

GOD LIGHT

A Hot War Scenario

Tone

British Apocalypse

What are the Characters Doing?

The game starts in media res with the characters responding to a report of Soviet infiltrators. This turns out to be a red herring, but the characters must decide the fate of the Army deserters they uncover.

The characters are then tasked to travel to a bunker near Larkhill on Salisbury Plain to rescue another SSG team broadcasting distress calls and recover GOD LIGHT, purportedly a Soviet gate machine but actually salvaged from Porton Down. After a hazardous journey punctuated by encounters with trailing gangsters, a Runner, some Dispossessed and skirting the fringes of irradiated Porton Down, the characters arrive at the bunker to find a beleaguered Army platoon fighting off encroaching monsters led by a crazed Soviet GK-11 agent. The Army commanding officer is intending to use GOD LIGHT, a captured Soviet gate machine, on a nest of Mobile Biological Weapons then take it back to add to the Army arsenal.

The previous SSG team had express orders to deliver GOD LIGHT to the SSG B Division boffins without tampering and the argument over the weapon's fate escalated to the point that the previous SSG team split in two, with one half betrayed and left to the mercies of the GK-11 creatures whilst the other sided with the Army for their own nefarious ends.

The betrayed team's survivor is currently holed up in the overrun area of the bunker desperately trying to transmit distress messages in the hope of rescue.

As the characters uncover what went on before, preparations to activate GOD LIGHT reach conclusion and they must decide whether to help in its use as a weapon, stop the device from opening a gate into somewhere else, or make off with it for their own selfish ends.

Who are the Antagonists?

Captain Keith MASON

Mason and his men serve with what is left of the Royal Fusiliers (City of London Regiment) and were on a long-range reconnaissance mission to investigate Army bases in Salisbury Plain to see what can be salvaged. They encountered a large force of Soviet Mobile Biological Weapons and after a brief skirmish retreated, heading for the LIGHTHOUSE bunker near Larkhill, unaware of GOD LIGHT.

Encountering a SSG team already there, when he learned of GOD LIGHT Mason was determined to a) use it to wipe out the nearby Soviet Biologicals and b) see that it is recovered for the Army. An argument developed, with Mason, Urquhart and the Fusiliers on one side and Cryer and Micklewhite on the other, Grayling trying to keep out of it.

Mason overpowered his two SSG opponents, but when Barkov attacked they escaped, turning to Urquhart and Grayling for help.

Whilst Mason and his men were occupied fighting off Barkov, Urquhart betrayed Cryer and Micklewhite by sealing them in Area B. Assuming them both dead, Mason enlisted the help of Urquhart to unlock the secrets of GOD LIGHT, Urquhart happy to play along.

Motivation

Mason is a career officer, outwardly confident and embodying the spirit of the stiff upper lip. However, the extreme nature of the war and horrific losses he has witnessed have taken a toll on his mental state – the chance to hit back at a seemingly overwhelming enemy using their own technology has driven him to throw caution to the wind and unleash GOD LIGHT.

Appearance

5’11”, in his late 30s and straight-backed, he is every inch the no-nonsense Army officer he is expected to be. Sporting a false hand after losing his left one in the fighting around Croydon, he is an imposing personality and well-liked by his men.

Captain Keith MASON

Action 3 Insight 2 Influence 3

Career Officer (+); Stiff Upper Lip (+); Gauge the Measure of a Man (+); Reckless lust for Revenge (-); Missing Hand (-)

Relationships: My men trust me (+2); Urquhart wants to placate me (-1)

Hidden Agenda: Recover GOD LIGHT for the Army (3); Have Revenge on the Soviets (3)

Tools: Browning HP 9mm, False Hand

Sergeant Desmond HENDON

Action 4 Insight 2 Influence 2

Bark Orders (+); Man Mountain (+); Distrusts Civilians (-)

Relationships: Cpt Mason can rely on me (+3)

Tools: Sterling SMG

Royal Fusiliers Section (3 groups of 5 men)

Action 3 [6] Insight 2 [3] Influence 2

Military Training (+); Brave (+); Follow Orders to the Letter (-); [Work as a Team (+); Intimidating (+)]

Relationships: Loyalty to one another (+2)

Tools: SLR Battle Rifle or Sterling SMG; Bayonet

Note: The figures and traits in square brackets are if in conflict with the soldiers as a group rather than an individual.

Simeon URQUHART

Urquhart is a Soviet sympathiser and wishes to defect, but needs a prize big enough to secure his deal. He was formerly a member of the SIS and, along with Astor, instrumental in extracting Tomescu from Romania and putting him to work at Porton Down on captured Nazi gate technology, codename GOD LIGHT. However, he was discharged into the SSG in disgrace along with Astor and Tomescu after the fiasco of Operation INDIGO DIAMOND, the RAF's destruction of Porton Down after GOD LIGHT became uncontrollable. When he learned of rumours that the device was rescued from Porton Down before Operation INDIGO DIAMOND's execution, he manoeuvred the SSG into despatching a team so that he could personally be present at its recovery and learn its secrets. After learning of Grayling's enquiries after GOD LIGHT, he made sure she was part of the mission as a way of controlling her and giving him an opportunity to interrogate her.

After confirming GOD LIGHT's survival and believing he knows how to operate it, Urquhart secretly radioed Colonel Barkov, a GK-11 field agent, to broker the deal. However, before Barkov arrived, Captain Mason and his men secured the bunker. Urquhart played along with Mason, convincing him of his enthusiasm to unleash GOD LIGHT on the Soviets and claiming to be close to understanding how to use it effectively whilst stalling for Barkov's arrival.

When Barkov arrived and spied the soldiers occupying LIGHTHOUSE he attempted to take the bunker by force, resulting in a stand-off with both forces occupying roughly half of the bunker each. Urquhart has meanwhile pretended to be unlocking further secrets to delay Mason whilst hoping for Barkov to gain the upper hand.

Cryer and Micklewhite proved a thorn in the plan, arguing with Mason and then escaping. When the opportunity arose, Urquhart betrayed them at gunpoint and forced them into the part of the Bunker controlled by Barkov, expecting them to be killed or become prisoners of Barkov. He then turned on Grayling, scaring her into submission and forcing her to tell him why she has been asking after GOD LIGHT – he now knows that the Kray twins have an interest in the device, giving him a backup option should his negotiations with Barkov come to nothing.

His central dilemma is getting GOD LIGHT away from Mason whilst being safe enough to negotiate with Barkov – should he just run to Barkov with GOD LIGHT, he knows Barkov will kill him and take the device. He first needs to convince the GK-11 agent that he knows enough about GOD LIGHT's secrets to be worth negotiating with. Worst case, he may just try getting GOD LIGHT back to London and try to sell it to the Krays.

Urquhart will recognise McIntyre when he arrives – whilst loyal to the SIS, he posed as a Soviet handler Yuri Sergeyeich Malyshev for McIntyre, stringing him along and monitoring him closely, intending to hand him over to MI5 in due time. However, the War intervened and Urquhart forgot McIntyre, both coincidentally going on to join the SSG.

If questioned why he did not use the radio to contact Down Street after the attack, Urquhart will claim neither he nor Grayling could find the correct frequency, despite several attempts.

Motivation

Urquhart believes that the Soviet Union has largely escaped the damage wreaked elsewhere and is the de facto victor of the war. This has led him to seek to defect and is ruthless in his ambition to do so. An experienced SIS agent, he lies as easily as breathing and affects the role of amiable, bumbling scientist, despite no qualifications in any scientific field.

He will go to great efforts to charm Tomescu, trying to learn as much as he can about how to operate GOD LIGHT. However, he will quickly realise that if Barkov got hold of Tomescu, he would have no need of any 'knowledge' Urquhart has to offer – if that looked likely, Urquhart would have no hesitation in liquidating the threat of Tomescu.

Astor's arrival will startle Urquhart – he knows she has feelings for him, but equally knows her loyalty to the UK. He will try to play on her feelings to get her to back him up in stringing Mason along, and then make his move to defect – maybe even convince her to come with him.

Appearance

A gentile figure wearing tweeds and a Cambridge tie despite the grim surroundings, he carries a cane and smokes a pipe. In his mid 40s with distinguished silver hair, he smiles an awful lot.

Simeon URQUHART

Action 2 Insight 3 Influence 3

Lifetime of Lying (+); Spycraft (+); Get the Drop on Others (+); Scientific-sounding Mumbo Jumbo (-); Paranoid (-)

Relationships: Cryer was betrayed by me (-2); Astor has feelings for me (+2); Tomescu owes me (+2)

Hidden Agenda: Defect to the Soviets (4)

Tools: Browning HP Pistol; Pipe like the boffins smoke; Cane

Colonel Grigori Ivanovitch BARKOV

Barkov is not the man he once was. An extremely experienced member of GK-11, he has spent a lifetime exposed to the dark arts unleashed in the recent war but even he was not prepared for the reality of unleashing their 'weapons' on a global scale. Landing on the south coast in the early weeks of the war, he has managed to survive largely by quickly recognising the futility of following the invasion plan and his iron control over his monstrous charges.

Barkov controls a unit of creatures he calls *Babay* ('old man', Tatar for a kind of bogeyman) via remotely administered electric shocks directly into their skulls. He is a law unto himself and has no connection to the Soviet chain of command since all communications outside Britain went dead.

Urquhart knew Barkov from their Cold War days and is aware that the Colonel and his signature Babay are active in the region from reports coming back of encounters with similar creatures on the outskirts of London. He managed to get the radio codes to contact Barkov via his old SIS contacts and radioed the Colonel once he secured GOD LIGHT. Intrigued, Barkov and his creatures travelled to Larkhill, but arrived after Mason and his men.

Attacking LIGHTHOUSE, Barkov succeeded in occupying half the bunker but not GOD LIGHT. His creatures murdered Micklewhite but the trapped Cryer interested him, and he has taken to talking to the policeman in his broken English, learning that he is a SSG associate of Urquhart and repeatedly asking after Tomescu.

Motivation

Barkov is obsessed with locating GOD LIGHT, believing it to be a working refinement of failed Soviet gate devices. He is familiar with the instrumental work of Tomescu – in fact, the two have met many years ago when Barkov was responsible for Tomescu’s press ganging into working for the Soviets before Astor and Urquhart engineered his escape to Britain. He has learned that Tomescu survived Operation INDIGO DIAMOND and is keen to lure him from London to once again force him into imparting his secrets.

Appearance

5’6”, bearded and dirty, he wears the ragged remains of a Soviet VDV (Airborne Troops) camouflage uniform and appears to be suffering from mild radiation poisoning, with bleeding gums and missing clumps of hair. He clutches a small electronic box he uses to control his *Babay*, which he is never without – were he to lose this, his creatures would soon turn on him.

Babay

Barkov’s creatures loosely resemble men wearing Soviet Army uniforms, but they have no eyes, instead seeming to sense on another level, making them unaffected by light levels and able to detect objects through moderate physical barriers (interior and brick walls, but some of the bunker walls are too thick). Their skin is a smooth jelly-like greenish-grey and they move on all fours. They move incredibly quietly and adhere to smooth surfaces, able to crawl across ceilings and walls. Their main weapon is a circular mouth filled with multiple rows of needle-like teeth which inflict a contagious and diseased wound that usually kills anyone surviving their initial attack.

They each sport metallic implants screwed directly into their skulls, through which Barkov is able to crudely control them via punishment by electric shock.

Colonel Grigori Ivanovitch BARKOV

Action 3 Insight 5 Influence 2

Fearsome Intelligence (+); Vicious (+); Quirky Charisma (+); Hard to Kill (+); No Longer Sane (-); Radiation Poisoning (-); Overconfident (-)

Relationships: Babay want to tear me apart (-2); Urquhart knows he needs me (+3)

Hidden Agenda: Capture Tomescu (3); Secure GOD LIGHT (3) Tools: Babay Control Device; PPSH-41 SMG

Babay x 4 (4 groups)

Action 4 [6] Insight 2 [3] Influence 2

Othersight (+); Move Silently (+); Stick to any Surface(+); Frenzied Attack (-); Fearful of Electric Shock (-); [Pack Attack (+); Telepathic Communication (+)]

Relationships: Barkov fears us (-2)

Who Else is Involved?

Barry CRYER

Cryer graduated from the Police Staff College at Ryton-on-Dunsmore the same year as Burton and the two are very close friends. After arriving at LIGHTHOUSE and finding it deserted, Cryer and his associates located GOD LIGHT and began examining it to see if it could be safely removed.

Captain Mason and his men arrived a day later and quickly assumed control of the bunker. They argued with the 4 person SSG team about what to do with GOD LIGHT. Both Cryer and Naval Petty Officer George Micklewhite were detained by Mason's men whilst Urquhart and Grayling agreed to cooperate. Cryer and Micklewhite escaped when Barkov and his creatures attacked, but Urquhart betrayed them whilst Grayling looked on and forced them at gunpoint to flee into the bunker area controlled by Barkov.

Micklewhite was killed by Barkov's creatures but Cryer managed to barricade himself in the bunker's still working radio room. He has since spent the last few days periodically radioing for help when he can get through to Down Street and listening to the half-mad ramblings of Barkov, obsessively asking if he knows Tomescu and the wonders of GOD LIGHT.

Motivation

Cryer is a resourceful man, and although he knows he's in a tight spot, he's determined to keep it together and not give up hope. He has the remains of an emergency ration pack and a little water still, and is systematically broadcasting once a day at 06:00 on the radio's backup battery – Barkov ripped out the power supply to the radio room, so the interior is dark, stuffy and tomb-like.

In recent times he has diverged from the path of law and order, doing odd jobs and supplying information to the Richardson Gang, rivals to the Kray twins. Whilst he knows this will distress his best friend Burton, he thinks Burton needs to face up to the new reality of life – the old law and order no longer applies, it's up to every man to do whatever it takes to fend for his family.

Appearance

Heavily stubbled and with blood-shot eyes, the strung out Cryer still wears a stained police uniform, the front covered with blood from trying to drag the torn body of Micklewhite into the radio room.

Constable Barry CRYER

Action 3 Insight 3 Influence 2

Determined to Survive (+); Experienced Copper (+); Angry as Hell (+); Strung Out (-); Secret Criminal (-)

Relationships: Urquhart knows I'll see him dead (-3); Burton can rely on me (+2); Welling sees me as competition (-1)

Hidden Agenda: Survive (3)

Tools: Barricade; .38 Webley revolver and 2 bullets

Irene GRAYLING

Grayling is part of the previous SSG team sent to LIGHTHOUSE and survived by looking away when both Mason and Urquhart turned on her colleagues. Formerly a minor clerk in the Ministry of Public Buildings and Works, her experience of the structural makeup of London led her to be seconded to the SSG. Initially enthusiastic about the increased rations and improved accommodation, she soon soured on the job after realising the danger involved in the work.

The Kray twins have used her in the past to facilitate bribes to civil servants, and her new role at the SSG piqued their interest. Most recently, they supplied her with two truckloads of 'liberated' Army medical supplies to arrange delivery to a senior SSG head in 'A' Division in exchange for information on the whereabouts of GOD LIGHT. Unfortunately, neither the information nor the supplies ever got back to the twins – Urquhart learned of Grayling's enquiries and had her immediately transferred to his team and sent off to LIGHTHOUSE with him, the trucks of Army medical supplies left undelivered and hidden in an old Ministry of Works depot by Grayling. He has questioned her closely about why she was asking after GOD LIGHT and has learned about the Kray's interest in buying, or otherwise obtaining GOD LIGHT, giving Urquhart something of a backup plan should Barkov prove too difficult to negotiate with.

Grayling is scared of Urquhart and stood by when he forced Micklewhite and Cryer to face Barkov's creatures. Since then, she has kept her head down and stayed out of the way, but has managed to oversee the pin pad code needed to access the laboratory containing GOD LIGHT.

Motivation

Survival, principally – Urquhart and the GOD LIGHT craziness is her immediate concern, but she knows that the Kray twins won't be happy that she's disappeared. She will recognise Welling when he arrives and try to explain the situation when she can, trying to avoid retribution. Although she will hold out for awhile, she is ultimately prepared to share the secret of the pin pad code and assist in any attempt to steal GOD LIGHT and escape LIGHTHOUSE.

She is basically an average joe, perhaps a bit greedier and morally flexible than most, who has gotten progressively in over her head – first being seconded to SSG, second being useful to the twins.

Appearance

A worried looking woman of 5'8" in her late 20s. She's dressed in surplus Army battledress with the patches removed and has a furtive manner, as if trying not to be noticed most of the time.

Irene GRAYLING

Action 2 Insight 3 Influence 3

Blend into the background (+); Knows London inside out (+); Mechanic (+); Scared (-); Over her head (-)

Relationships: Urquhart knows he scares her (-2); The Krays know they scare her more (-3)

Hidden Agenda: Survive (4); Make it up to the Twins (2) Tools: .38 Webley revolver; Tool Box

Emily TOMESCU

Emily is Andrei Tomescu's English wife, presumed killed by Operation INDIGO DIAMOND or in the fighting taking place around Porton Down.

Andrei has been hearing her voice in his head for some time, and believes that she is still alive and that instead of being killed, she was caught up in the disastrous first use of GOD LIGHT at Porton Down and transported by the strange not-light issuing forth from the open gate into another reality.

She talks to Tomescu, giving him advice and comfort and yearning for him to come find her and join her. As he travels closer to GOD LIGHT, her voice becomes clearer and more insistent and at LIGHTHOUSE she will begin to physically manifest as a kind of ghost or hallucination for him – no one else can see her and it is left deliberately open as to whether she is truly in existence in another dimension, is some other entity using her voice and appearance to manipulate Tomescu, or purely a figment of his mind created out of his trauma at her death.

Motivation

Get Tomescu to use GOD LIGHT to open a gate to another world and step into its black light to be transported to her waiting arms.

Appearance

A smiling woman in her early 50s dressed in a summer dress.

Emily TOMESCU

Action N/A Insight 2 Influence 3

Omniscient Intelligence (+); Single-minded (+); Something's not quite right (-)

Relationships: GOD LIGHT is her existence (+3)

Scenes

Infiltrators

The characters arrive in a Shoreditch back street in late afternoon via a requisitioned Land Rover. Light is failing fast and the electricity in this area is non-existent, leaving everything in a gloomy twilight. An electric torch flashes twice and the characters meet the local Military Authority Representative, **Harry REEVES**, a seedy looking man sporting a pencil moustache, smoking a hand-rolled cigarette and wearing Army battledress with the patches removed. He's carrying binoculars, a torch and a battered Lee Enfield .303 rifle.

He explains that one of the locals has reported armed strangers moving into the old Shoreditch Rail Station building:

- There's a group of them;
- They've been staying out of sight and haven't moved for the past 10 hours;
- He reckons they've picked the location so that they can see anyone coming – possibly Soviets, terrorists, probably refugees.

The station building is occupied by four Army deserters on National Service. Two are very sick with some unknown disease from where they were stationed south west of here, and two still have weapons, an L1A1 SLR with 5 rounds left and a Webley .455 revolver. The two sick men are no longer capable of moving and sport weeping infections around the site of horrible circular bite marks 6" across, and one of the others is starting to succumb to a fever. The succumbing man is currently on lookout, and has an advantage due to the open ground around the station – however, this is offset by the thickening darkness.



L1A1 Self-Loading Rifle

Shoreditch Rail Station, disused since 1940



It's up to the characters how they resolve this, but careful watching will reveal someone on sentry duty and anyone spotted will be first warned off in a London accent, then a warning shot will be fired.

They will avoid a shootout unless things get very out of hand, but the healthy deserter will run for it if he gets the chance- they've been discussing what to do and he's on the verge of running out anyway. Unfortunately he's contagious so letting him escape is not ideal. Any captured deserters will beg to be released, fearing hanging or worse, being sent to St Paul's for interrogation, and

claiming that they just want to get back to their families. They claim that their section was attacked by some creeping, eyeless humanoid creatures controlled by a bearded Soviet paratrooper, that their unit was torn apart in the melee, and that the injured have contracted some kind of contagious illness.

The characters will need to decide what to do with them, especially as bringing all four back in the Land Rover will be difficult, and the risk of catching something from the diseased prisoners is a real threat. Reeves won't care what the characters do – he's done his duty, won't want to hang around for risk of catching something, and loses interest when it turns out that they're not terrorists or Soviet paratroops.

Army Deserters x 4

Action 3/1 [4] Insight 2 Influence 3 [5]

Desperate (+); Military Training (+); Diseased (-); [Work as a team (+); Just boys, really (+)]

Relationships: Loyalty to one another +2 Tools: SLR and Webley revolver

The Action score after the slash refers to the sick deserters.

Briefing

A SSG runner catches up with the characters and tells them that **Lt Commander Geoffrey WRIGHTSON** has an urgent mission for them – she’s heard it’s a rescue mission, top priority.



At Down St the characters are directed to a briefing room, down the 60 feet spiral staircase (lifts are out of service again), catch the tea trolley (powdered milk) and tea lady as she passes, and after a short wait Wrightson arrives.

Harried and brusque, he explains the situation:

- A 4-strong SSG Operational Field Unit departed for LIGHTHOUSE bunker near Larkhill Garrison in Salisbury Plain 5 days ago.
- Routine radio broadcasts were received on the journey out, (day 1) then confirmation that the bunker had been reached and that the object sought had been recovered, code name GOD LIGHT (day 2). On day 3 the team reported contact with a friendly Army long-range reconnaissance unit fresh from engaging nearby Soviet Mobile Biological Weapons.
- No further broadcasts were received until this morning, (day 5), at which point Wrightson circulates a transcript (**Handout 1**).
- GOD LIGHT is suspected to be a Soviet ‘Gate’ device used during the opening days of the invasion of

Britain. How it got to LIGHTHOUSE is unknown, but SIS has tipped off SSG to its location – how they knew this hasn’t been disclosed.

- There is a significant risk that GOD LIGHT could fall into enemy hands, especially as intelligence confirms that the remnants of the Soviet GK-11 organisation have been putting extensive energy into recovering them.

- The team’s mission is to 1) recover GOD LIGHT intact and 2) rescue any surviving members of the previous team should this not jeopardise the success of the primary objective.

- The team will be supplied with a Humber

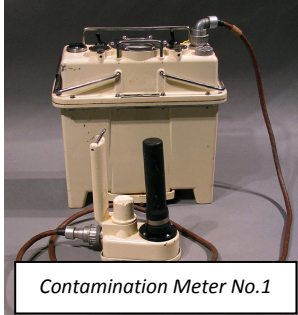


Pig, Atomic-Biological-Chemical (ABC) suits (as they will be operating in the vicinity of irradiated Porton Down), and supplies for the journey. They are to report to Down St again at 0400 hours for immediate equipping and departure. They should use the remainder of the evening to catch some sleep and say farewell to their families.

- Wrightson hands identifying photos of the previous SSG team for identification purposes – Constable Barry CRYER, Petty Officer George MICKLEWHITE, Mr. Simeon URQUHART, Former SIS, Miss Irene GRAYLING, Ministry of Public Buildings and Works, and a map showing the location of LIGHTHOUSE (**Handout 2**).

The characters then have the rest of the evening before reassembling at the SSG Stores at 0400. Circulate **Handouts 3 to 7.**

The Journey



At 0400 hours the Quartermaster has prepared bundles of equipment, detailed in **Handout 8.**

A Humber Pig is fuelled and ready on the street above, reluctantly handed over by an Army Corporal. There is room inside for 10 in a pinch, 2 in the front, 8 in the back, although the cumbersome ABC suits, rations, etc. take up the space of another 2 people, leaving room for 3 additional passengers. The inside is claustrophobic with the gun ports closed, allowing little visibility.



The journey starts through the pitch-black streets of unlit London, and the going is slow due to the damage and detritus clogging the route out. It isn't long before the characters reach the edge of the territory held by the military and enter 'no man's land' – probably the first time they have crossed this border since the war began.



After having their papers checked, the final barricade is lifted and the characters drive through with silent RAF sentries watching them depart.

The route to Salisbury Plain would not normally take long, being only 80 miles. However, what would normally take a few hours becomes a full day's journey of trying to find a still functioning vehicle route that avoids the worst of the irradiated area of Porton Down punctuated by a selection of encounters.

The map provided in **Handout 2** shows the known irradiated areas around Porton Down resulting from the 1.1 megaton YELLOW SUN nuclear bomb dropped in Operation INDIGO DIAMOND. The centremost Zone A is levelled, with radiation levels of between 300 and 1,000+ rems depending on proximity to ground zero. Zone B contains only collapsed, ruined structures and rem levels of 200-300. Zone 3 is moderately damaged, with radiation levels of around 100 rems, and further out radiation is 25 rems in a nor-easterly direction, with most structures untouched by the blast damage.

Radiation Effects*

Rem Levels	Effects
20 – 100	Temporary reduction in white blood cells: 'flu like symptoms and lowered immunity
100 -200	Mild radiation sickness within a few hours of exposure: bloody vomiting and diarrhea, fatigue
200 -300	Serious radiation sickness: as above, but more severe, hair loss, bleeding gums, lethal to 10-35% of population after 1 month exposure.
300 – 400	Severe radiation sickness: as above, plus marrow and intestine destruction, death to 50-70% of population after 1 month exposure.
400 – 1,000	Acute illness, early death. 60-95% fatality after 1 month exposure
1,000 – 5,000	Acute illness, death in days: 100% fatality with 10 days,

*From Atomicarchive.com, <http://www.atomicarchive.com/Effects/effects15.shtml>

Wearing the ABC suits will alleviate the effects and reduce the effective rem level, so the characters should avoid any serious effects.



Ruined Centurion Tank

The route to Salisbury Plain is surreal after months of confinement to London: the winter snow is beginning to thaw, budding trees poking out of the white, and large swathes of land are serenely untouched by the War. However, around the next corner will be burned-out Centurion and Soviet T-55 tanks, strange blasted areas, odd, shambling figures on the horizon that sway, then veer off and away. Birds still sing in the wintry sunlight, but are scared away by strange hooting calls from some inhuman larynx. The view from the Pig is constrained, limited while the gun ports are open, but almost completely blind when

these are closed – which they should be once the radiation detector starts to pick up the radiation surrounding Porton Down.

Below are some specific encounters to use as desired:

- **Broadcast:** Around 06:00 hours the team’s PRC-10 radio, tuned to the Down St frequency, comes alive. Although static-heavy, the voice of Cryer is clearly discernable. After trying unsuccessfully to get a response from Down St, Cryer broadcasts the following:

“...Colonel Grigori Ivanovitch Barkov... (static) . . . extremely interested in Dr. Andrei Tomescu, British Experimental Rocket Bureau... (static)... Soviet citizen unlawfully abducted by British agent provocateurs... (static) ... suggests a prisoner exchange, over.”

Static howls over the remainder and Cryer does not respond to any broadcasts from the characters. After a few moments more of incomprehensible static, Cryer stops transmitting.

- **The Krays:** Some time shortly after leaving London the characters notice a Ford Anglia and Bedford truck following some way behind, keeping just in sight and seeming to be heading in the same direction. The characters might wait in ambush, try to head them off, or enact some other plan. If they do nothing they eventually lose sight of the vehicles.

The vehicles contain a dozen gangsters despatched by Ronnie and Reggie Kray to help Welling secure GOD LIGHT and bring it back to London. Armed with handguns, sawn-off shotguns and one or two Sterling SMGs, the mobsters are tooled up and ready for a fight. They don gasmasks once close to Porton Down, but the twins didn’t think to supply them with ABC suits to provide any real protection. Their first foray out of London, the group are nervous and expecting trouble – they are liable to respond to any perceived threat aggressively. The group’s



leader is **Gerry 'Pretty Boy' Reynolds**, a well-dressed slick character who fancies himself an American-style Mafioso.

They are primarily concerned with getting to LIGHTHOUSE and overpowering Mason's Royal Fusiliers rather than tackling the characters on the journey in – especially knowing that they have Welling as an inside man. If confronted, Reynolds will seek to negotiate a peaceful parting, suggesting both parties lower their weapons and go their own separate ways.

Gerry 'Pretty Boy' REYNOLDS

Action 3 Insight 2 Influence 3

Master of the Deal (+); Mean as a Cut Snake (+); Thinks a lot of himself (-)

Relationships: The Krays know they scare me (-2) Tools: Snappy clothes; Colt M1911 Pistol

Kray Gangsters x 4 (3 groups total)

Action 3[5] Insight 2 Influence 2[3]

Intimidating Manner (+); Handy in a Fight (+); Treacherous (-); [Mob-Handed (+); "We Work for the Krays" (+)]

Relationships: Stick together (+1) Tools: Handguns, Sawn-offs, odd Sterling SMG.

- **Dispossessed:** Prior to reaching Zone 3, perhaps near Hook, the characters are driving through a largely intact but bullet ridden village when the Pig is suddenly pelted with rocks. A motley band of civilians throw anything to hand from the surrounding upstairs windows, alleyways, everywhere, and the Pig exits into a village centre almost completely blocked by the trackless ruin of a Soviet T-55 tank wedged between a post office and a war memorial. Manoeuvring around the T-55 is tricky at anything above 1st gear, and the characters get a good look at their assailants: men, women, children, approximately a dozen in total, all in rags and in a sad state of health.

If the characters stop to talk, they should be able to convince the Dispossessed (p.8, *The Collective Endeavour Journal*) that they are British and not Soviet paratroopers (or Soviet 5th Columnists, their next suspicion). They are paranoid about Soviet invasion, and the badly-decomposed corpse of the T-55 tank commander is hung from the village pub sign as both a sign of victory and a warning to others.

Their leader is **John Vauncey**, an elderly WWI veteran dressed in the remains of a WWII fire warden's uniform. They could use any supplies or equipment that the characters can spare, and many are showing signs of prolonged exposure to low levels of radiation. One young woman, **Margery Spencer**, begs the characters (principally Astor and Burton (the family man), appealing to the former's 'womanly feeling' and the latter's police uniform) to take her infant baby girl with them, and save her from a certain death.

Dispossessed Mob

Action 1[4] Insight 2 Influence 2[3]

Survive Anything (+); Ever Watchful (+); Wretched (-); [United Voices (+); Know the Village Inside Out (+)]

Relationships: Their Community is all they have (+2)

- **The Curious Runner:** Not too far out from LIGHTHOUSE, the characters encounter a Runner (p.141, *Hot War*). It looms from a ruined farmhouse and bounds after the character's Pig. It maintains a steady distance but makes no hostile move – it seems curious about the Pig and content to follow it.

Considering that they risk leading it straight to LIGHTHOUSE, the characters may seek to destroy, outrun or hide from it – if it is led to LIGHTHOUSE, the Army sentries open fire and it will try to retreat. However, it may linger outside of the bunker for some time, a menace to anyone trying to leave or the Kray's gangsters when they do turn up – they may even need to be rescued from it.

Runner

Action 7 Insight 1 Influence 2

Astonishingly Fast (+); Inhuman Sensory Capabilities (+); Naturally Be-Weaponed (+); Many-Legged (-); Single-minded in Pursuit (-)

- **Emily Tomescu:** The further Tomescu gets from London, the stronger and more insistent Emily's voice, getting increasingly excited at the prospect of their reunification. She will grow frustrated at any delay in the journey and urge haste.

LIGHTHOUSE

A growing sense of being watched dawns on the characters as they approach LIGHTHOUSE. A few hundred yards out from the entrance a camouflaged soldier in an ABC suit, helmet and gasmask steps out of cover holding a British weapon. He flags down the Pig, clearly covered by others and approaches warily. Another 3 soldiers are in cover, including 2 manning an L7 General Purpose Machine Gun (GPMG).

LIGHTHOUSE, exterior



The characters are ushered into the bunker with an armed escort hanging off each side of the Pig. LIGHTHOUSE hasn't escaped the war unscathed and the upper area shows evidence of structural damage and what was once covered by light camouflage material is now exposed as an open swathe of concrete (pictured). This area has become the main entrance now that the other entrance is occupied by **Barkov** and his creatures.

Captain Mason of the Royal Fusiliers commands an understrength platoon of 16 men after sustaining losses to combat, disease and Barkov's initial attack. They are divided into 3 roughly equal sections, including 2 Corporals and **Sergeant Hendon**, a moustachioed man-mountain always at Mason's side. The men wear ABC suits when outside and maintain a tight discipline, distrustful of the SSG strangers.

The interior of the bunker itself is claustrophobic, with sweating concrete walls, flickering electric light sustained by the noisy generator, creaking ventilation pump and the smell of sweat and fear.

Locations

LIGHTHOUSE is divided into roughly four areas, two controlled by Mason and two by Barkov:

Area A - Upper level, Rear (MASON)

The rear entrance is exposed to the sky for much of its length and barricaded with sand bags and another GPMG. The loading zone immediately behind is open and spacious, housing the platoon's vehicle pool. The previous team's Pig is also here, bearing some scars from small arms fire.



A double set of blast doors leads to the bunker proper, allowing the characters to be cleaned of radioactive dust and strip off their ABC suits, whilst a wide concrete ramp leads to another very wide set of blast doors accessing the laboratory in Area C.

- **Infirmary:** 3 of the platoon are confined to their beds in a makeshift infirmary, and appear to be sick with a disease similar to the one encountered by the characters in *Infiltrators*. The wounds themselves are swollen and infected, purple, black and oozing pus, and the smell inside the enclosed room is overpowering. The room is generally empty save for an increasingly despairing Army medic.
- **Loading Zone:** The Fusilier's vehicle complement consists of two Bedford RL Army trucks and a Saracen armoured personnel carrier bearing a Browning .30 machinegun and Bren gun. The previous team's Pig is also here. Blast doors lead into Area A and a double set leads to the laboratory in Area C via a wide concrete ramp, continually guarded by two sentries. If anyone asks what's behind the doors they will be told to mind their own business. A forklift is also in the loading zone, probably the easiest way of transferring the bulky GOD LIGHT onto a truck.
- **Radio Room:** The 'radio' room holds a portable radio similar to the one the characters possess, and there's a second radio in the Saracen. This room is not the bunker's original radio room, which is in Area B and is where **Barry Cryer** is holding out. The radio operator is usually here, with his belongings and a fold out cot set up.



There are two exits from this area, one heading down to Area C and one to Area B, heavily barricaded and manned by two soldiers at all times, supported by a Bren Gun and a handful of grenades. The 6 yard passage to Area B is unlit and shows evidence of fierce fighting: bullet holes, spent casings and scorching from hand grenades, and terminates in a secure locked door opening into the Area B mess hall.

Area B – Upper level, Front (BARKOV/CRYER)

Accessed from a discreet and strongly fortified front entrance with a double set of (open) blast doors and barricaded passageway to Area A, there is also a spiral stair to Area D descending from the corridor leading to the front entrance. This area includes the original radio room, mess hall, kitchen, showers and additional barrack rooms, and all are in total darkness, the Babay having smashed the light fittings to give them a sensory advantage over the humans.

A badly mutilated soldier's body lies half-chewed by the main entrance, empty bullet casings strewn around him. He was killed in the immediate rush by Barkov into the bunker, before Mason's men managed to stem the attack midway through the bunker. Barkov's Babay lurk throughout this area, clinging to the ceiling in darkened rooms, underneath tables, anywhere creepy and unsettling.

- **Mess Hall:** connected to a passageway leading to the barricaded Area A, the mess hall is an unlit riot of overturned tables, scattered enamel plates and splintered chairs. The corpses of two soldiers lie sprawled on the floor amidst the debris and multiple doorways open from the hall into barracks space, the kitchen and a corridor to the front entrance.
- **Kitchen:** A 'nest' of Babay are roosting on the ceiling, partially obscured by rows of hanging pots, kitchen vents, duct work, etc.
- **Radio Room:** There are numerous barrack rooms and a shower block between Area A and the radio room where **Barry Cryer** has sealed himself in. Ripped out electrical cables lead into the room but Cryer has been relying on the radio's battery, restricting his transmissions to one a day to eke out the remaining power. Inside the room is lightless and musty, the ventilation system inactive and the only company for Cryer is Barkov's periodic whisperings at the barricaded door, urging him to call Down Street for Tomescu.
- **Barracks Rooms:** Largely uninteresting, these are either empty, or contain one of two lurking Babay. Possessions lie scattered across some of these rooms, packs and bedrolls hastily abandoned by the soldiers as they fought a fighting retreat against Barkov's assault. The original quarters of the previous SSG team are also here, with personal effects of Grayling, Urquhart, Micklewhite and Cryer.

Area C – Lower level, Rear (MASON)



Accessed by both a spiral stair to Area A and a strongly sealed emergency passage leading to a steel-rung ladder out of the bunker, this area consists of a generator room including a ventilation pump, general stores, a well-guarded 'laboratory' containing GOD LIGHT, and a makeshift operations room adjoining Mason's quarters. A passageway did connect to Area D, but this has been demolished recently with hand grenades (on Mason's orders).

- **Generator Room:** Noisy and poorly lit, the bunker's power and ventilation pumps are contained within. Should the Babay gain access to Area C, one of their first actions will be to destroy the generators to plunge LIGHTHOUSE into darkness, relying on their sensory advantage to make mincemeat of the Royal Fusiliers.
- **Operations Room:** A makeshift room adopted for the purpose after Mason was driven out of the main operations room by Barkov, the room includes trestle tables, maps and a closed telephone system connected to telephones at the bunker entrances (Areas A and B), the Area A temporary radio room, and the old Operation's room in Area D. At some point, Barkov might try to talk to Mason or the characters directly using his Operation's room phone. The maps show the location of the Soviet Mobile Biological Weapons Mason intends to destroy using GOD LIGHT.
- **Mason's Quarters:** Although consisting of little more than a camp bed, sink and shaving mirror, the room is orderly with not a wrinkle in the bed blanket and clothes folded with precision. Some photos are pinned up on the wall, all of soldiers. These are men who served under Mason killed in the fighting, or to disease, the images feeding a morbid guilt driving Mason on to near suicidal lengths for revenge on the Soviet creatures.
- **Laboratory:** Empty but for GOD LIGHT and its associated power generators (see picture below), the room is guarded round the clock by two sentries outside the door and has a keypad lock, the code known only to Mason, Urquhart and Grayling. Although this could be bypassed, it won't be easy. If the power is cut, it will remain active, feeding off the generator supply coming from those servicing GOD LIGHT. Inside the

room there is a large set of double blast doors that open from the inside and lead via a ramp to the loading zone of Area A – should someone wish to load GOD LIGHT onto a truck, this is the only way to do so short of dismantling it entirely.

Area D – Lower level, Front (BARKOV)

The only entrance to this area is a spiral staircase from Area B now that the passageway to Area C is destroyed.

Saracen APC



Barkov's creatures have begun a slow and careful removal of the debris in an attempt to reopen the passageway. Food stores, an operations room and an armoury are located down here, all unlit except for the Operations Room.

- **Operations Room:** The only room where the lights are still intact, Barkov has taken over this room as his lair. The pin boards and walls are scrawled across in Cyrillic gibberish and random seeming numbers – Barkov's 'calculations' for activating GOD LIGHT. A telephone connected to others in the bunker and to Mason's Operations Room is here as well.

- **Food Stores:** Ransacked by the Babay, one of two might still be in here gorging themselves.
- **Armoury:** Surprisingly still locked, another mutilated, half-eaten and very dead soldier lies propped outside the door amongst a pile of brass bullet casings. A grenade is clutched in his hand, the pin half hanging out, only just still in place. Inside the armoury are copious amounts of ammunition, hand grenades, flares, and a selection of handguns, SLR battle rifles and Sterling SMGs.
- **Demolished Passageway:** The Babay are quietly and systematically clearing this area, using their unusual senses to avoid noisy work whilst anyone is watching on the other side – although given the thickness of the intervening masonry, this isn't foolproof.

General Events

Terminal Illness: The sick soldiers in the infirmary start shouting and screaming. One of their number is critically ill, vomiting up blood in gouts and tearing at himself. He dies in a series of spasms, spewing infectious blood and pus on anyone nearby. The other infected soldiers are hysterical, seeing what fate awaits them. There is speculation from the others that a bullet might be kinder and they are increasingly isolated and ignored by the other soldiers, getting more and more desperate as their comrades turn a deaf ear to their screams.

Tunnellers: Careful scrabbling can be heard by a character paying attention in the vicinity of the collapsed passage connecting Areas C and D. Remembering that the Babay will be able to see through the final layer of debris to spot any waiting ambush, they will try to take Mason's part of the bunker by sneak attack.

Radio Broadcast: If anyone is listening, Cryer will broadcast at his usual time of 06:00, but this time the transmission is much clearer and the conversation two-way. He will reveal Mason and Urquhart's role in Micklewhite's death and his entrapment. Barkov has also repeated his earlier offer: safe passage for Cryer in exchange for Tomescu.

Gangsters: At some point Reynolds and his men will arrive to try to steal GOD LIGHT, minus a few of their number and beginning to suffer mild radiation sickness. Depending on events and dramatic effect, they might run afoul of the Runner and need rescuing, they might overpower the rear entrance sentries and get the drop on Mason and

the characters, or they might pick the 'wrong' entrance and walk into the Barkov controlled areas of the bunker, to be ambushed by the Babay. Welling may have an opportunity to meet or warn them, provided he's willing to risk his skin, as he knows to expect their arrival.

Character-Specific Events

BURTON will likely be preoccupied with rescuing his friend Cryer. Whilst a direct attack is one option, a more interesting one is proposed by Barkov: exchange Cryer for Andrei Tomescu. He should also learn the truth about how Cryer ended up in this situation, either via a radio broadcast from Cryer, or Grayling takes him aside seeking protection, revealing Urquhart's role in the fate of Cryer and Micklewhite.

There's also likely conflict between Burton and Welling over Cryer's fate – and Burton is in for a shock when he learns about Cryer's less-than-lawful sideline for the Richardson Gang.

ASTOR will have an opportunity to speak with Urquhart and possibly rekindle their romance. The key point will be whether she can be convinced to support Urquhart's plan to defect to the Soviets and hand GOD LIGHT, and ideally Tomescu, over to them. If yes, then the two of them make a formidable combination.

If not and things get out of hand, Astor may attempt to call in a Vulcan bomber strike on LIGHTHOUSE to destroy GOD LIGHT – depending on the tension surrounding this, it's recommended that this be an Influence conflict as she tries to convince her sceptical SIS superiors to arrange a repeat of the infamous Operation INDIGO DIAMOND, with the future of humanity at stake should she fail.

MCINTYRE a good character to drop should there be less than 5 players as his agendas can be sidelined to a degree. He must choose between his loyalty to the Army, in the form of fire-eating Captain Mason, or the Soviets, in the guise of half-mad Colonel Barkov.

Urquhart, or 'Yuri' will recognise him, and potentially use his knowledge of McIntyre's Soviet spying to blackmail McIntyre into helping him – ironically, this time he really is working for the Soviets so there may not be any real conflict of interest. McIntyre could end up backing up Urquhart (and Astor potentially), or he could lean the other way and shed himself of his allegiance to the Soviets. Mason has a positive opinion of McIntyre, and initially at least, will treat him as a potential ally in preventing SSG meddling in what is clearly Army business and ask him to help him control them.

WELLING may have the Kray's thugs on side as extra muscle to help grab GOD LIGHT. Grayling will beg for her life, offering to help him steal GOD LIGHT and get it back to the Krays by way of apology – she has managed to get hold of the access key code to the laboratory. Cryer and Welling don't like each other and if the opportunity arises, either is likely to sell out the other, or even send a bullet their way.

TOMESCU is something of a prize for many characters: Barkov, Urquhart and, if he realises the extent of his knowledge of GOD LIGHT, Captain Mason. He is likely to get access to GOD LIGHT when other characters are barred entry and his hallucinations and voices will get much more insistent, his wife's 'spirit' trying to convince him to activate GOD LIGHT as a way of rejoining her. Who knows, she could be right? No one knows exactly what happened to her during the aftermath of Operation INDIGO DIAMOND.

GOD LIGHT

If Mason succeeds, GOD LIGHT will be activated. The device is secured in Area C and continually guarded and secured by a keypad lock. Only Mason, Urquhart and (unknown to anyone else) Grayling know the combination, although a cooperative Tomescu may be able to earn the Captain's trust.

GOD LIGHT itself dates from 1944, developed as a prototype 'Gate' device by the Nazis and spirited out of Berlin by the British in early 1946. Since then, BERB scientists at Porton Down have worked tirelessly to unlock its secrets, with no real progress until the arrival of Andrei Tomescu. Unfortunately, even Tomescu was unable to correctly control GOD LIGHT, as once a rift was opened to somewhere else it continued to expand even though GOD LIGHT was powered down. As a massive alien entity began to enter the sky through the gate, panic spread and Operation INDIGO DIAMOND was enacted. The RAF dispatched a Vulcan bomber to drop a YELLOW SUN atomic weapon on



Porton Down, with many of the Porton Down staff unable to escape in time.

Unknown to all but senior staff at BERB and select members of the SIS, GOD LIGHT was relocated prior to INDIGO DIAMOND, the gate device whisked away for storage at LIGHTHOUSE. In the ensuing chaos of war it was forgotten, abandoned but secure, until recently.

Urquhart managed to locate its presence and obtain the security key code, using this as a bargaining chit with Colonel Barkov. The device is as

pictured, powered and stabilised by several esoteric generators. A constant ozone smell surrounds it, and eyes itch and vision is fuzzy in its presence. Tomescu will hear his wife's voice much more clearly when in the laboratory, and if activated an intense pressure will build up – all those in the room will begin to bleed from the nose, ears and eyes and suffer excruciating headaches as it opens a gateway into some other dimension.

If activated, after a few minutes a black hole will open up in the clouds, strangely dark shafts of non-light piercing through to bathe the target zone (presumably the nest of Soviet Biologicals). Difficult to look at, after a few moments every living thing in the target zone will have disappeared and a new Zone of Alienation created. It is a broad-brush weapon, not suitable for precise strikes, so trying to use it on Barkov and his Babay will also target Mason's men and the characters. If left open long enough, an entity of titanic proportions will attempt to enter the Earth via the gate, so vast and incomprehensible that it is impossible to identify which part is which, just a mass of ropy, dark flesh pulsating with the strange, dark non-light emanating from the gate. If this is to successfully enter, the consequences for what is left of humanity are dire.

Should GOD LIGHT be reactivated, the result is up to you and the results of any conflicts: perhaps Tomescu understands enough about the device now to be able to close the gate once opened, making it a viable weapon if he succeeds in an Insight conflict; perhaps it will be a repeat of the events leading up to INDIGO DIAMOND, in which case Astor may decide to try and convince her SIS superiors to authorise another nuclear strike on LIGHTHOUSE. And will the opened gate allow Tomescu to be reunited with his lost wife?

General Notes

The Salisbury Plain setting and use of the Krays and Richardsons is inspired by *The Collective Endeavour Journal*.

The photographs throughout and included on the character sheet were taken from various sites on the internet. No disrespect to the subjects is intended in their use in this scenario.

The character sheets diverge from the published *Hot War* rules in regards to Hidden Agendas. Due to the one-off nature of the scenario, only bonus dice are given, not ratings. The agendas should ideally be resolved in the scenario's final quarter and the outcomes of previous Agenda-related conflicts should be taken into account when determining overall success or not of the Agenda.

Special Situations Group

13 March 1964, 06.03 hours

Transcript of radio transmission received from SSG C Division operative CRYER, B.E.

CRYER: ...Down Street, are you receiving? ...(unclear)... Street please acknowledge, over.

DOWN ST: Receiving, please identify yourself, over.

CRYER: Cryer, OFU 7, transmitting from location LIGHTHOUSE. Team compromised...(unclear)...trapped in radio... (unclear).

DOWN ST: Say again Cryer, message not received. Over.

CRYER: George is gone. George Micklewhite was torn apart... (unclear) ... betrayed ... (unclear) ... things everywhere. Safety of GOD LIGHT is under threat, need immediate reinforcements, over.

DOWN ST: Calm down Cryer, you're transmission is unclear. Can you broadcast from a better location, over?

CRYER: Negative. Trapped, repeat trapped in location LIGHTHOUSE radio room. Send immediate help, those crazies have GOD LIGHT... (unclear) ... Soviet name of Barkov leading... (unclear).

DOWN ST: Say again Cryer. Did not receive last transmission, over.

CRYER: ...(static)...

END OF TRANSCRIPT

GOD LIGHT – that brings back some memories...

Back in 1957 Simeon Urquhart and you pulled Andrei Tomescu out of a Soviet research centre in Romania, run by a shadowy GK-11 Colonel Grigori Barkov and handed him over to the British Experimental Rocket Bureau (BERB) to work at the Porton Down research facility. Turns out, he had previously worked for the Nazis, helping develop a weird superweapon during the War that never saw the light of day. In 1946 the British found the device, codename GOD LIGHT, and brought it back to Porton Down. They pulled it apart and did all manner of research on it, but got nowhere until Tomescu arrived.

Tomescu got it working – sort of. Late 1962 when the Soviet paratroopers and landing craft were hitting the beaches and the first nukes were hitting Sheffield and Birmingham, GOD LIGHT was activated in retaliation. Whatever happened, Tomescu and his colleagues couldn't control it and the consequences were so catastrophic that the RAF were ordered to enact Operation INDIGO DIAMOND, the bombing of Porton Down with a YELLOW SUN nuclear device.

Tomescu got out, somehow managing to evacuate in time, and made it to London where the politicians went berserk. The RAF was tainted, BERB was mud, and those in the SIS associated with Tomescu – principally Urquhart and you – were persona non grata. All three of you 'volunteered' for the SSG, consigned to career, and maybe bodily, death. You got the less than stellar task of keeping tabs on Tomescu, should his stock ever rise again and he be brought out of storage.

But now GOD LIGHT is back, Barkov is somehow there, and Simeon is in real trouble. If it really became necessary, you might be able to convince your old SIS masters to drop a second nuke from their dwindling supply, wiping out GOD LIGHT for good. But Simeon is right in the thick of it all - you have no idea how Simeon Urquhart got mixed up in this again, but he's the only man you've ever felt you can really be yourself with. It's only now, with his life at stake, that you truly realise how important he is to you.

- **New Factional Agenda: Prevent GOD LIGHT from being activated again (3)**

As you return to your family to spend what could be your final night together, the briefing keeps turning over and over in your mind: Barry Cryer, your best friend, the guy you graduated Police Staff College at Ryton-on-Dunsmore with, is trapped in Salisbury Plain. You swore to watch one another's back since graduation and he's always been there for you – there is no way you can fail him now.

And if you are right, and there is a Soviet spy amongst the team, then they absolutely must be stopped. GOD LIGHT is perhaps the most dangerous artefact of the War around, and a perfect target for an enemy agent.

- **New Personal Agenda: Rescue PC Barry Cryer (4)**

GOD LIGHT – is there no escaping it? All through Wrightson’s briefing you could hear your wife’s voice calling to you, calling you back to her. If you could get to GOD LIGHT, if it truly is intact, if you can get it working... Emily.

GOD LIGHT is your destiny, the two of you bound together inextricably. Again and again it returns to your life, looming beautiful and terrible. Only you understand the device, its potential, how to shape its harmonics to affect one area and not another, how to control it. Last time... last time you were rushed, the preparations were incorrect, mistakes were made. This time it will be different.

You first met GOD LIGHT in 1944, although of course the Nazis had a different name for it, equally inadequate of its majesty. In the chaos of their defeat, the Nazis were prevented from activating the device and it fell into the hands of the British, while you, trying to escape, were apprehended by the Soviets... Colonel Grigori Ivanovitch Barkov, it can only be him Cryer refers to. He is the Russian who held you captive following the war, forced to employ your unique scientific talents for the Soviets. Part of the shadowy scientific intelligence service GK-11, if it wasn’t for your rescue by Carol Astor and Simeon Urquhart, you are sure you would have taken your own life. Without them, you would never have escaped your prison in Romania, would never have met and married Emily, would never have been reunited with your terrible and wonderful GOD LIGHT.

GOD LIGHT is the most important scientific discovery of the century. It must be preserved, it must be protected so that its secrets can be understood and mastered.

- **New Factional Agenda: Save GOD LIGHT (2)**

As Wrightson’s briefing ends his final words are lost to you, drowned out by a panicked buzzing in your head. One of the photos of the previous SSG team, Simeon Urquhart, is familiar – you know him as Yuri Sergeyevitch Malyshev, formerly Soviet military attaché’, and your contact within the GRU, Soviet military intelligence. He was your contact, the recipient of all the secrets you managed to hoard. And according to Wrightson, he used to be Secret Intelligence Service, just like Astor.

Is this true? Have you trusted the wrong man? But if so, why were you never arrested? Is he a double agent?

When you get back to your SSG-assigned flat, the sitting room lights are on – odd, as your mother is usually in bed by now. Pushing open the front door, you see you have visitors: Ronnie and Reggie Kray, heads of the most powerful organised crime outfit in London – probably the world these days.

“Vic! Take a seat – help yourself to a drink. We’ve got a real opportunity for you,” Reggie begins, one of his firm stepping from the shadows to close the sitting room door behind you.

As the twins explain, you find yourself in a make or break predicament: they want, and they *really* want, GOD LIGHT. Apparently the missing SSG agent Irene Grayling was the twin’s go between, tasked to find out where GOD LIGHT was being kept from a corrupt SSG official, but instead she betrayed them and went after it herself, disappearing along with two truckloads of medical supplies she was loaned to pay off the official.

This is a liberty that cannot go unanswered – they’ve arranged for your SSG team to be sent on the rescue mission and you’re to teach Grayling a lesson she won’t forget when you get there. But more importantly, find a way of getting GOD LIGHT out of there and back to the twins – if you succeed, you’re set for life, if you fail... well, the rest of your life will be colourful and short.

To help the Kray brothers are sending along some of their boys – they’ll be discreet, but they’ll be following the SSG team. You’re their inside man and Pretty Boy Reynolds will be following with the cavalry. Once the coast is clear, you’re to let them into the bunker and help them get GOD LIGHT out of there and back to London.

And don’t worry about your dear old Mum – they’ll make sure she’s looked after while you’re away...

- **New Factional Agenda: Steal GOD LIGHT for the Krays (4)**

Special Situations Group Stores Form 7/e:

To be assigned to Operational Field Unit 9 as of I4/03/64:

- 5 x Atomic-Biological-Chemical (ABC) Suit
- 5 x Mk 6 Gasmask
- 2 x SSG Emergency First Aid Kit
- 5 x Mark IV Army Steel Helmet
- 2 x IO Man Composite Ration Pack
- 5 x SSG Basic Survival Packs including:
 - Sleeping Bag
 - Canteen
 - Survival Kit
 - 6" Blade Folding Knife
 - Emergency Flare
 - Compass
 - Mess Kit
 - Battery-Operated Torch
 - Emergency Ration Pack
- 1 x PRC-10 Radio
- 1 x Radiation Contamination Meter No. I Set
- 2 x 20 litre Jerry Can of additional fuel
- 5 x No. 36M Mk I Fragmentation Hand Grenade
- 2 x L2A3 Sterling Submachine Gun
 - 3 x 9mm Parabellum 34 round magazine each
- 3 x SMLE No 4 Mk 2 Rifle
 - 4 x .303 IO round magazine each
- 1 x L4 Bren Light Machine Gun
 - 3 x 7.62mm NATO 30 round magazine

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