

IMPOSSIBLE SCENARIOS GROUP

UK GEN CON 1999 Millennium's End Tournament



PLAYER CHARACTERS FOR BlackEagle / BlackEagle London Cell 3

The player characters in this document form London Cell Three.

They were originally created for Euro Gen Con 1998, and have subsequently been adopted by the regular group of ISG members and players in London.

Treat them with a little respect - some people in my regular playing group actually care for them!

Characters created by Roger Stenning

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Character #1 Name: Alfred Kelson (Ex-cop)

Sex: Male,
Height: 150 cm,
Weight: 40 kg
Age: 32
Nationality: British
Eye colour: Brown,
Hair colour: Brown
Skin colour: White,
Handed: Right

ATTRIBUTES

Intelligence:	68	Perception:	56
Sensibility:	78	Base Speed:	12
Agility:	33	Recovery:	09
Co-ordination:	35	Endurance:	08
Constitution:	45	Damage Rating:	05
Strength:	44	Mass Factor:	01.6
Personality:	30		
Appearance:	58		
Bravado:	43		
Willpower:	48		

Identifying marks: Multiple scarring on both lower legs, from a traffic accident. Walks fine, but runs as if almost off-balance, and not very quickly (minus 20 impairment to the legs at all times).

Education: Four year degree in Police Sciences

Family: Father (deceased), Mother (alive), living in Putney, west London.

Money: € 3,150

Possessions:

4x .40in S&W Ball (50 rounds)	1x Glock 17 (.40" S&W)
1x 10 km Mil-spec Hand Transceiver	1x Homing Beeper
1x 35 mm Camera	1x Homing Beeper Receiver
1x 35 mm Zoom Lens	1x Laser Microphone
1x Basic Tool Kit (100 pieces)	1x Lock Release Gun
1x Car Opening Kit	1x Lockpick Set
1x Cellular GenNet Modem	1x PAC Card
1x Cellular Phone	1x Palmtop PC
1x Cellular Phone Service	1x Portable GenNet Access Card
1x Chemical Lightstick	1x Tanto knife
1x Class II+ Ballistic Undercover Vest	1x Telephone Line Tap
1x Crazy Glue	1x Telephone Receiver Tap
1x Electrical Multi-meter	1x Tonfa
1x First Aid Kit (Basic)	1x Transistor Detector
1x Flashlight (2-cell)	1x Video Camcorder
1x Flashlight (Penlight)	1x VOX Headset
1x Glass Cutter	1x Window Punch

SKILLS

Academic Skills (Talent Base: 5)

25	Geography	20
25	History	20
25	Journalism	20
35	Journalism/Research	10
20	Law	15
25	Law/Criminal	05
25	Literature	20
55	Anglo Language Group	50
80	English Language	25
35	Philosophy	30

Creative Skills (Talent Base: 3)

23	Acting	20
33	Acting/Con	10
43	Photography	40

Domestic/Technical Skills (Talent Base: 3)

63	Electrics	60
93	Electrics/Electronics	30
43	Mini Mech	40
63	Mini Mech/Locksmith	20

Medical Skills (Talent Base: 4)

38	Medicine	35
53	Medicine/EmergMed	15

Natural Skills (Talent Base: 3)

38	Hiding	35
53	Hiding/Shadowing	15
33	Perception	30

Physical Skills (Talent Base: 4)

44	Kata	40
64	Kata/Aikido	20
54	Unarmed hand-to-hand	50
74	UHTH/Combat Throw	20
74	UHTH/Dodge	20
74	UHTH/Grapple	20
64	UHTH/Kick	10
64	UHTH/Punch	10

Reflexive Skills (Talent Base: 3)

33	Aim	30
43	Aim/Autofire	10
43	Aim/Longarm	10
48	Aim/Smallarm	15
53	Drive	50
78	Drive/Auto	25

Scientific Skills (Talent Base: 6)

26	Computer Operations	20
36	CompOp/Civil Systems	10
51	Math	45
61	Military Sci	55
88	Military Sci/Tactics	27
46	Police Sci	40
66	Police Sci/Forensics	20

Social Skills (Talent Base: 3)

43	Diplomacy	40
63	Diplomacy/Prying	20
33	Psychology	03

Additional notes:

Alfred ("Alf") Kelson was born in Lewisham, south London, a rough area in the seventies, as he grew up. When Alf was twelve, his father, a Black Taxi driver (a 'Hackney Carriage'), was killed in an accident by a drunk driver, who crossed a red traffic light at seventy miles per hour. His father was killed instantly, as the Ford Cortina smashed through the driver's side of his taxi. From that moment on, all Alf wanted to do was be a policeman, and catch the bastard that killed his dad.

Even with the realisation that he'd never knowingly catch the man when he left school, he still persevered to his goal of becoming a policeman, and went to Birmingham's Aston University, to study Police Sciences.

Four years later, his graduation day turned from a celebration to a nightmare. A rainy day, coupled with a joy-riding teenager and a police pursuit, ended with a crash, when the joy riders appeared out of nowhere, ploughing into Alf, and breaking both his legs in over ten places each.

It was a miracle he was able to walk again, following the multiple operations on his legs, and the intrusive and painful physio-therapy he endured, but even then, he couldn't run worth a damn after two years following the accident. The police regretted that they couldn't take on a man who couldn't run, and that was that. No career in the police.

So, to try to make a living, he cast about, and eventually spotted the BlackEagle/BlackEagle recruitment adverts. The rest, so to speak, is history. He's now team leader of Cell Three, London.

Character #2 Name: Richard Michael Wilson (Ex-spook)

Sex: Male,
Height: 150 cm,
Weight: 38 kg,
Age: 37,
Nationality: British,
Eye colour: Blue,
Hair colour: Brown,
Skin colour: White,
Handed: Right

ATTRIBUTES

Intelligence:	54	Perception:	59
Sensibility:	58	Base Speed:	16
Agility:	31	Recovery:	12
Co-ordination:	31	Endurance:	08
Constitution:	43	Damage Rating:	03
Strength:	30	Mass Factor:	01.7
Personality:	66		
Appearance:	62		
Bravado:	69		
Willpower:	40		

Identifying marks: None

Education: Four year degree

Family: None living

Additional notes:

Money: € 12,193

Possessions:

4x .40in S&W Ball (50 rounds)	2x Fragmentation Hand grenade
1x 10 km Mil-spec Hand Transceiver	1x Glass Cutter
1x Basic Tool Kit (100 pieces)	1x Glock 17
1x Car Opening Kit	1x Homing Beeper
1x Cellular GenNet Modem	1x Homing Beeper Receiver
1x Cellular Phone	1x Lock Release Gun
1x Cellular Phone Service	1x Lock pick Set
1x Class II+ Ballistic Undercover Vest	1x PAC Card
1x Crazy Glue	1x Palmtop PC
1x CS (tear gas) Hand grenade	1x Portable GenNet Access Card
1x Electrical Multi-meter	1x Thermite Hand grenade
1x First Aid Kit (Basic)	1x VOX Headset
2x Flash-bang Hand grenade	1x Window Punch
1x Flashlight (Penlight)	

SKILLS

Academic Skills - 4 -

24	Geography	20
24	History	20
24	Journalism	20
34	Journalism/Research	10
24	Literature	20
54	Anglo Language Group	50
79	English Language	25
34	Philosophy	30

Creative Skills - 3 -

43	Photography	40
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Domestic/Technical Skills - 3 -

61	Electrics	58
96	Electrics/Electronics	35
43	Mini Mech	40
63	Mini Mech/Locksmithing	20

Medical Skills - 3 -

20	Medicine	23
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Natural Skills - 3 -

38	Hiding	35
53	Hiding/Shadowing	15
33	Perception	30

Physical Skills - 3 -

43	Kata	40
63	Kata/Jiu-jitsu	20
53	U hand-to-hand	50
73	U H-to-H/Block	20
63	U H-to-H /Combat Throw	10
63	U H-to-H /Dodge	10
73	U H-to-H /Grapple	20
73	U H-to-H /Punch	20

Reflexive Skills - 3 -

33	Aim	30
43	Aim/Autofire	10
43	Aim/Longarm	10
48	Aim/Smallarm	15
53	Drive	50
78	Drive/Auto	25

Scientific Skills - 5 -

61	Computer Operations	56
81	Comp Ops/Civil Systems	20
81	Comp Ops/Networks	20
66	Comp Ops/Programming	05
86	Comp Ops/Security	25
45	Engineering	40
65	Engineering/Chemical	20
55	Engineering/Civil	10
50	Math	45
51	Military Science	46
78	Military Science/Tactics	27

Social Skills - 6 -

36	Psychology	03
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Additional notes:

Richard Michael Wilson is a former employee of the British Secret Intelligence Service (Surveillance and Suppression specialist), where he worked in counter-espionage.

Following a successful career, the cold war suddenly stopped virtually overnight, and he was made redundant. He's rather close-mouthed about his work in SIS, as are most of that service's former employees.

He's married to Sandra, and has two kids, a boy of fourteen, Simon, and a daughter of nine, Julie.

Home life is fairly normal, but his son is into new-age punk rock, a fad, Richard believes, but one that's landed the boy in a certain amount of trouble with the school's principle of late, due to the way Simon dresses and behaves.

Richard is probably one of the best covert surveillance operatives in BlackEagle/BlackEagle's London office.

Character #3 Name: Neil Hackett (Ex-Terrorist)

Gender: Male
Height: 175 cm
Weight: 68 kg
Age: 22
Date of Birth: Tuesday December 21, 1976
Race: Caucasian
Nationality: Canadian
Eye Colour: Piercing Blue
Hair Colour: Bald (shaven)
Skin Colour: Tanned
Handed: Right
Basic Education: High (Secondary) School
Further Edu.: None
Dist'g Features: Tattoo, snake (Cobra), left arm, wrapped around upper arm

Attributes

Intelligence	(3)	54 / 54	Perception	32
Sensibility	(2)	40 / 40	Base Speed	14
Agility	(2)	45 / 45	Endurance	12
Co-ordination	(3)	58 / 58	Recovery	10
Constitution	(2)	56 / 56	Dam. Rating	03
Strength	(2)	28 / 28	Mass Factor	01.0
Personality	(2)	42 / 42		
Appearance	(2)	44 / 44		
Bravado	(4)	75 / 75		
Willpower	(3)	48 / 48		

Identifying marks: None

Education: Four year degree

Family: Parents divorced; Mother lives in Toronto, Father lives in Edmonton, both in Canada.

Additional notes:

Money: € 9,895

Possessions

4x .40in S&W Ball (50 rounds)	2x Fragmentation Hand grenade
1x 10 km Mil-spec Hand Transceiver	1x Glass Cutter
1x Basic Tool Kit (100 pieces)	1x Glock 17
1x Car Opening Kit	1x Homing Beeper
1x Cellular GenNet Modem	1x Homing Beeper Receiver
1x Cellular Phone	1x Lock Release Gun
1x Cellular Phone Service	1x Lock pick Set
1x Class II+ Ballistic Undercover Vest	1x PAC Card
1x Crazy Glue	1x Palmtop PC
1x CS (tear gas) Hand grenade	1x Portable GenNet Access Card
1x Electrical Multi-meter	1x Thermite Hand grenade
1x First Aid Kit (Basic)	1x VOX Headset
2x Flash-bang Hand grenade	1x Window Punch
1x Flashlight (Penlight)	

Skills

Academic Skills - 5 -

20	Geography	25
25	History	30
50	Anglo Languages	55
25	English	80
10	Literature	15

Technical Skills - 5 -

43	Electrics	48
25	Electronics	73
25	General Mechanics	30
40	Miniature Mech	45
20	Locksmithing	65

Medical Skills - 5 -

20	Medicine	25
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Natural Skills - 4 -

40	Hiding	44
20	Concealment	64
10	Creeping	54
15	Shadowing	59

Physical Skills - 4 -

20	Swim	24
30	Unarmed hand-to-hand	34
10	Punch	44

Reflexive Skills - 4 -

50	Aim	54
25	Autofire	79
25	Longarm	79
20	Smallarm	74
35	Drive	39
15	Automobile	54

Scientific Skills - 5 -

20	Computer Operations	25
10	Civil Systems	35
40	Engineering	45
20	Chemical	65
10	Civil	55
30	Math	35
20	Military Science	25
10	Tactics	35

Social Skills - 6 -

20	Diplomacy	02
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Brief Biography.

Neil Hackett is a former Eco-terrorist. Following his arrest for almost succeeding in demolishing an oil-fired power station, he was released after five years in a maximum security Canadian Prison. And found that all his former comrades had either lost the faith, been locked up, or had vanished without a trace.

After discovering that no-one wanted his affiliation, he was bound to find that employment was a lost cause as well.

Still, he tried, to give him his due, eventually winding up as a cook in a fried chicken outlet, in Vancouver, British Columbia (West coast of Canada), where he grew more and more frustrated with the way things were going for him.

A regular of the joint, a Mountie (Royal Canadian Mounted Police Officer), seeing, somewhere in Neil, a spark of something half-decent, began to talk to him one slow night. With nothing better to do, Neil listened. After the first half hour, Neil had realised that this particular cop wasn't the run of the mill twit. In fact, the Mountie wasn't a hide-bound twit at all - what was said made sense. Essentially, the Mountie was telling him to either get what he wanted, or he'd be stuck in this rut forever.

Over the next few weeks, Neil made sure that he was working when the Mountie - a woman - called in. Two months later, the Mountie called in with something in her hand. A prospectus/application form. From a firm he'd never heard of, called BlackEagle/BlackEagle. Sounded ecological. Wrong. The Mountie - Beryl - told him that this bunch did good things, not always within the strict letter of the law, but, being who they were, that didn't always matter too much.

That night, after he left work, to go back to his dingy little one-room apartment, he read the paperwork. And filled it in. The rest is (to use a much abused cliché,) history. Following successful graduation - Beryl was there, oddly enough - he was assigned to the London Office.

He and Beryl see each other off and on. It seems she's an irregular recruited for BE/BE, but that hasn't stopped their friendship. He knows he's got a debt of thanks owing to her, and regularly travels up to Vancouver, to help her with some other charity work she does.

Although an ex-terrorist, he meshes well with the cell, and, although affectionately known as 'tree-hugger', he's a damn useful all-round member of the team.

Character #4 Name: Mike Hammond (Sniper)

Gender Male
Height 175 cm
Weight 68 kg
Age 24
Date of Birth Wednesday February 27, 1974
Race Caucasian
Nationality British
Eye Colour Blue
Hair Colour Brown
Skin Colour Fair
Handed Right
Basic Education High (Secondary) School
Further Edu. Degree (4 year)
Dist'g Features None

Attributes

Intelligence	(2)	52 / 52	Perception	57
Sensibility	(4)	64 / 64	Base Speed	15
Agility	(4)	51 / 51	Endurance	10
Co-ordination	(3)	38 / 38	Recovery	08
Constitution	(3)	50 / 50	Dam. Rating	05
Strength	(2)	48 / 48	Mass Factor	01.0
Personality	(2)	38 / 38		
Appearance	(2)	26 / 26		
Bravado	(1)	35 / 35		
Willpower	(2)	34 / 34		

Identifying marks: None

Education: Secondary School

Family: Parents both living in London area.

Additional notes:

Money: € 8,147

Possessions

4x .40in S&W Ball (50 rounds)	2x Flash-bang Hand grenade
6x 7.62mm subsonic NATO ball (50 rounds)	1x Flashlight (Penlight)
1x 10 km Mil-spec Hand Transceiver	2x Fragmentation Hand grenade
1x Accuracy International Covert 7.62mm rifle	1x Glass Cutter
1x Basic Tool Kit (100 pieces)	1x Glock 17
1x Car Opening Kit	1x Homing Beeper
1x Cellular GenNet Modem	1x Homing Beeper Receiver
1x Cellular Phone	1x Lock Release Gun
1x Cellular Phone Service	1x Lock pick Set
1x Class II+ Ballistic Undercover Vest	1x PAC Card
1x Crazy Glue	1x Palmtop PC
1x CS (tear gas) Hand grenade	1x Portable GenNet Access Card
1x Electrical Multi-meter	1x Thermite Hand grenade
1x First Aid Kit (Basic)	1x VOX Headset
	1x Window Punch

Skills

Academic Skills - 4 -

20	Geography	24
20	History	24
50	Romance Languages	54
25	Spanish	79
10	Literature	14

Creative Skills - 5 -

40	Photography	45
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Technical Skills - 5 -

40	Electrics	45
20	Electronics	65
15	General Mechanics	20

Medical Skills - 5 -

40	Medicine	45
20	Emerg'y Med	65

Natural Skills - 6 -

55	Hiding	61
10	Concealment	71
25	Creeping	86
15	Shadowing	76
20	Perception	26
30	Tracking	36

Physical Skills - 5 -

20	Armed hand-to-hand	25
10	Swing	35
10	Thrust	35
40	Climb	45
20	Swim	25
43	Unarmed hand-to-hand	48
20	Punch	68

Reflexive Skills - 6 -

55	Aim	61
20	Autofire	81
31	Longarm	92
27	Smallarm	88
30	Drive	36
15	Automobile	51
15	Motorcycle	51

Scientific Skills - 5 -

20	Computer Operations	25
10	Civil Systems	35
30	Math	35

Scientific Skills - 5 -

32	Military Science	37
10	Tactics	47

Social Skills - 4 -

20	Diplomacy	02
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Brief Biography.

Mike Hammond is a former British Army soldier, and served with the Royal Green Jackets for four years. He originally joined the Army to get out of the unemployment trap, before realising that as a mere 'grunt', he wasn't going to be able to do much anything after leaving the Army.

Never the less, he served his four year term with distinction. In basic training, he attained his Marksman's qualification, which immediately led to his being selected for sniper training, which he excelled at.

Four years later, and many rather "dodgy" detachments later, he has managed to gain contacts in both the British and American intelligence agencies, and has several very low-profile events to his name. In the Intelligence Community, he's known informally as "The Undertaker", as he'd never been known to botch an assignment whilst in the Army.

On leaving the army, one of his American contacts suggested that he apply to join a relatively new, but well recommended, firm called BlackEagle/BlackEagle.

He did as suggested, and hasn't looked back. He gets paid - very well - to do the jobs that the British Army paid very little for him to do.

Following his graduation from the BE/BE induction course (which he found "interesting"), his special talents with rifles was recognised, and he was assigned to the London Office, where he could make use of some of his former Army and Intelligence contacts.

In character, he's a cheerful man, prone to seeing the best in any situation, and exploiting it for the good of the mission.

Respected by all his Cell members, on several assignments, he has been a key man in ensuring that the team got back home safely, by acting in the overwatch position, and stopping opposing forces from getting to close to his cell-mates.

He lives on his own in Bromley, South London, a thirty minute train and tube ride away from the office, or a hair-raising ten minute 3-in-the-morning ride on his Yamaha 2000 motor bike.

Character #5 Name: Leon Spanelli (ex-spook)

Gender	Male
Height	190 cm
Weight	69 kg
Age	35
Date of Birth	Monday December 30, 1963
Race	Caucasian
Nationality	American Italian
Eye Colour	Hazel
Hair Colour	Brown
Skin Colour	Light Olive
Handed	Right
Basic Education	High (Secondary) School
Further Education	Masters Degree (2 year)

Distinguishing Features

No physical marks. Has a closely cropped full beard and moustache, starting to lose his hair (small bald patch around the crown). Speaks with a slight, but detectable, Italian accent, when speaking English. His Russian accent is Muscovite. When speaking Italian, his second language, he has a vaguely Sicilian accent.

Attributes

Intelligence	(2)	54 / 54	Perception	59
Sensibility	(3)	58 / 58	Base Speed	16
Agility	(2)	31 / 28	Endurance	10
Co-ordination	(2)	46 / 46	Recovery	08
Constitution	(2)	46 / 43	Dam. Rating	05
Strength	(2)	42 / 42	Mass Factor	01.0
Personality	(3)	68 / 68		
Appearance	(3)	34 / 34		
Bravado	(4)	69 / 69		
Willpower	(2)	46 / 46		

Skill Packages

Advanced Education	(210)
Aikido Black Belt	(175)
BlackEagle Entry Training	(130)
Covert Entry Training	(140)
Demolitions Training	(110)
Language Skills (good)	(75)
Language Skills (perfect)	(110)
Personal Security Training	(190)
Surveillance Training	(170)

Skills

Academic Skills	- 5 -
Anthropology	30 / 35
Geography	20 / 25
History	20 / 25
Journalism	20 / 25
Research	10 / 35
Romance Languages	55 / 60
Italian	27 / 87
Slavic Languages	55 / 60
Read/Write Cyrillic	27 / 87
Russian	27 / 87
Literature	20 / 25

Creative Skills	- 5 -
Music	30 / 35
Photography	55 / 60

Technical Skills	- 5 -
Electrics	55 / 60
Electronics	29 / 89
General Mechanics	15 / 20
Miniature Mechanics	40 / 45
Locksmithing	20 / 65

Medical Skills	- 5 -
Medicine	10 / 15
Emergency Med	05 / 20

Natural Skills	- 6 -
Hiding	55 / 61
Concealment	27 / 88
Creeping	27 / 88
Shadowing	27 / 88
Perception	30 / 36

Physical Skills	- 4 -
Armed hand-to-hand	32 / 36
Block/Parry	16 / 52
Swing	16 / 52
Thrust	16 / 52
Kata	40 / 44
Aikido	20 / 64
Swim	20 / 24
Unarmed hand-to-hand	55 / 59
Block	27 / 86
Combat Throw	27 / 86
Dodge	27 / 86
Grapple	27 / 86
Kick	27 / 86

Physical Skills	- 4 -
Punch	27 / 86

Reflexive Skills	- 4 -
Aim	43 / 47
Autofire	20 / 67
Longarm	20 / 67
Smallarm	21 / 68
Drive	50 / 54
Automobile	25 / 79
Parachute	44 / 48
HALO	22 / 70

Scientific Skills	- 5 -
Computer Operations	43 / 48
Civil Systems	20 / 68
Security	05 / 53
Engineering	40 / 45
Chemical	20 / 65
Civil	10 / 55
Math	45 / 50
Military Science	48 / 53
Tactics	24 / 77

Social Skills	- 7 -
Diplomacy	45 / 52
Lying	20 / 72
Prying	20 / 72

Financial Statement

Starting Money	750,000
Education Costs	005,000
Weapon Expenditure	204,962
Equipment Purchases	064,053
Remaining Balance	475,985

Combat Reference

Weapon	Damage	Speed	Skill	IA	Roll	Rate	Range
Kick	1.0	16	86	0	86	1	-
Punch	1.0	16	86	0	86	1	-
Cold Steel SRK (30cm)							
Swing	2.4	15	52	5	57	1	0.3
Thrust	3.0	14	52	5	57	1	0.3
HK G36K (5.56 mm)		9	67	36	103	4	350
HK G36K (auto) (5.56 mm)		9	67	36	103	13	350
Ball	19/14						
Beretta 92F (9mm)		15	68	14	82	4	75
Ball	17/16						
Glock 20 (10mm)		16	68	16	84	4	70
Ball	18/18						
HK MP53A5 (5.56mm)		8	68	24	92	4	220
HK MP53A5 (5.56mm) (auto)		8	67	24	91	12	220
Ball	17/16						

Weapons

Firearms

Assault Rifles

HK G36K

Pistols

Beretta 92F

Glock 20

Submachineguns

HK MP53A3 (5.56mm)

Ammunition

9mm Parabellum (50/box)

8x Ball

10mm (50/box)

10x Ball

5.56mm (50/box)

20x Ball

Explosives

Detonators

4x Blasting cap

500x Detonation cord (5 meters)

4x Electric detonator

4x Radio detonator

4x Timed detonator

4x C-4 (.25 kilo)

4x Grenades

4x Coloured smoke

4x Flash-bang

4x Fragmentation

Mines

4x Booby trap kit

4x Claymore mine

Hand Weapons

Hand-Held and/or Throwing

Cold Steel SRK (30cm)

Equipment

Armour

Concealable

CI II+ Ballistic u'cover vest €1,135

Tactical

CI III Tactical vest €2,925

Kevlar helmet €230

Communications Devices

Radios

10km Hand Transceiver €195

Satellite Communications

Portable Satellite Modem €2,080

Portable Satellite Phone €1,820

Satellite Phone Account €130

Telephones and GenNet Links

Cellular GenNet Modem €600

Cellular Phone €195

Cellular Phone Service €50

Surveillance and Covert Entry

Forced Entry Gear

Car Opening Kit €65

Lock Release Gun €80

Lockpick Set €195

Visual

Night-vision Goggles €4,550

Night-vision Imager €3,250

Accessories

First Aid Kits

Field Medic €275

Hardware and Tools

100-Piece Basic Tool Kit €450

Bolt Cutter €110

Crazy Glue €4

Crowbar €18

Glass Cutter €18

Machete €45

Shovel (folding) €25

Survival and Paramilitary Gear

Camouflage Compact €11

10x Chemical Lightsticks €110

Flare Gun €135

Frame Backpack €275

GPS Receiver €2,925

Gas Mask €340

Gas Mask Filter €115

Handcuffs €90

Insect Repellent €7

LBE €80

LBE Buttpack €45

8x LBE Pouch €200

Mace €55

Parachute (sport) €2,730

Sleeping Bag €230

Space Blanket €18

Tactical Vest €250

Whistle €2

Tents

1-man Gore-Tex lined bivvi bag €625

Roll Mat, camping, foam €10

Computers

Portable

PAC Card €45

Palmtop PC €1,320

Vehicles

Luxury Cars
 BMW 540i €50,500

Character Biography

PUBLICLY KNOWN DATA

Leon Spanelli was born in New York, of American-Italian parents, who are still alive, living in the 'Little Italy' area of the city.

Leon came to the attention of the Central Intelligence Agency during his college years, when he was 'talent spotted' by a retired desk officer, then a high school principle.

Leaving High School with his diploma, he was sent to Langley, where he went through the 'Farm', emerging at the other end with high marks in every field of training.

His end-of-course report, summarised, reads:

"Spanelli is ideal operations material. He's quick on the uptake, observant, has a good retentive memory, and handles equipment issued to him, like it's welded to him. his psych profile seems to indicate that black ops would be better suited to his temperament, and his end of course grades permit me to recommend this.

"Recommend Ops-1a.

**"Starke,
"Senior Instructor,
"Central Intelligence Instruction Facility."**

Spanelli went active immediately, serving in such places as East and West Europe, the Middle East, Asia, South America, and North America (Canada). He's rumoured to have had a few domestic US postings as well, although these are neither confirmed or denied.

At age 27, Leon found himself in the unenviable position of having to terminate his Case Officer. The reasons are rather clouded in secrecy, but it is believed that the Case Officer in question, the senior Case Officer in the US Embassy in Paris, was found to be handing over operational material to an Islamic terrorist organisation.

To save the US government an embarrassing court case, the orders came down from the White House (the National Security Advisor, acting on the advice of certain persona within the government), that the man was to be sanctioned. As the most experienced operative in the French operations division, Spanelli was tasked with the termination, which was carried out flawlessly, even going so far as to ensure that the death of the officer was seen as a normal elevator accident (Cable fixings were later found to have 'failed', it seems, letting the elevator cage go freefall. Fifteen floors worth of freefall, to be exact.) There wasn't much left of the turncoat, after that, which suited Leon's paymasters down to the ground, if you'll excuse the expression (tough if you don't).

Shortly after this, Spanelli found that he'd been upwardly re-graded, and given a sideways re-assignment.

Working out of Langley, now, and promoted, he found that the downside was that he was now in the midst of the 'Cleaners'; Agents who came into the picture when someone screwed up, and the Agency had to clean up the mess. Permanently, and with a minimum of 'fuss'.

Well, his feeling had always been to do a good job, so he threw himself into the job, and for five years, he was a rising star.

Until the woman. With her child. Who knew far to much for her own good. In Paraguay.

The woman was 20, her kid girl 7.

He cleaned them.

And immediately resigned, making sure - DAMNED sure - that he had enough on the foul-ups of his former bosses, that they'd NEVER sanction him.

A list.

Of foul ups.

And cleanings.

Documentary evidence.

Photos. newspapers. That sorta stuff.

They were given a copy by him, in person, the day he tendered his retirement from the CIA. Naturally, he put "a few" copies in safe hands. People that he knew, and that the Agency didn't, and wouldn't ever, know.

They gave in gracefully. He retired, and decided that he wanted to fight the good fight, this time. He'd already heard of Black Eagle / Black Eagle in his time in the Agency, so applied to join, and was accepted.

Leon now works out of the London Office, as the deputy cell leader of Cell Three.

He's got a two-bedroom flat in Mount Row in Mayfair, bought through the firm, and a BMW 540i, with all the trimmings, which he keeps in the sub-level car park to his apartment block. He walks to work (it's only half a mile).

Regarded as a very thorough man, he always makes sure that the tactical jobs he's involved in are planned down to the last detail, and that the investigative jobs are likewise attended to.

It's not known if he has any romantic attachments at this time.

INFORMATION KNOWN ONLY TO LEON AND CLOSE FREINDS.

While the incident in Paraguay actually happened, and sickened him, his leaving the Agency was something else entirely. The story that most people attribute to him is right out of the best spy novels, and just as fictitious.

Leon's contract was terminated with the installation of a new CIA Director, when his "Cleaners Department", called "OPS C1a" was disbanded; it was the current wisdom that the CIA did not need to kill its embarrassments any more - it could pay them to shut up. Leon disagreed, but obeyed orders none the less, took his (massive) payoff, and found something else to do, that something else being Black Eagle.

Oh yeah. Leon's final Psyche Evaluation stated that "his moral imperative, resulting from the Paraguay incident", could "cause him problems in the field in the future". Another reason for his departure.

Leon is a team player, but does like to go it alone sometimes. he's got the skills to carry that off, too, which is why his cell leader (Alf Kelson) gives him a lot of slack.

Leon DOES have a problem killing women and kids. His rule is now "No Women. No Kids". Of course, if they the ones trying to kill him, that rule goes right out of the window.

Leon has a good analytical mind, and a sound tactical sense. He's also bloody handy with most equipment he comes into contact with.

His one problem is in relating to women. He wants a relationship, but just can't seem to get the words right, which has resulted in quite a few injured feelings, about a dozen slaps in his face, and a kick in the crotch from one less-than-overjoyed woman. All are still alive, and unhurt by him.

Naturally, he's still looking. Carefully.

Character #6 Name: Jack Jansen (Ex-Pilot)

Sex Male
Height 183 cm
Weight 66 kg
Age 28
Date of Birth Friday October 30, 1970
Race Caucasian
Nationality Australian
Eye Colour Hazel
Hair Colour Sandy
Skin Colour Tanned
Handed Right
Basic Education High (Secondary) School
Further Education Degree (3 year)

Attributes

Intelligence	(3)	50 / 50	Perception	51
Sensibility	(3)	52 / 52	Base Speed	15
Agility	(4)	51 / 51	Endurance	10
Co-ordination	(3)	54 / 54	Recovery	08
Constitution	(2)	46 / 46	Dam. Rating	04
Strength	(1)	36 / 36	Mass Factor	01.0
Personality	(2)	56 / 56		
Appearance	(2)	34 / 34		
Bravado	(2)	37 / 37		
Willpower	(3)	60 / 60		

Identifying marks: None

Education: Four year college degree

Family: Father deceased (Cancer). Mother living in Seattle, USA

Additional notes:

Money: € 14,357

Possessions

4x .40in S&W Ball (50 rounds)	1x Lock Release Gun
1x 10 km Mil-spec Hand Transceiver	1x Lock pick Set
1x Basic Tool Kit (100 pieces)	1x PAC Card
1x Car Opening Kit	1x Palmtop PC
1x Cellular GenNet Modem	1x Portable GenNet Access Card
1x Cellular Phone	1x Thermite Hand grenade
1x Cellular Phone Service	1x VOX Headset
1x Class II+ Ballistic Undercover Vest	1x Window Punch
1x Crazy Glue	1x Private Pilot's Multi-Engine Plane and Helo Licence, with IFR rating.
1x CS (tear gas) Hand grenade	
1x Electrical Multi-meter	
1x First Aid Kit (Basic)	
2x Flash-bang Hand grenade	
1x Flashlight (Penlight)	
2x Fragmentation Hand grenade	
1x Glass Cutter	
1x Glock 17	
1x Homing Beeper	
1x Homing Beeper Receiver	

Skills

Academic Skills	- 6 -	Physical Skills	- 5 -
20 Geography	26	20 Swim	25
20 History	26	30 Unarmed Hand-to-Hand	35
50 Anglo Languages	56	10 Punch	45
40 Mandarin Languages	46		
20 Mandarin	66	Reflexive Skills	- 5 -
50 Slavic Languages	56	30 Aim	35
25 Czech	81	10 Autofire	45
10 Literature	16	10 Longarm	45
		15 Smallarm	50
Technical Skills	- 5 -	50 Drive	55
40 General Mechanics	45	25 Automobile	80
20 Internal Combustion Engines	65	10 Powerboat	65
		50 Pilot	55
Medical Skills	- 5 -	20 Helicopter	75
10 Medicine	15	20 IFR	75
		25 Single-Engine Propeller	80
Natural Skills	- 5 -	Scientific Skills	- 5 -
40 Navigation	45	30 Math	35
15 Air	60	20 Military Science	25
20 Perception	25	10 Tactics	35
		Social Skills	- 5 -
		20 Diplomacy	2

Brief Biography:

James Jansen is a former Australian Army pilot. He left the Royal Australian Air Force after a normal six year short service commission, to pursue a private flying career, which, after a year, he found to be far too dull.

Following some (beer filled) conversations with former RAAF friends, he contacted BlackEagle/BlackEagle, and, following his induction courses, was assigned to the London Office.

He's your typical cliché Aussie; brash, loud when on the piss, and hates Fosters and Castlemaine XXXX with a passion, preferring, for some inexplicable reason, Courage Bitter.

On operations, he's calm, collected, and probably one of the best pilots in the employ of BE/BE.