

# Sleeper Intercept

by Jayson Elliot

*Locate and stop a sleeper agent before they're activated to carry out an assassination in New York City*

## Briefing

Your intelligence agency, ICON, has learned that a sleeper agent is in New York City, where he is going to be activated to carry out an assassination.

The agent, codenamed "Phantom," is on a mission to assassinate a prominent dignitary, but ICON does not yet know the identity of the target or Phantom.

Phantom has been hypnotized to forget his mission until a trigger word restores his memory. Intel has revealed that Phantom will be at a sidewalk café on the Lower East Side at 9:00 a.m., although no description is yet available.

You are to locate Phantom and prevent the assassination. Discover who the target is and ensure no further threats exist. Avoid civilian casualties, do not reveal yourself to the authorities, and try not to end up on the evening news!

## Mission objectives

- **Locate Phantom and prevent the assassination.**
- **Find out who the target is and ensure no further threats exist, or stop them if they are discovered.**
- **Stop Phantom without causing public panic.**
- **Do not get captured or exposed as an ICON agent.**

## Key Locations

### A. Alphabet City Hotel

An upscale boutique hotel popular with celebrities, business leaders, and politicians. The target is staying here.

### B. Sidewalk Café

A café and restaurant with casual American food, open from 7 a.m. to 2 a.m.

### C. Sidewalk Café kitchen

Phantom's handler is working as a line cook in the kitchen.

### D. Parked car

A second assassin is waiting in the car to eliminate Phantom whether he succeeds or fails. The assassin will use an umbrella with a ricin-filled needle to stab him in the foot.

### E. Construction

A jackhammer operator has been paid off to make noise at 10:15 a.m. He does not have a permit and will run off if confronted by anyone he believes to be an authority.

## Events

*These are the events that will happen without the agents' intervention. The GM should control events appropriately once the players' actions affect them.*

### 9:00 a.m.

Phantom arrives at the café and takes a seat at the table near the door. A server takes his order and brings it 10 minutes later, including a side dish that seems to surprise him. The server explains that it is courtesy of the cook.

### 9:30 a.m.

Phantom's handler comes out to activate him with the trigger word, "muhammara." It's the name of a delicious Syrian dip. The handler says "I made a special dip today, muhammara. I just wanted to see if you enjoyed it."

### 9:45 a.m.

Phantom finishes his breakfast. He goes to the alley behind the café to meet his handler, who gives him a Walther PPK with a suppressor.



### 9:50 a.m.

Phantom walks to the Alphabet City Hotel, where he enters the lobby to wait for his target to arrive. The second assassin walks to the front of the hotel, where he waits, looking at his phone.

### 10:15 a.m.

The target, CEO of a global defense contractor, comes downstairs to the hotel lobby. He exits the elevators flanked by two bodyguards.

### 10:16 a.m.

As he goes through the lobby, Phantom approaches him and shoots him multiple times, killing him. Phantom drops his gun and runs for the front door.

### 10:17 a.m.

The second assassin is standing near the door, where he will stab Phantom with his umbrella, then turn and escape.

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## Tradecraft Checks

### The assassination

An **ASSET HANDLING** tradecraft roll (**INTELLECT + HUMINT + D6 DIFFICULTY**) will provide information about three potential targets.

1. Bernard Sorrell, CEO of global defense contractor Apollo-Parsons, is staying at the Alphabet City Hotel. ***This is the real target.***
2. Turkish General Hulusi Akar is in town to meet with Sorrell, although the time and place of their meeting is a secret.
3. The head of the US Bureau of Counterterrorism is speaking at the UN today. Her motorcade will take her past Sidewalk Café at roughly 11:30 a.m.

If the player's asset handling roll is a burst, they will learn that Sorrell is the real target, along with the fact that he is an ICON asset.

### Before Phantom is activated

A **STAKEOUT** roll (**INTELLECT + HUMINT + D8 DIFFICULTY**) will allow an agent to notice Phantom's surprise and confusion when the muhammara is served, or to notice his change in demeanor when he is activated.

### Second assassin

The second assassin is in secure radio communication with other contacts from the PKK. If an agent has the right equipment, a **COMMUNICATIONS SECURITY** roll (**INTELLECT + SIGINT + D8 DIFFICULTY**) will allow them to discover the assassination plan. It will not, however, locate the second assassin.

Radio chatter is all in Kurdish. The agents will need someone who speaks Kurdish, or to pass an **ASSET DEVELOPMENT** (**INTELLECT + HUMINT + D10 DIFFICULTY**) roll to recognize the language. Once recognized, translation software on their smartphones will suffice.

The second assassin may be discoverable in any way the GM chooses. One option is to allow a **SURVEILLANCE: DRY CLEANING** (**INTELLECT + HUMINT + D8 DIFFICULTY**) or a **GUERRILLA TACTICS: AREA ASSESSMENT** (**INTELLECT + COMBAT + D8 DIFFICULTY**) roll to discover his presence. He may be in the parked car (location D) or on foot, at the GM's discretion.

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## Gameplay notes

### EQUIPMENT

Allow the agents to request equipment suitable for the mission from the quartermaster before they set out. Use your discretion to decide whether the equipment requested is suitable based on size, general availability, and value.

Every agent will be issued an encrypted smartphone and earpiece they can use to stay in contact with each other at all times.

Use your own ideas and the creativity of the players to come up with possible equipment for the mission. Here are a few starter ideas:

- Binoculars
- Digital radio scanner
- Laptop
- Forged documents
- Micro drone
- Stun gun
- Surveillance van

### BACKGROUND

The assassins are members of the PKK, or Kurdistan Workers' Party, a militant organization seeking freedom for the Kurdish people.

The PKK's intelligence tells them that Bernard Sorrell is planning to meet with the Turkish general to arrange the sale

of advanced equipment that could tip the scales in the conflict between Türkiye and the PKK. They plan to assassinate Sorrell to prevent the deal from going through.

The PC's agency, ICON (the International Covert Operations Network) has been developing Sorrell as an asset for some time, and he is valuable to ICON. Unbeknownst to the PKK, Sorrell's ICON handler has already convinced him not to sell the tech to Türkiye. Preventing the assassination is vital to ICON's interests.

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## NPCs

### Phantom

- Nerve d12, Suave d6, Pulse d8, Intellect d8, Reflex d10
- SIGINT d4, HUMINT d12, TECH d8, COMBAT d10
- 30 hit points
- Languages spoken: Kurdish d12, Arabic d12, English d8
- Skills: Driving ↑1, Guerrilla Tactics ↑3, Physical Surveillance ↑1, Marksmanship/weaponry ↑4
- Weapon: Walther PPK .380 (suppressed), 10 bullets
  - Accuracy: point blank d10, close range d6, medium range d4
  - Damage: point blank 1d8, close range 1d6, medium range 1d4



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## Handler

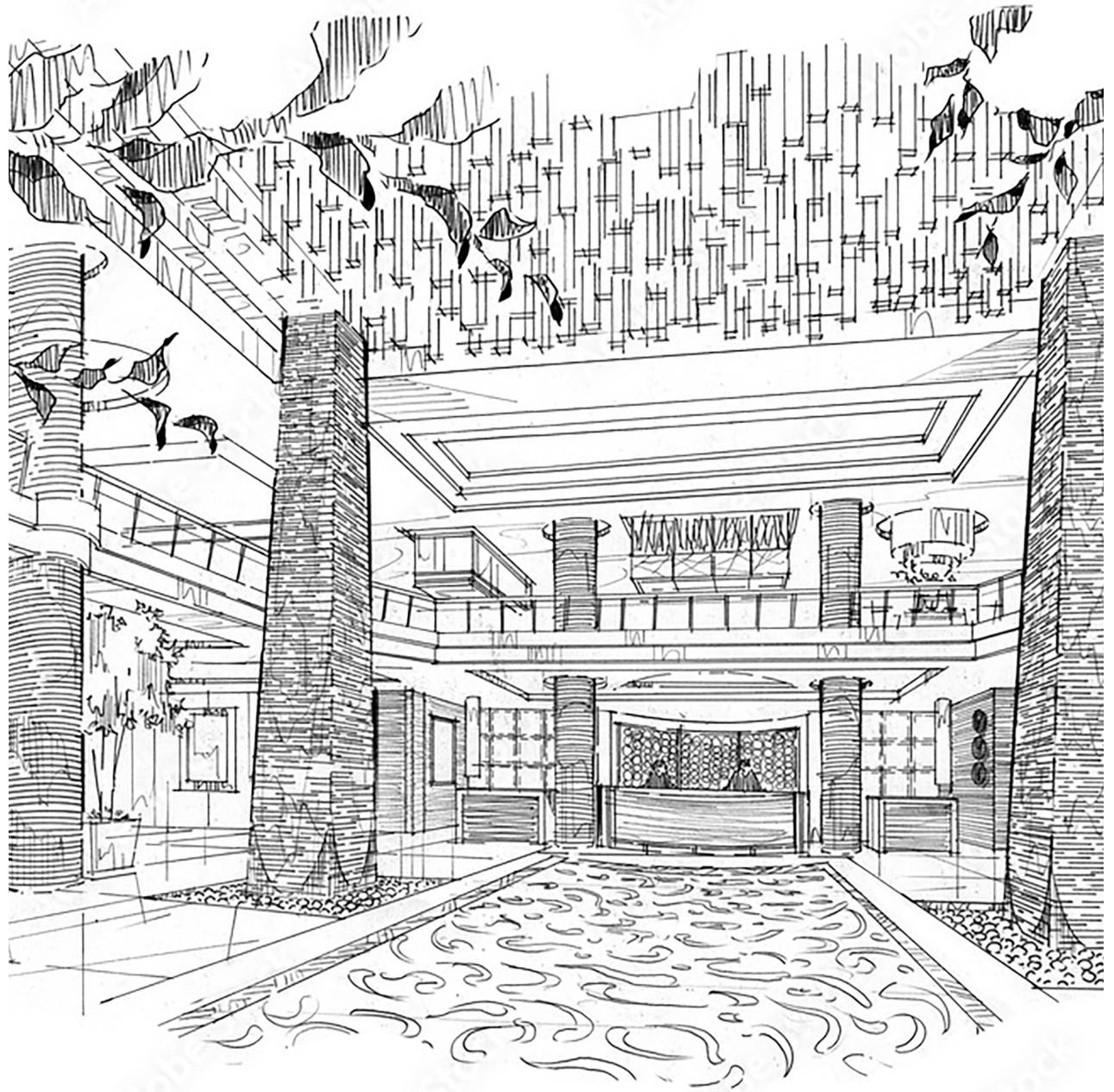
- Nerve d10, Suave d12, Pulse d6, Intellect d10, Reflex d8
- SIGINT d6, HUMINT d12, TECH d10, COMBAT d8
- 20 hit points
- Languages spoken: Kurdish d10, Arabic d12, English d10
- Skills: Asset handling  $\uparrow$ 4, Deception  $\uparrow$ 2, Physical Surveillance  $\uparrow$ 2, Electronic communication  $\uparrow$ 1
- Weapon: Chef's knife (d8 accuracy, 1d6 damage)

## Second assassin

- Nerve d8, Suave d12, Pulse d8, Intellect d8, Reflex d10
- SIGINT d4, HUMINT d12, TECH d8, COMBAT d10
- 30 hit points
- Languages spoken: Kurdish d12, Arabic d12, English d8
- Skills: Driving  $\uparrow$ 2, Guerrilla Tactics  $\uparrow$ 3, Hand to hand combat (karate)  $\uparrow$ 2, Marksmanship/weaponry  $\uparrow$ 4, Interrogation  $\uparrow$ 1
- Equipment: Encrypted digital radio & earpiece, disguise (d10), needle-tipped long umbrella filled with ricin
- Weapon: Walther PPK .380, 10 bullets
  - Accuracy: point blank d10, close range d6, medium range d4
  - Damage: point blank 1d8, close range 1d6, medium range 1d4

## Bodyguards (two)

- Nerve d10, Suave d4, Pulse d12, Intellect d6, Reflex d8
- SIGINT d4, HUMINT d10, TECH d6, COMBAT d8
- 50 hit points
- Languages spoken: English d12
- Skills: Driving  $\uparrow$ 1, Paramilitary  $\uparrow$ 2, Physical Surveillance  $\uparrow$ 1, Marksmanship/weaponry  $\uparrow$ 4, First Aid  $\uparrow$ 2
- Equipment: Zip tie handcuffs, pepper spray, first aid kit, encrypted radio & earpiece, type IIA body armor, tactical flashlight
- Weapon: Glock 17, (3) 17-round magazines
  - Accuracy: point blank d10, close range d6, medium range d4
  - Damage: point blank 2d12, close range 2d10, medium range 2d8



NAR  
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260

LATEST IMAGERY

WE'VE ONLY GOT ONE  
SHOT AT THIS, DON'T  
SCREW IT UP!

C

B



A

N 51° 31' 08"  
W 08° 09' 50"  
BRG  
RNG 3.029M  
RNG 1.642M  
TWO 33M  
ELV 2966F

