems to have shifted from a pattern of arbitrary support of the insurgency to one of repeated support for a few smaller groups. It is possible that he is withdrawing from active life.

It is believed that his early training is due to the US intelligence community.

Current primary contact: **Grand-daughter.**

Name in place: **Sidra Beau.**

Grand-daughter is our direct contact on site. She has limited access to higher-command, however.

Our understanding is that she is a go-between, used by both side in this conflict as a deniable link. She has firm support for her people, due to personal loss incurred during the early stages of the conflict.

She has limited weapons training, however she is a skilled negotiator.

Lower quality information:

There are some unconfirmed reports that she has tighter ties than currently believed to the command structure of the resistance movement.

A mild arachnophobia is indicated.

## **Forces in the Region**

Enemy Forces:

Air response, estimated 10 minutes.

Area A: Estimated 50 armed police

Area B: Estimated 200 armed police.

Confirmed presence of two armoured vehicles

Allied forces:

Air support is available, though an undesired escalation of force. E.t.a. Eight minutes.

Allied agent: Grand-daughter

Target: Grandfather

No other allied ground forces are expected to be present in the theatre.

## **Flag Report**

You are expected to come under deadly attack during mission operations.

You may need to initiate deadly hostilities.

Civilians are present in the mission area. Try to minimise casualties.

The diplomatic situation is, frankly, a mess. Try not to make it worse.

## **Map Overview**

Area A: A 'Refugee' Camp – half settlement and half internment camp.

Area B: Enemy guard outpost and customs checkpoint.

Point E: Potential point for rally and helicopter extraction

Point S: Favoured point for rally and helicopter extraction

## **Budget Report**

Most of the budget has been pre-allocated for this mission, due to time constraints.

### **Allocated:**

Delivery – by jeep. Drop off is expected to be hot. Jeep is not expected to be recovered.

Extraction – by helicopter. Dark-light. Pickup is expected to be hot. Be prompt.

Toolkit – for grandfather. Bioprint locked.

Audio translators (2)

Satlink radio (full team)

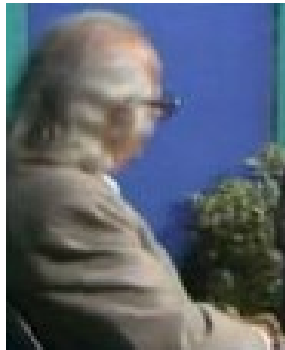
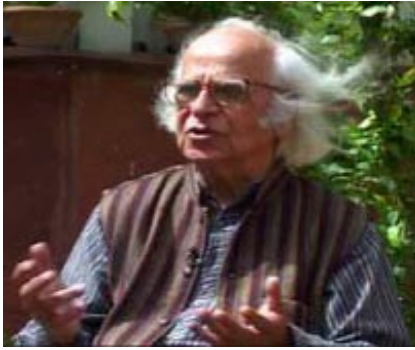
Intel Support

Air support (on standby)

### **Personal allowance:**

1 RP per team member. (And you are strongly encouraged to spend your permanent allowance on signature gear.)

Grand Father



Grand Daughter

