Bad Paper An Assignment for Millennium's End

A high-tech counterfeiting operation has set up shop on an abandoned oilrig off the coast of Columbia. The Secret Service has approached the cell, looking for assistance in a touchy situation. Sounds easy, but are the bills the only things bogus?

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This game scenario is a work of fiction. Any similarity to actual events or people is purely coincidental.

To get a feel for counterfeiting and the Secret Service, make sure you watch *To Live and Die in LA.*

The Assignment

"We recently discovered a small number of counterfeit \$100 bills in circulation," began Mr. Allen Lockwood, Deputy Bureau Chief of the Secret Service. "This would usually not be of any major concern, except these bills were different. Most notable was the fact that they were nearly perfect." Mr. Lockwood passes out several bills; each stamped "Counterfeit" in red letters.

"Down to the last detail, these bills are almost as good as the ones Uncle Sam makes. We almost didn't catch them, but we do random quality controls of bills in circulation, and we detected that the ink these were printed with did not quite match the chemical composition of our ink. We got lucky".

Mr. Lockwood goes on to explain that through intelligence and crime networks, the bills were traced to a small, extremely high-tech operation. He is unable to elaborate further, claiming security, "need to know", etc. The counterfeiters are working on-board a small offshore oil platform off the coast of Columbia. "They have set up shop, making it look as though they are actually doing exploratory drilling."

"We need to shut down the operation. We also need to know how they have so very nearly perfected the printing process. We've spent millions trying to foil counterfeiters, and we need to know how they got around all of the checks. We need the plates, printers...everything...they're using to print those bills."

The Deputy goes on to explain that the government would love to get cooperation from the Colombian government on this operation, but informs the cell that weak extradition treaties would almost guarantee the counterfeiters would go unpunished. Instead, he has been given the OK to launch Operation Poor Richard. Poor Richard involves a covert strike by the cell, to, if possible, recover all information and equipment at the rig. Worst case, the rig, the gear, and everyone on it is to be terminated with extreme prejudice. The Service has no written record of this operation, and its existence will be vehemently denied. "The government has to remain divorced from this operation."

"The other wrinkle to the operation is that I must accompany the team. The plates and other printing equipment is being listed as 'Eyes Only', and must remain under control of a Service agent at all times if possible. As you can imagine, the Service doesn't want this information getting into the wrong hands. As far as personnel, any Americans caught are to be returned to the US to face prosecution. All others are to be left to their own devices and the Colombian authorities."

As if reading the players minds, Lockwood adds, "Don't let the suit and the bit of gray hair fool you. I spent 10 years as a special agent out of the LA Field Office. I've seen my share of firefights, and I can handle myself when it comes to it."

Lockwood can provide a lot of information about the rig, including the company currently listed as owner, and even some low resolution satellite photos. He gives them a plain white business card, printed only with a phone number. "This is the only way you'll be able to contact me. I can be reached 24 hours a day at that number. Please keep me appraised of the situation, and if there is anything I can help you with."

Lockwood will agreeable to standard contractual arrangements, with 25-50% of the fee up front, the rest payable on completion of the operation. The check will be drawn from an off-shore bank; "The off-shore account is keep the government removed from the operation as much as possible." The check is good and can be cashed.

The Real Scoop

The C-Notes are not the only things bogus here.

Lockwood is indeed Deputy Bureau Chief of the Secret Service, and he indeed wants the printing equipment either recovered or destroyed, but not for such a noble cause as protection of the government and the American population. Any cursory investigation into Mr. Lockwood will yield he has worked for the Bureau for nearly 25 years, 10 years of which were in the Field Operations office in Los Angeles. He participated in several key operations, and was wounded, slightly, in one of them. The past several years have had him move up the ranks from field operative to Chief of the LA Office, to his current position. He has a knack for getting the job done, something that did not go unnoticed by his superiors.

Rather, he is part of the operation. Lockwood got tired of pulling down a government salary, and decided to supplement it by going into the printing business. However, printing \$100 bills is considered illegal in this country. Over the years, Lockwood was able to garner much information about the actual process of printing currency. This includes ink formulas, paper type, and so forth. Lockwood also has some connections to the "underworld", and has hooked up with Tomas Ramirez.

Tomas is a counterfeiter, good enough that he has only been arrested once, and that case never went to trial. Chalk one up for high paid attorneys. He was suspect of Lockwood at first, but was re-assured by both the technical details required to print the new bills, as well as "seed money" to start up the operation. Lockwood was to provide the technology and Tomas the distribution system.

Not long after their first meeting, the operation was in place on the oil platform. A small front company, Offshore Exploratory Drilling, purchased the unused oilrig in a mostly abandoned oil field off of Columbia. Any investigation into OED will not yield much. OED claims to be developing a process that will be able to extract the small amounts of oil left behind during standard drilling practices in an economically cost effective manner. Further investigation will yield that it is very much a front, although beyond that not much can be learned. There are no records of technical papers, patents, etc. having been published or applied for.

Recently, Lockwood learned that Tomas is planning to double-cross him by moving the operation. Rather than sit by idly, Lockwood is planning to strike. By enlisting the aid of the cell, he can act with impunity and not involve the Bureau. He has taken several weeks of leave, which should be enough to complete the mission. His primary goal is to get the printing equipment intact, but if he has to, kill everyone and destroy all of the evidence. He is also planning on killing the entire cell; there's just no room for witnesses.

The Action

The Platform

The oil platform is of a fairly common plan. The platform consists of three levels:

Lower Level: This is the sea-level portion of the rig. There is a small dock attached to one of the three support legs. The legs are made of an open framework, with stairs and a cable-operated elevator leading up the lower left leg to the two upper levels. The actually drilling tower sits away from the main structure.

The lower right leg houses the main pipeline to the offplatform holding tank. There are ladder rungs welded to this pipe.



The bottom of the next level is about 15m above water level.

Main Level: This is the main living level. This level also houses machinery and piping for the collection and distribution of the oil to a holding tank common to the entire oil field. There is a holding tank on the platform for collected oil, originally used in the event the main tank was full or there were problems getting the oil to it. Lastly, there is a small machine shop and tanks for aviation fuel for the helicopter used to access the platform. The entire main level is enclosed in corrugated metal, to give additional protection to crewmembers in bad weather.

On the main level are the main crew living spaces. This is comprised of three identical rooms, each holding 4 triple bunk beds. In each room is a locker for each bed, and a small table and some chairs. Next to that, is the crew heads, which include a row of sinks, lavatory stalls, and showers. Also, there is a crew's mess, with several tables and a galley area. The normal crew would eat in shifts, so it is not large enough for the entire crew of a functioning drilling platform.

Also on this level is the operational offices for the platform. These have been converted to house the printing operations, as well as serve as offices for the operation of the rig. In the main area are the computers, printers, and ancillary equipment required to print the counterfeit bills. There are several tanks of ink outside of the rooms. Inside is a chemical lab, used to mix the ink components in the proper ratios for the printing.

In the corner near the stairs is a small machine shop, necessary for the routine maintenance and upkeep of a working platform. There are the requisite tools to keep the rig running. There are also fuel tanks containing aviation fuel for the helicopter used by Tomas.

The areas around the legs are rimmed with a chest-high corrugated metal wall, to protect from accidental falls. There is a connecting catwalk to the drilling tower. On this level, it is an open framework, supporting the walkway above, and the main pipeline coming from the tower. The remaining spaces on the main level are cluttered with piping, crates, oil drums and other miscellaneous equipment. There is no oil being recovered from the tower, so most of the pipes are empty of crude, as are the two holding tanks.

Upper Level: This is the most crowded and cluttered portion of the rig. There is a solid metal railing around the entire level.

The most prominent features are the three cranes. These tower an additional 15-30m above the top of the deck. These were used to move equipment around the upper level, as well as lift gear from the dock at sea level.

Also on this level is a warehouse, used to store gear and equipment from the elements. The smallest of the buildings was the radar/radio room, and has retained its purpose with the counterfeiters. The other building is

used as the main headquarters for the operation, as well as the bunk area for Tomas and the leader of his security detail.

At the lower left corner is the raised heli-pad. This is large enough to handle small to medium helicopters, such as a Bell Jet Ranger or Sikorsky H-60 series. Fuel can be pumped from the tanks below. The pad is accessed via stairs from the upper level of the rig. The pad is about 30' above the main level.

There is a covered catwalk to the drilling tower accessible from this level. At the top of the tower is a platform, accessed by rungs up the side of the tower.

Like the main level, this level is cluttered with gear, crates, drums, piping and assorted equipment. There are large light towers at several points, which would provide for good, although not complete, illumination of the platform.

The platform is located approximately 30km from the Colombian shore, in a mostly abandoned oil field. There are platforms every 1-3kms throughout the field. The next closest rig that is still in use is about 7km away. The counterfeiters have a fairly good knowledge of the field, and which platforms are still receiving ship and helicopter traffic.

The Defenses: The counterfeiters have set up a fairly solid set of defenses, involving personnel, electronics, and other equipment. Aside from Tomas, there is a fairly large number of personnel on the platform, ranging from crack mercenaries to rig workers.

For Tomas, use the SysAdmin NPC on page 124 of *Terror/Counterterror*. He is the brains of the operation, and as such is not heavily armed, and is smart enough to know to hire others to do the dirty work. Tomas sleeps in the bedroom at the back of the office on the upper deck.

Tomas has two high-tech assistants who basically run the technical aspects of the operation. They also have limited martial skills – enough to try to keep themselves alive if the other defenses fail. They are somewhat expendable in the eyes of Tomas, so their military experience came second to their technical skills. Use the two User NPCs on page 124 of *Terror/Counterterror*. The weapons are kept next to their computer workstations, and they sleep on foldout cots in the office areas.

The head of the defense team is Roger Lawson, a seasoned mercenary with years of experience in country. This is a rather easy assignment for him, considering the defensibility of the rig, as well as the fact that the chances of an assault are fairly small. For Roger, use the NPC Stereotype: Elite CounterTerrorists, Lt. on page 128 of *Terror/Counterterror*. He will always be wearing a Class II ballistic vest.

Roger has assembled a team of 12 men and women to defend the rig. For these, use the remaining 4 NPC Stereotype: Elite CounterTerrorists on page 128 of *Terror/Counterterror* (three of each). The only changes are that all carry the MP5/Glock combination and wear Class II vests, and no one carries the Walther sniper rifle. Additionally, give three of the mercs an added skill of RADAR Operation at 40.

The mercs (including Lawson) sleep in the right-most sleeping area of the middle deck. The mercs work a "six on/six off" schedule, so that there are always at least 6 on duty at any given time. Lawson will work whatever shift he sees fit. All carry and use a 2km hands free mike and headset radio, as well as a large flashlight. These soldiers are highly trained and highly motivated, especially considering that they are all being well paid for this assignment.

In addition, Roger has hired 10 local "guerillas" as additional firepower. These locals add to the appearance that this is a working rig. Use the NPC Stereotype: Guerillas on page 126 of *Terror/Counterterror* (two of each). They are outfitted as per the sourcebook. They do not carry radios. These sleep in the middle bunkroom, also working a "six on/six off arrangement", with 5 on duty at all times

Lastly, there are about 12 oil workers, hired from the ranks of unemployed Colombian riggers. They have been hired to give the appearance of a working platform, and are working about 10 hours every day during daylight hours. These are unarmed men, whose only motivation is collect a weekly paycheck.

Next are the physical defenses. One of the more simple defenses is illumination. The entire rig is extremely well illuminated with large quartz halogen floodlights. Although there are areas on shadow, these are minimal, and no area being that large.

The next step up is that the drilling rig and the two legs without the stairs have been rigged with claymore mines. Halfway up each is a tripwire, set to detonate a claymore. Three-quarters of the way up is a second tripwire connected to a second claymore, just in case the first one was not deterrent enough. The claymores are mounted to the bottom of the rig, pointed straight down the middle of the legs. This set-up gives maximum coverage.

One of the more unusual set-ups is that the floor below the printing operation is outlined in det-cord. In the event of an unstoppable takeover, Tomas can trigger the explosive via a radio detonator. This would have the effect of putting the entire operation in the ocean, safe from being used as evidence. He is smart enough, however, to have duplicates of everything on dry land (unknown to Lockwood). Also, there are thermite charges on top of each computer, printer, and filing cabinet in the printing area. These are manually triggered, and are placed to destroy the evidence in a less drastic manner than the det-cord.

On the top of the drilling tower is a pintel mounted M-60E3 machine gun, and 500 round of ammunition (5, 100 round belts). This is usually covered with tarps during the day, and is manned by one of the Sniper NPCs at night. This is one of the few areas that remain dark at night, but there is a small searchlight mounted here has well. From this position, the gunner has a good firing arc over almost the entire upper deck, except for just behind the buildings. During the day, the sniper on duty remains at the lower portion of the drilling tower, charading as a crew foreman.

In the radio room is a fairly modern RADAR set-up, which is continuously manned. It has a range of 15-20km depending on weather conditions. There is also a satellite phone for communicating with the mainland and elsewhere.

The rig is patrolled in a very standard fashion, with a mercenary patrolling each level, one at the drilling tower (sniper), and one on roving patrol from one deck to the next. The guerillas on duty are spread at fixed locations, usually one on the heli-pad, one each at the stairs on the upper and middle level, and two on the dock. Roger Lawson is usually in the printing op-center during the day. If Lawson suspects something may be up, he will keep half of the off-shift mercs and guerillas on duty during each shift, assigning one of each to patrol a level of the rig.

The Operation

The players may assault the rig in any manner they choose. However, different methods will involve different risks as evidenced by the defense set-up above. Allen Lockwood will insist on remaining tied into the operation from an "observer's perspective". He will go along with any sound plan, and will only offer input if requested, or he feels the mission is sure to fail. He is not going to put his life on the line with a suicide mission.

Although Lockwood is claiming to be working on a Secret Service sponsored assignment, he states he has access to limited resources due to the fact the operation is covert, and the government must retain plausible deniability. However, since he is effectively printing his own money, he will be able to personally fund certain items such as a helicopter or boats. However, he will first try to get the players to secure these items and services themselves, through L&P, and charge them to the mission.

Allen Lockwood is a seasoned operative, and will be able to outfit himself nicely. He will wear whatever armor/camouflage the cell is wearing. He will arm himself with an H&K MP5 variant, consistent with the rest of the cell, most likely an MP5 SD. He will also carry a Glock 17 9mm, and several magazines for each weapon. Other gear will be dependent on the method of attack. Use the stats for last NPC Stereotype: Cops on page 111 of the *GM*'s *Companion* for Lockwood. Add the skill rolls Swim @ 46 and SCUBA @ 66.

If the Cell does any INTEL gathering, they might be able to learn some useful information. By determining who owned the rig before the counterfeiters (under the guise of OED), the cell could determine who built the rig, and hence a rough plan of the rig. Since actual rigs might vary from one to the next, the players should be told that the plans they get should only be used for generalities. And since the rig is now being used for a totally different purpose, the actual layout of buildings and quarters may be in fact quite different. Lockwood can provide a good nautical chart with the exact location of the rig annotated.

If the cell does any recon of the rig, they may give warning to the team on the rig. Daylight fly-bys would definitely raise suspicions, since there is very little air traffic to this part of the oil field. If this were done, the cell would have to be quite clever to avoid spooking the rig. Likewise, shipping traffic is minimal, especially pleasure craft.

Whenever the cell decides to mount their operation, two additional items will be noted. First, there is a small merchant vessel tied up to the dock. This is being used to ferry supplies such as food to the rig. Onboard are three additional NPC Stereotype: Guerillas from page 126 of *Terror/Counterterror*. One is on watch on the deck at all times. There are also five non-combatant crewmembers, which will not fight. These will be asleep during nighttime hours.

Secondly, there is a Bell Jet Ranger (pg. 77 of Vehicle Sourcebook) on the heli-pad. Tomas and the mercs use this for quick transport to the mainland. Two of the mercs are able to pilot the helicopter. It is always kept fully fueled and ready for use.

However, the cell gets on the rig, some things will be constant. Firstly, not only will Lockwood try to secure all of the printing equipment, but he will try to kill everyone on the rig as well. This will include non-combatants, as well as sleeping personnel. This might raise the suspicion of the cell, as Lockwood had told them that he intended to let the local authorities handle anyone who wasn't American, and he wanted to bring back anyone who was American. If questioned, he will reply "Right, bring them back to a justice system skewed towards the criminals, where they will be on the streets within hours" (or something to that effect). If the cell insists that they do not kill these groups of people, Lockwood might relent, depending on where in the operation they are. If the equipment is not yet secured, he will have them bound and gagged, and will try to kill them later, after the operation is complete.

Also, once the operation is complete, Lockwood will try to kill the cell members as well. He might also try to eliminate them piece-meal. If the cell breaks up into smaller units, Lockwood will go with one of them (the one most likely to get to the printing area). Then, if a firefight ensues, he will kill the cell members he is with by shooting them in the back. When he rejoins the rest of the cell, he will tell them that the others were killed by enemy fire. However, if the bodies are recovered or inspected, it will be obvious they were shot from behind. Lockwood will attempt to explain they were ambushed from behind, etc. If a situation like this does not present

itself, Lockwood will try to kill all of the cell members at the end of the operation using his submachine gun, or a recovered weapon. He will do this when the cell least expects something (if this is possible since the cell may start expecting something is wrong based on Lockwood's actions earlier in the operation.

Lockwood will try to avoid coming face to face with any of the technicians, mercs or Tomas, as all know him. If any of these people see him, they will react such as to indicate to cell members that they know him. "What are you doing here? I thought you weren't due back until next week!" or "You double crossing son-of-a-bitch!" might be two ways the person might respond, depending on the encounter. This would be another clue that Lockwood is not on the up and up, and can no longer be trusted.

If Tomas or Lawson feel there is no chance of winning any sort of confrontation with the cell, they will order the printing operation destroyed, either through the thermite grenades, or the det-cord, with the latter being a last resort. Tomas and Lawson will also try to escape using the helicopter, leaving everyone else to fend for themselves. In any event, Tomas and Lawson both know that there is duplicate equipment elsewhere; there is no sense in dying to protect something that is easily replaced. A large quantity of cash in offshore accounts is not a bad incentive either[†].

Whatever the outcome, Lockwood will try everything to kill everyone onboard the rig. If there is no clear way to cleanly kill the cell members, he will not attempt it, not wanting to risk his own safe return to the US and cash.

⁺ Legitimate cash is made from selling the counterfeit bills at a fraction of the cost (10-50¢ on the dollar) to people who then distribute/use the counterfeit bills.

The End Game

Depending on the series of events on the rig, the end of the assignment may take one of two basic courses:

If Lockwood and the cell survive, with the cell not suspecting Lockwood or his motives, Lockwood will thank the cell on behalf of the US Government, and promises swift payment. However, the payment never comes. Attempts to communicate with Lockwood through the number given to the cell will yield a number no longer in service. If the Deputy is contacted at the Secret Service, the cell will be told that Mr. Lockwood is on "administrative leave." If the Secret Service Director is contacted, he will have no knowledge of "Operation Poor Richard", and will tell the cell that he will investigate the situation, also telling the cell that Lockwood is on administrative leave. Several weeks will pass with no new information. Eventually, someone from the Service will contact the cell with the remainder of their fee plus an additional 25%, also drawn from an offshore bank. "The Service wishes to thank you for your service, and requests that all information from the operation be destroyed, and the operation is never discussed with anyone" is all the Agent has to offer. Obviously, the Secret Service did some digging themselves, realized what happened and decided to cut their losses and to lick their wounds. It is a better thing to pay off the cell, than have a large, public trial of the cell (they did participate in illegal activities, even if unknowingly), where the dirty laundry of the Treasury Department would be aired.

If the cell is able to return to the US with any or all of the gear, and Lockwood was killed/detained, they can contact the Secret Service with the information they have. If so, they will be paid the remainder of the fee plus 25% several days after they notify the Service. As above, they will be told to destroy any evidence, and never discuss the operation with anyone. A week later, the cell members will read the following small article in the Washington Post:

"Mr. Allen Lockwood, Deputy Bureau Chief of the Secret Service, was killed in a late night car accident. Mr. Lockwood was returning to his McLean, Virginia home after working late in his office. No official cause of the accident has been determined, although police believe that inclement weather and excessive speeds contributed to the crash. Mr. Lockwood had been with the Secret Service in various capacities for the past 25 years, including ten years in the LA Field Office. Mr. Lockwood is survived by his wife, Emily, and two young children."

It looks like even the Treasury Department has ways of taking care of their own.







