

**TOP
SECRET™
ADVENTURES!**

**MINI-MODULES &
ADVENTURES TAKEN
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DRAGON MAGAZINE!**

TSR GAMES

(Compiled by PogoPogo)

Dragon

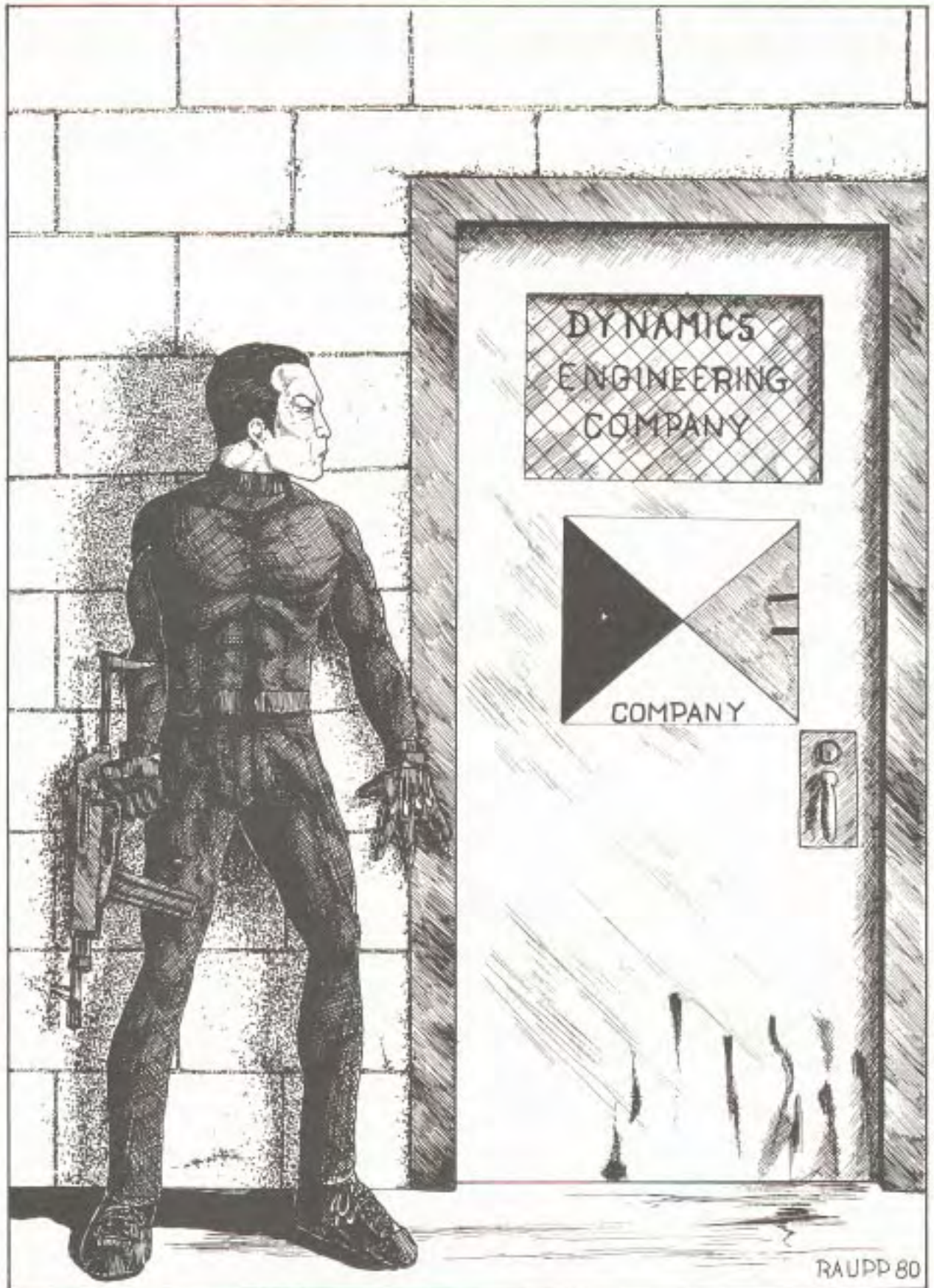
\$3.00 #39

- The Missile Mission: A Top Secret module
- Women as players and characters
- Evil with a capital E: The Anti-Paladin

The monthly adventure role-playing aid



THE MISSILE MISSION



RAUPP 80

THE MISSILE MISSION

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INTRODUCTION

"The Missile Mission" is an adventure designed for use with TOP SECRET, the espionage role-playing game produced by TSR Hobbies, Inc. As presented on these pages, it includes everything which players and the gamemaster will need to run the adventure, either as a one-time exercise or as an episode which takes place within the context of a larger campaign. The mission can be played by from two to eight players (a minimum of six players is highly preferable), with an Administrator who moderates the activities of the players and controls the activities of various non-player characters who may take a part in the proceedings.

Besides being usable by itself, "The Missile Mission" is designed to give TOP SECRET players and gamemasters an idea of the way in which they might construct their own scenarios. This is just one example of the many types of adventures which may be devised to be used with the game's basic rules and components.

BACKGROUND

The rivalry between Soviet and Chinese world goals manifests itself in many ways. The bitter competition between the Communist giants shows intensely in military, political, and propagandist circles. This of course carries over into the area of intelligence, where both adversaries strive to obtain useful information about each other's activities, aims, and plans. But the two countries also maintain an active espionage effort against other powers—and this time that is the arena where the competing agents will collide

* * * * *

The development of one of NATO's newest (and most secret) missiles has been the object of considerable interest by both the Soviets and Chinese for several years. Despite continuing efforts by the intelligence agencies of both countries, few details have been discovered. As the time nears for production and deployment of the missile, the interest in the weapon has grown, although most avenues of espionage have led to dead ends.

Luck, both good and bad, plays a part in the conduct of espionage. Whereas bad luck had before thwarted various attempts at learning more about the missile, good luck (of sorts) had just now provided a break. That is, if one team of agents could act quickly enough . . .

At last night's lavish New York City dinner party staged by the Defense Contractors Association, both Soviet and Chinese agents had been present. In the revelry which went into the wee hours of the morning, the drinking was heavy. The sales representative of the Dynamics Engineering Company, producer of the guidance system for the missile, was particularly fortunate, he thought, in persuading to his hotel room the young, attractive Oriental woman who had been so interested in him. With this encouragement and a

tongue loosened by too much to drink, as well as the need to impress, talk turned to company matters and the work being done by Dynamics Engineering. Yes, the project was a success, and although security was tight, who knew that a duplicate copy of the plans was locked away in the safe at the Dynamics Engineering parts warehouse, in addition to the copy kept at the heavily guarded main plant? Who knew, indeed?!

The young Chinese woman knew now, and wasted no time in taking her leave to report the word to her superiors. At the same time, the Russian bug placed behind the wall painting in the same hotel room also carried the news to the appropriate ears. The race was on . . .

* * * * *

The Dynamics Engineering Company's parts warehouse is in a rundown section of the city's industrial district. It is a typical building of its type, constructed of cement-block walls and a flat, corrugated steel roof. There are two primary access doors, with several garage doors for the loading dock areas.

During the week, the warehouse is fairly busy, but on Saturday morning the crew is small: two shipping clerks working the forklift, a security guard, and two German shepherds. Of the three around-the-clock shifts, this is the smallest.

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ADJACENT AREAS

The rough map provided with this module shows the warehouse and its immediate environs, should such information be needed for reference during play.

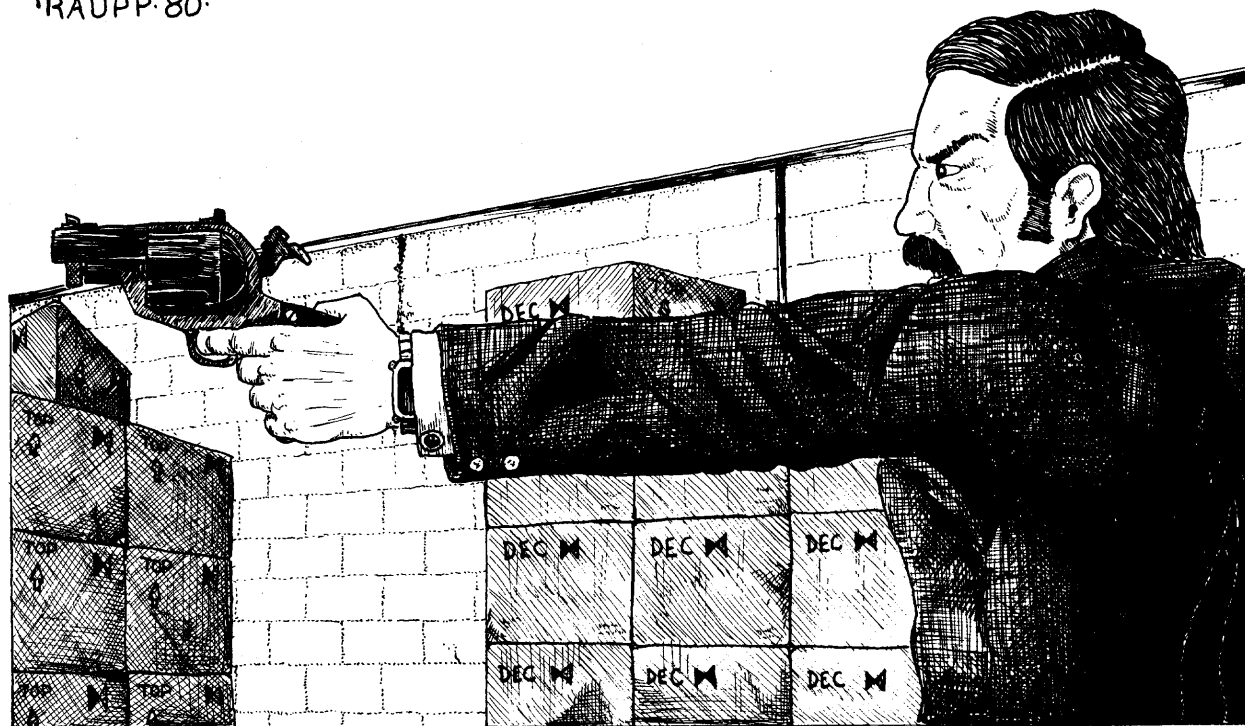
DRAMATIS PERSONAE

The three groups represented in this scenario are the two opposing agent teams (Soviet and Chinese) and the unsuspecting employees of Dynamics Engineering Company who happen to be present when the mission is executed. The arrival of local police personnel is a possibility.

Depending upon the number of actual players, the agent teams can be handled as desired. Four agents are given for each side, with listings of the appropriate Personal Traits for each, and weapons or equipment carried. If this scenario is being used as part of a regular TOP SECRET campaign, the agents listed can be used or discarded as desired; in some instances it may be possible to simply substitute one or two player characters for names given here, if practical. The best scenarios will use either three versus three agents, or four versus four.

The Dynamics Engineering employees are played by the Administrator, who will determine their actions and reactions randomly, keeping in mind that initially they will not be aware of what is actually occurring. At first, they may accost intruders and inquire about why they are on the premises, asking them to leave (that is, unless player agents don't give them the chance. . .). Once aware of what may be occurring, they can react randomly (by interfering,

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fleeing, or calling for help) according to dice rolls taken by the Admin at probabilities deemed appropriate.

The city police are not a regular part of the Scenario, but are included as extras. Should a call for help be made in time, or should the mission be unduly delayed, there will be a chance (at the Administrator's discretion) that the city police might arrive before the agents have departed the scene. Their roles are to be played by the Admin, and they will react appropriately to the situation as they perceive it.

THE SETTING

The Dynamics Engineering warehouse is a cement-block building divided into three primary sections: the main warehouse, the parts storage area, and the offices.

Main Warehouse

The main warehouse comprises the majority of the building. It is a large, open area where cases of packed machine parts are stacked on pallets. The stacks are of varying heights, ranging from 2' to 6' off the floor. Each box is approximately a foot square and weighs about 10 pounds. The boxes contain an assortment of different plastic and metal parts and assemblies. Bullets will pass through individual boxes fairly easily; it takes several boxes to stop such projectiles (the Administrator can determine such effects randomly in each case, depending upon caliber, distance, number of boxes the bullet must pass through, contents, etc.). Keep in mind that the game map shows stacks but not individual boxes.

Parts Storage Area

The parts storage area is a large open room containing numerous parts bins. Each parts bin is 3'

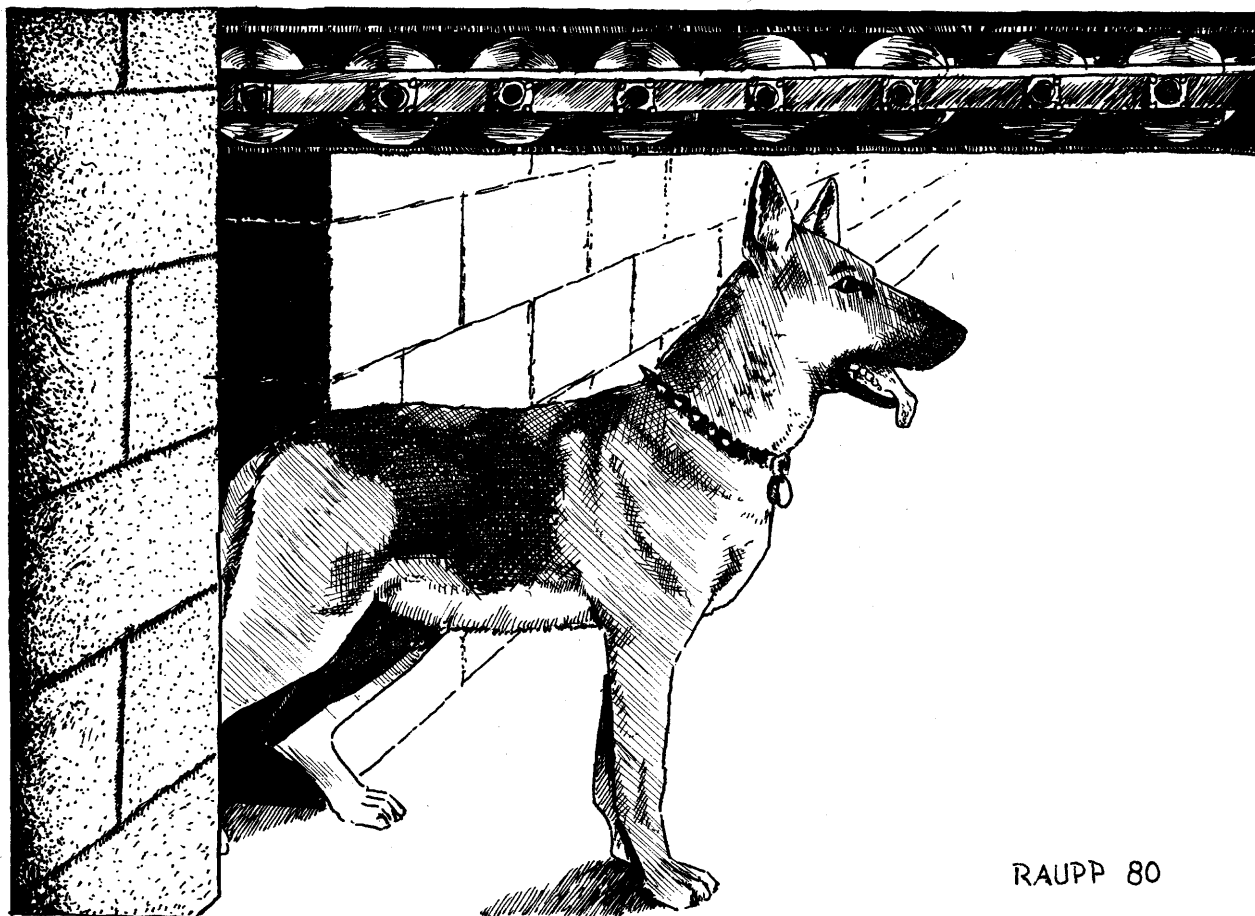
in height, a metal container holding parts or assemblies of metal and/or plastic. An automated conveyor apparatus passes near each of the individual bins, and is part of an overall system which extends into the main warehouse. The system is designed to pick out parts and assemblies for packing and shipping, and deliver the packed boxes to the main warehouse for shipping. The conveyor apparatus is 3' off the floor, with supports located every six feet along its length, which allows easy crawling underneath; two "drawbridge" sections of the conveyor are at the main aisles to allow passage of the forklift truck, which operates in both areas.

Offices

The building's offices are located in the west/southwest part of the building. There are three individual offices, plus a traffic office with a window which looks out into the main warehouse. A supply room and file room are also part of this area, as are the two rest rooms. A receptionist's desk and sofa are in the hallway. The entire area has an 8' suspended ceiling.

The building has no security alarm systems. Many doors are metal fire doors with small wire-reinforced windows which, when locked, have a rating of -/40. Wooden office doors, when locked, have a rating of -/20. The larger doors are overhead metal garage doors which, when locked, have a rating of -/35 (and which will make some noise when opened, either manually or by pushing an electric wall button on the interior wall near the door). The garage doors also have wire-reinforced windows which are about 4' off the floor.

The building's telephone and electric lines enter on the west side of the building, at a point which is 12' off the ground and 35' from the northwest corner of the building.



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ROOM & AREA DESCRIPTIONS

The various parts of the Dynamics Engineering warehouse are described below in some detail. Before using the mini-module, the Administrator should review the descriptions given here and study the playing map to familiarize himself with the setting and visualize this building as a place for the mission.

Effort has been made to provide as useful and complete a description here as possible; however, questions about the physical surroundings or equipment/furniture present may arise which are not covered in this outline. In such cases, the Administrator should feel free to describe the setting and such details as he desires, keeping in mind that the place is a rather mundane warehouse.

1. Parts Storage Area: This large open room measures 48' x 105', with a 12' ceiling. It is filled with numerous parts bins, each 3' high. An automated conveyor apparatus which is 3' off the floor runs alongside the bins, but is turned off.

Access to the room is provided by five doors: an exterior garage door on the north wall (locked) which is at a loading dock, the warehouse's rear entrance on the east wall (locked), and three doors on the south wall—one without a window (locked) which leads to the office hallway, one which opens to the main warehouse for foot traffic (unlocked), and a small garage door alongside it which is for the forklift truck (unlocked). Additionally, there is an opening in the south wall which is approximately 3' wide and 6' high (up to 6' off the floor) where the conveyor passes

into the main warehouse. The space is a passage for the guard dogs, as well (it could be a crawlway, too).

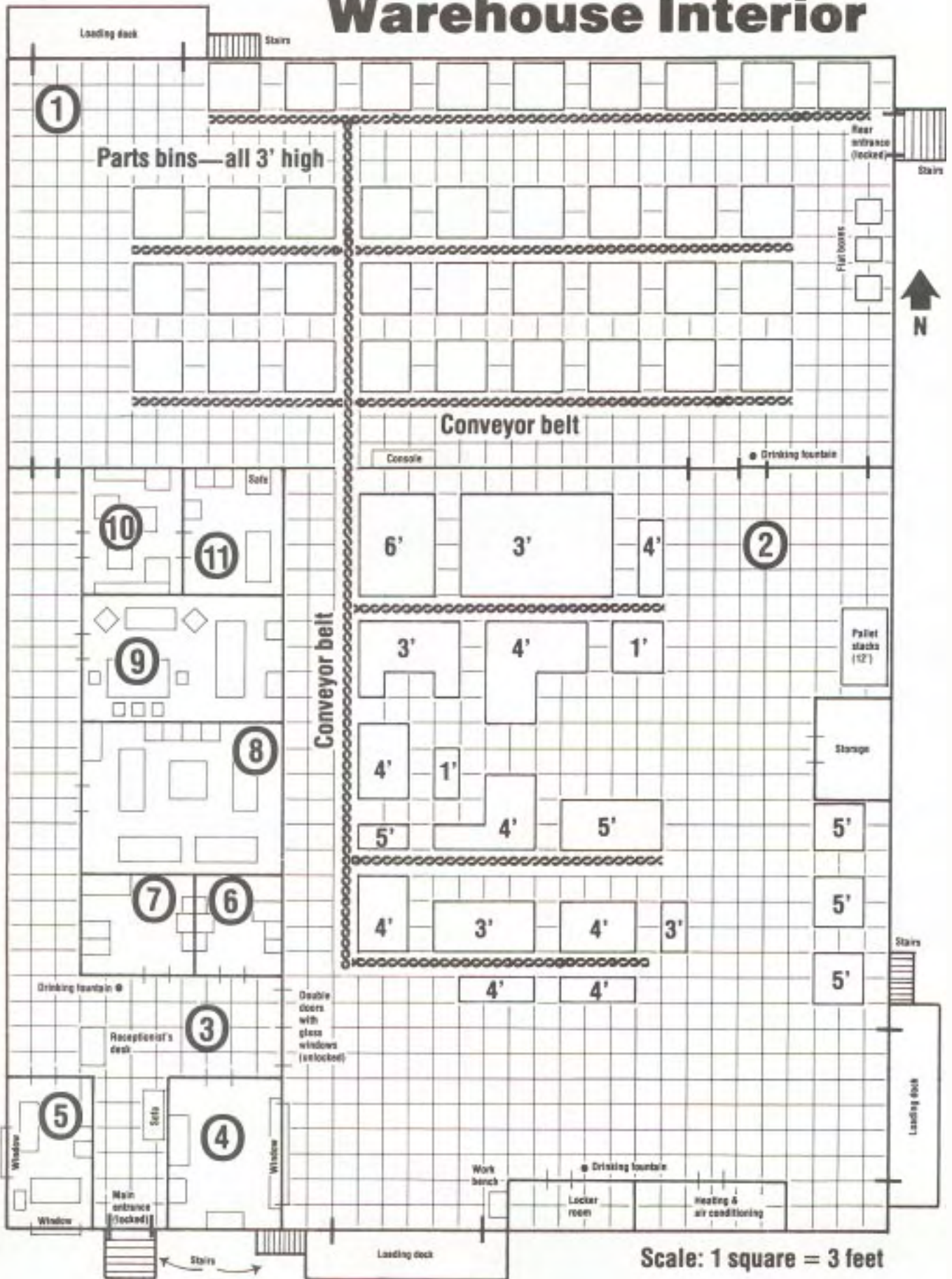
On the south wall just to the east side of the conveyor passage is a large computer console with a keyboard, printer and CRT screen, plus other assorted dials and knobs. This is the control board for the automated conveyor packing system. It is turned off.

On the east wall just south of the rear entrance are stacks of flat cardboard boxes, each stack approximately 6' high. The box flats are bundled in two dozen lots, and are the standard size cartons.

One guard dog ("Rex") is asleep at the conveyor passageway; if aroused, he will be able to go into either room (see the TOP SECRET rules section on page 40, AROUSING HUMAN OR ANIMAL GUARDS, and subtract 15 from any rolls on the ANIMAL GUARD REACTION TABLE to reflect Rex's tendency to growl and bark rather than attack strangers.). Rex has a Life Level of 7 and Injury Points of 4. He will respond to commands given by Chuck Evans, the plant security guard.

2. Main Warehouse: This large open room measures 90' x 72', with a 12' ceiling. It is filled with numerous stacks of packed cartons placed upon wooden pallets. The stacks are alongside the several arms of the conveyor system for the most part, awaiting shipment out of the warehouse. The stacks vary in height and size, and the height is shown upon the game map for each particular stack (the Administrator can use this information to determine visibility and line of sight as needed).

Warehouse Interior



Access to the room is provided by five doors: the two entrances from the Parts Storage Area previously described, garage doors on the east and south walls which lead to the loading docks (the east door is unlocked and open, the south door is locked), and a set of double doors (unlocked) with large, wire-reinforced windows which lead to the office area. A large glass window just to the south of the double doors provides a view of the Traffic Office, and vice versa.

Along the east wall is a large stack of unused wooden pallets which reach nearly to the ceiling. They are next to a storage room (locked) which contains miscellaneous items: unused conveyor sections, cartons of paper goods, machine parts, tools, supplies, etc.

Along the south wall are two small rooms (unlocked). The first contains the heating and air conditioning equipment for the building and little else, while the second (nearest the loading dock door on the south wall) is an employee locker room containing lockers, vending machines, a table, and several chairs. Outside the door is a drinking fountain (one of three in the building) and around the corner near the loading dock door is a workbench which holds a pipe wrench (1-20/NC/), screwdriver (1-20/-4/) and hammer (1-18/NC/) within a tool box atop it.

A forklift truck is parked in the southwest corner of the room. It is off, but the key is in the ignition switch. It is a standard industrial forklift truck (powered by a small LP gas tank). It has a maximum speed of 10 mph. All three Dynamics Engineering employees know how to operate it; others have a percentage chance equal to their Knowledge rating to know how to use it.

Two Dynamics Engineering employees are in the main warehouse at the start: Ed Landers is at the workbench, looking over a mass of paperwork which describe the prior week's shipment orders; Mort McNally is near the eastern garage door (which is open), scrutinizing the shipping labels on the 5' high stack of cartons nearest the door. The room is relatively quiet except for Ed's radio at medium volume on the workbench and the sound of the air blowers which circulate the air in the warehouse.

If Ed and/or Mort perceive danger, they will undertake any number of possible actions: alert the others (including Chuck Evans, the guard), attempt to call the police (from a wall phone by the workbench, or from one of the offices), resist intruders who are hostile (unless bluffed), or perhaps simply flee. The Administrator can handle their actions using logic and appropriate dice rolls.

3. Office Hallway: The office hallway connects the main warehouse, the front entrance to the building, the various offices and rooms, and the parts storage area at the rear.

The building's main entrance is a steel fire door (locked) with a wire-reinforced window which is larger than the others of similar design. The words "Dynamics Engineering Warehouse Offices" are stenciled on the exterior of the glass.

The hallway is tiled, with lightly painted walls (the interior walls of the building are wood and fiberboard

with decorative paneling, while the exterior walls and the walls separating the offices from the main warehouse and parts storage area are cement-block construction). A sofa for waiting visitors is in the front hallway, and a receptionist's desk is at the intersection. All drawers of the desk are locked (-/10). A drinking fountain is against the wall across from the receptionist's desk.

The second guard dog ("King") is asleep underneath the receptionist's desk. He, like "Rex", will respond as previously noted. King has a Life Level of 5 and Injury Points of 3.

4. Traffic Office: The Traffic Office is the nerve center of the warehouse. Within it is a long counter along the east wall underneath a large window which provides a view of activity in the Main Warehouse. The counter has numerous pigeonholes for all kinds of paperwork. Two desks with typewriters, a filing cabinet, and a computer terminal are within the office, and on the walls are an assortment of clipboards containing shipping orders, inventory reports, and other similar information. Both desks have telephones upon them.

Using one of the telephones is Chuck Evans, the guard for the building. He is talking to his wife while sitting on the edge of the desktop, gazing out of the glass window and into the warehouse. He will converse until interrupted by some occurrence, at which point he will investigate (with a 50% chance of telling his wife "There's a problem, I've gotta go . . ." before hanging up, and a 50% chance of telling her "Hold on, there's a problem"—in which case she will be on the line until he either returns or doesn't return and she becomes suspicious of trouble).

Chuck Evans will investigate trouble promptly and fairly aggressively, although he is not armed. He will ask that unauthorized personnel leave the building immediately; if they are discerned as hostile, he will either resist them (if feasible, unless obviously dangerous), seek to warn the others and notify police, or flee if in great danger. Both guard dogs will respond to his verbal commands (including "attack," if necessary).

The door to the room is wooden, without a window. On the hallway side it has a plaque reading "Traffic Office." It is open slightly, but mostly closed (sounds can be heard through the doorway depending upon proximity and loudness).

5. Traffic Manager's Office: The Traffic Manager's office has a wooden door (locked) without a window. The room itself is a typical office, with a desk, bookcase, table and chairs, typewriter, and stand. There is also a computer terminal atop a small filing cabinet (locked) which contains an assortment of business records, letters, and the like. A telephone is on the desktop.

The office has two exterior windows (the only windows anywhere on the outside of the building except for those on the overhead garage doors). The windows are fairly heavy glass and appear to have a tape alarm, but the tape is a ruse designed simply to discourage burglars.

A plaque on the hallway side of the door reads, "Traffic Office, R. Saunders."

6. **Men's Room:** This is a typical men's room with a sink, one stall, and two urinals.

7. **Women's Room:** This is a typical women's rest room with a sink, counter, two stalls, and a couch.

6. **Central Office:** This room is a typical office,

Russian Agents

Victor Drenovich

PHYSICAL STRENGTH	68	OFFENSE	56		
CHARM	97	DECEPTION	84	HTH COMBAT VALUE	137
WILL POWER	54	EVASION	69	WRESTLING VALUE	124
COURAGE	71	DEACTIVATION	52	SURPRISE VALUE	153
KNOWLEDGE	63	LIFE LEVEL	12		
COORDINATION	40	MOVEMENT VALUE	162		

SUPERIOR AREAS OF KNOWLEDGE:

Animal Science = 58
Economics/Finance = 78

WEAPONS & EQUIPMENT:

7.62mm AKM assault rifle (x)
with 20-round magazine
and spare magazine

Vladimir Kozenov

PHYSICAL STRENGTH	79	OFFENSE	84		
CHARM	29	DECEPTION	67	HTH COMBAT VALUE	125
WILL POWER	88	EVASION	46	WRESTLING VALUE	163
COURAGE	104	DEACTIVATION	55	SURPRISE VALUE	113
KNOWLEDGE	47	LIFE LEVEL	17		
COORDINATION	63	MOVEMENT VALUE	230		

SUPERIOR AREAS OF KNOWLEDGE:

Computer Science = 100
Physical Education = 82

WEAPONS & EQUIPMENT:

9mm FN Browning pistol (e)
with silencer

Boris Cherovsky

PHYSICAL STRENGTH	40	OFFENSE	68		
CHARM	38	DECEPTION	57	HTH COMBAT VALUE	90
WILL POWER	72	EVASION	50	WRESTLING VALUE	108
COURAGE	75	DEACTIVATION	80	SURPRISE VALUE	107
KNOWLEDGE	99	LIFE LEVEL	11		
COORDINATION	61	MOVEMENT VALUE	173		

SUPERIOR AREAS OF KNOWLEDGE:

Astronomy/Space Science = 92
Engineering, Transportation = 70
Engineering, Industrial = 81
Metallurgy = 58
Physical Education = 91
Psychology = 89

WEAPONS & EQUIPMENT:

Switchblade (gg)
Sleep gas capsules (2)
Smoke grenade
Bulletproof vest
(Note: Coordination trait
already adjusted)

Anton Kalenko

PHYSICAL STRENGTH	90	OFFENSE	67		
CHARM	75	DECEPTION	64	HTH COMBAT VALUE	168
WILL POWER	65	EVASION	78	WRESTLING VALUE	157
COURAGE	53	DEACTIVATION	67	SURPRISE VALUE	142
KNOWLEDGE	54	LIFE LEVEL	16		
COORDINATION	80	MOVEMENT VALUE	235		

SUPERIOR AREAS OF KNOWLEDGE:

Military Science/Weaponry = 108

WEAPONS & EQUIPMENT:

.357 snub nosed revolver (i)

and contains four desks (each with a telephone and typewriter), a computer terminal and printer, a photocopying machine, several filing cabinets (locked), a word processor, and a paper shredder (with a box full of shredded printouts of no value). On the walls are a

large corkboard with various routine company memos attached, a calendar, and two sizable paintings, as well as a road map of the United States with pins marking various locales.

The door to the room (locked) is wooden and is

Chinese Agents

Chung Yee

PHYSICAL STRENGTH	88	OFFENSE	65		
CHARM	38	DECEPTION	60	HTH COMBAT VALUE	131
WILL POWER	90	EVASION	43	WRESTLING VALUE	153
COURAGE	82	DEACTIVATION	54	SURPRISE VALUE	103
KNOWLEDGE	60	LIFE LEVEL	18		
COORDINATION	48	MOVEMENT VALUE	226		

SUPERIOR AREAS OF KNOWLEDGE:

Physical Education = 94

WEAPONS & EQUIPMENT:

.22 pocket Beretta pistol (d)

Yung Kow

PHYSICAL STRENGTH	54	OFFENSE	70		
CHARM	86	DECEPTION	76	HTH COMBAT VALUE	134
WILL POWER	70	EVASION	80	WRESTLING VALUE	124
COURAGE	66	DEACTIVATION	62	SURPRISE VALUE	156
KNOWLEDGE	50	LIFE LEVEL	12		
COORDINATION	74	MOVEMENT VALUE	198		

SUPERIOR AREAS OF KNOWLEDGE:

Physical Education = 126
 Military Science/Weaponry = 119

WEAPONS & EQUIPMENT:

Fragmentation grenade
 Stiletto (hh)
 Sleep gas capsule

Liu Lung Fu

PHYSICAL STRENGTH	65	OFFENSE	63		
CHARM	48	DECEPTION	60	HTH COMBAT VALUE	117
WILL POWER	80	EVASION	52	WRESTLING VALUE	128
COURAGE	71	DEACTIVATION	71	SURPRISE VALUE	112
KNOWLEDGE	87	LIFE LEVEL	15		
COORDINATION	55	MOVEMENT VALUE	200		

SUPERIOR AREAS OF KNOWLEDGE:

Architecture = 75
 Astronomy/Space Science = 92
 Engineering, Mechanical = 61

WEAPONS & EQUIPMENT:

9mm short Walther PPK pistol (h)
 with silencer

Sun Ming

PHYSICAL STRENGTH	44	OFFENSE	70		
CHARM	52	DECEPTION	66	HTH COMBAT VALUE	100
WILL POWER	78	EVASION	56	WRESTLING VALUE	114
COURAGE	80	DEACTIVATION	52	SURPRISE VALUE	122
KNOWLEDGE	44	LIFE LEVEL	12		
COORDINATION	59	MOVEMENT VALUE	181		

SUPERIOR AREAS OF KNOWLEDGE:

Animal Science = 55

WEAPONS & EQUIPMENT:

9mm Uzi submachine gun (t) with
 25-round magazine and
 spare magazine

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marked with a plaque on the hallway side which reads, "P. Sloan, S. Miller, J. Slowinski, R. Ramsey."

9. Executive Office: The executive office is fully carpeted, paneled, and generally well-appointed. There is a small conference table with five chairs in the western part of the room, and a single desk at the eastern side opposite the door. The desk is walnut and is the most impressive of any in the building. Behind the desk is a credenza, as well as a small two-drawer filing cabinet (unlocked) which contains memos, letters, and the like. There are two side chairs and a plush sofa also within the room.

The north, east, and south walls of the room each feature a single oil painting. Behind the east painting (which is behind the desk) is a small wall safe (15/50) which contains \$310 in cash, a certificate for 80 shares of Dynamics Engineering stock (worth \$24 per share currently) in the name of William Ferris, and a single one-ounce gold coin.

The door to the room is wooden (locked) and the plaque on the hallway side reads, "W. Ferris, Manager."

10. Supply Room: The supply room contains miscellaneous items: several folding chairs and two tables stacked against the wall, shelves containing an assortment of paper forms (blank invoices, inventory reports, shipping orders, letterheads, envelopes, etc.), and a metal cabinet (unlocked) full of office supplies.

The door to the supply room is wooden (locked)

and the plaque on the hallway side reads, "Supply Room/File Room."

11. File Room: A metal fire door (locked) gives access to the file room from the supply room. The room contains three large filing cabinets (locked), a desk with a chair, and a small but heavy (600 pounds) safe. The safe (-/50) carries a brand name and the word "tamperproof," but is in fact nothing extraordinary. A sticker near the combination lock reads "Dynamics Engineering Company policy limits the access to safeguarded material to those authorized employees with proper clearance as signified by the K300 yellow card. Others seeking access to safeguarded materials or documents will be subject to immediate dismissal."

The filing cabinets contain bundles of past invoices, shipping orders, personnel records, company memos, and the like. The safe contains \$500 in cash, product drawings of several Dynamics Engineering machine parts, as well as an envelope with a copy of the blueprint plans for the new missile guidance system.

The safe will take a minimum of 20 seconds to open, per attempt.

SETTING UP & CONDUCTING THE MISSION

Depending upon the number of participants, the Administrator can run the mission as desired. Although four agents are listed for each opposing team, groups of three can be used. Additionally, substitutions of players' own characters can be made if the

Administrator is agreeable. Other adjustments may also be called for if the gamemaster deems them appropriate, as well.

Secrecy and limited intelligence are the keys to a successful and enjoyable mission, so it is strongly recommended that the Administrator emphasize that fact to the participants: that their own enjoyment will relate directly to their efforts to follow the gamemaster's instructions and that they should not discuss inappropriate information with the other players, even those on the same team.

Once sides have been chosen and agent identities assigned (if the number of players is few, one can control two agents, though one per player is preferable), the two groups should be briefed independently of each other. The PLAYERS' MISSION BRIEFING background (below) should be read to each group, and the information thus imparted will be the same for both teams. Although one group is Russian and the other is Chinese, they need know nothing more than the fact that their mission is to locate and retrieve the plans as soon as possible-mention of who or what might oppose them is not needed.

The "Warehouse Environs" map is used to pinpoint each group's starting location (where they have parked the car). It can be shown to both teams. The Soviet agents start in the parking lot just south of the building, and their car is parked near the sidewalk leading to the main building entrance. The Chinese agents start in the north parking lot, where their car is

parked along the wall just around the corner from the building's rear entrance (both the main and rear entrances referred to are normal size doors, not the garage doors at the loading docks). The mission begins as both groups emerge from their cars alongside the building. Whether they wish to leave someone in the car or leave the keys in the ignition (or whatever) is up to them, but moving the car should be discouraged, at least initially. In any event, it is assumed that there are two sets of car keys and the Administrator should have the players decide who will have them.

Both groups will be armed and equipped as listed. Extra gear or weapons should generally not be permitted, as the mission has been quickly and hastily organized; the Administrator's judgment should prevail in this regard. Neither group will be familiar with the warehouse, its construction, or who or what is inside.

As the mission is played, the Administrator should be alone in a room which is separate from the other participants (who ideally should also be kept apart, with strict instructions not to discuss the game in progress). The Administrator should then conduct the mission by calling first one side and then the other into the room to handle their movement and actions, monitoring the time passage as desired while alternating "moves" of the Russian and Chinese protagonists (the pace can be slowed when encounters and fighting occur). In the meantime, the Administra-

City Police

Officer Milt Savage

PHYSICAL STRENGTH	81	OFFENSE	60		
CHARM	39	DECEPTION	52	HTH COMBAT VALUE	128
WILL POWER	75	EVASION	47	WRESTLING VALUE	141
COURAGE	64	DEACTIVATION	48	SURPRISE VALUE	99
KNOWLEDGE	41	LIFE LEVEL	16		
COORDINATION	55	MOVEMENT VALUE	211		

SUPERIOR AREAS OF KNOWLEDGE:

Military Science/Weaponry = 88

WEAPONS & EQUIPMENT:

.357 Police Magnum revolver (j)
Billy club (rr)

Officer Pete Lewis

PHYSICAL STRENGTH	60	OFFENSE	51		
CHARM	51	DECEPTION	55	HTH COMBAT VALUE	107
WILL POWER	77	EVASION	47	WRESTLING VALUE	111
COURAGE	59	DEACTIVATION	57	SURPRISE VALUE	102
KNOWLEDGE	71	LIFE LEVEL	14		
COORDINATION	43	MOVEMENT VALUE	180		

SUPERIOR AREAS OF KNOWLEDGE:

Law = 69
Military Science/Weaponry = 62
World History/Current Affairs = 75

WEAPONS & EQUIPMENT:

.357 Police Magnum revolver (j)
Billy Club (rr)

The officers will arrive on the scene in a standard police squad car, equipped with one 12 gauge shotgun (aa, full choke).

tor can handle the "neutral" non-player characters according to logic and common sense, determining their actions by appropriate dice rolls which reflect the existing situation and their perception of it. Agents within sight and sound of their fellows can act in concert and communicate, but those operating independently or away from others should be called into the room individually. The Administrator can handle this aspect as desired, depending upon the number of players, whether dual roles are being played, etc.

The game map should be kept hidden from the players at all times. Prior to the game, the Administrator can prepare several wall outlines of the exterior walls only, filling in the interior details (by tracing, perhaps, unless a gridded sheet is used) as they are "seen" by the exploring agents—each agent or team having their own floorplan outline. As an alternative, the Administrator can shield his own game map carefully, using paper sheets, and exposing what each agent "sees" by moving the shielding sheets as appropriate during play. In any event, the intention is clear; individual gamemasters can do as they wish.

The side removing the desired plans from the warehouse and making a successful getaway with

them will be the winners, regardless of losses. If this mission is a part of a larger campaign, experience points and payoff amounts can be awarded as the Admin sees fit. Other adjustments in the background information, agent assignments, and other details can be altered as appropriate for campaign play, as well.

The Administrator should monitor time in handling play, but should keep in mind that many actions take time to accomplish. There is a normal tendency in games like this to allow players to do much more than otherwise would be possible in a short time span, so the actions attempted and the number of seconds passing in a "turn" should be considered.

PLAYERS' MISSION BRIEFING

The following mission briefing should be given verbally to both teams prior to play. If the Administrator wishes, he can give the impression that each team has their own briefing, though in fact they are identical . . .

In the war of intelligence between East and West, the information-gathering process is neverending. New weapons and new technologies are ever com-

Dynamics Engineering Employees

Ed Landers, Warehouseman

PHYSICAL STRENGTH	70	OFFENSE	59		
CHARM	42	DECEPTION	46	HTH COMBAT VALUE	125
WILL POWER	39	EVASION	55	WRESTLING VALUE	129
COURAGE	50	DEACTIVATION	52	SURPRISE VALUE	101
KNOWLEDGE	37	LIFE LEVEL	11		
COORDINATION	67	MOVEMENT VALUE	176		

SUPERIOR AREAS OF KNOWLEDGE:

None applicable

WEAPONS & EQUIPMENT:

Pocket knife (/-18/-1/)

Mort McNally, Warehouseman

PHYSICAL STRENGTH	88	OFFENSE	56		
CHARM	76	DECEPTION	75	HTH COMBAT VALUE	145
WILL POWER	60	EVASION	57	WRESTLING VALUE	144
COURAGE	74	DEACTIVATION	43	SURPRISE VALUE	132
KNOWLEDGE	48	LIFE LEVEL	15		
COORDINATION	38	MOVEMENT VALUE	186		

SUPERIOR AREAS OF KNOWLEDGE:

None applicable

WEAPONS & EQUIPMENT:

None

Chuck Evans, Guard

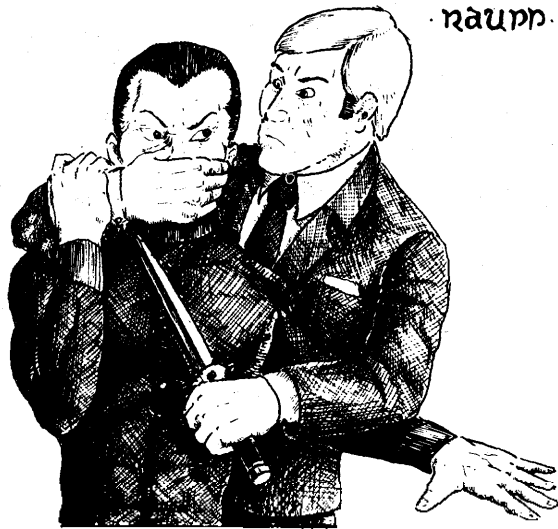
PHYSICAL STRENGTH	58	OFFENSE	54		
CHARM	65	DECEPTION	57	HTH COMBAT VALUE	120
WILL POWER	41	EVASION	62	WRESTLING VALUE	112
COURAGE	48	DEACTIVATION	65	SURPRISE VALUE	119
KNOWLEDGE	70	LIFE LEVEL	10		
COORDINATION	59	MOVEMENT VALUE	158		

SUPERIOR AREAS OF KNOWLEDGE:

None applicable

WEAPONS & EQUIPMENT:

None



· 80 ·

the time nears for production and deployment of the missile, it has become more and more imperative that we obtain the necessary details, though our organization's efforts have so far been fruitless.

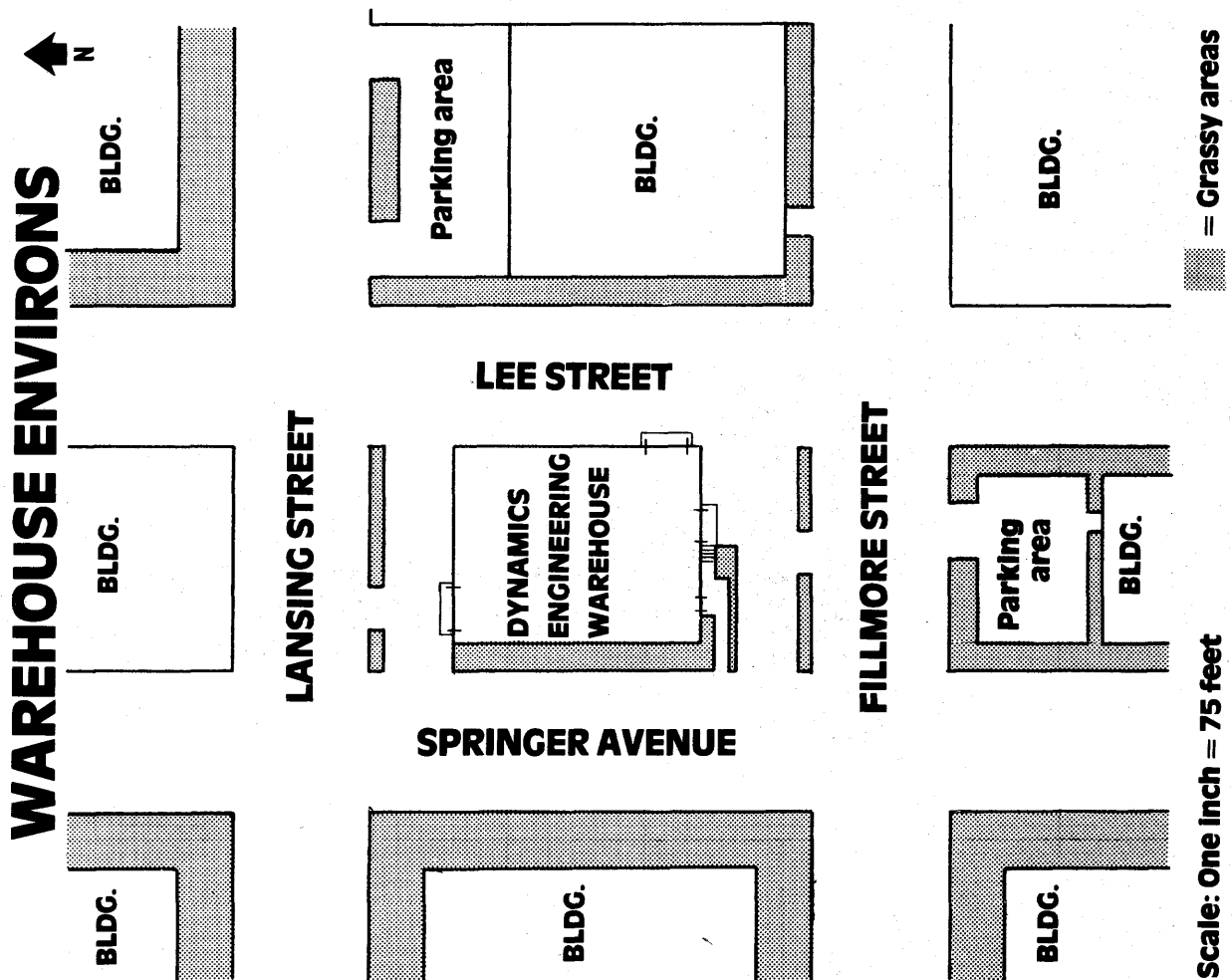
Just early this morning, however, our most recent effort provided an unexpected lead. A representative of the Dynamics Engineering Company, producer of the missile's guidance system, was encouraged to provide details about the location of a duplicate set of plans for the missile which are outside of the heavily guarded main plant. Our source indicates that the plans are also contained in a safe at the Dynamics Engineering parts warehouse in a rundown section of this city's industrial district. Since this is Saturday morning, there should be few people on duty and minimal security, since we know that the warehouse is not under the same heavy guard as the large main plant.

ing to the forefront, and it is essential that accurate first-hand information be obtained and relayed to the appropriate intelligence offices of the People's Government. As field agents for this noble effort, you have pledged your efforts and lives to ensure that the directives and aims of the central office are fully carried out.

You are ordered to proceed to the warehouse immediately this morning, enter, locate, and seize the plans. Discretion is advised, of course, but you should not hesitate to act appropriately in doing whatever is necessary to complete the mission. The organization requires those documents (be they blueprints, microfilm, or whatever) at all costs.

The development of one of NATO's newest (and most secret) missiles has been the object of considerable interest by our government for several years. As you know, despite our continuing diligent efforts, few substantive details have yet been discovered. As

Due to the haste with which this mission has been ordered, we regret that full preparation and briefing has not been possible. Use the tools you have been given and your own training and skill to reflect well upon the organization and our peoples. Good luck.



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MAD MERC

The Alulu Island Mission



A tropical adventure



for TOP SECRET® agents

by Merle M. Rasmussen and James Thompson

"Alpha reports loss of radio contact with Alulu Island," announced cryptanalyst Bradshaw.

"That would seem to confirm our suspicions of subversive activity," said Major K. "Connect me with the Foreign Minister."

The operator hesitated briefly, then handed the headset to the major. "No need, sir. She's on the line for you..."

"Afternoon, Major. Brit Intel informs me that Mad Merc has taken over the protectorate."

"Yes, ma'am," choked the major. "The Japanese and the Americans will be informed."

"See what you can do about getting it back. The Admiralty doesn't want to be involved. I'll call you in three days."

The major handed back the headset. It was going to be a long night, to be followed by three days that would seem all too short....

General introduction

So begins *Operation Mad Merc*, also known as "The Mercenary Atoll Mission," an adventure designed for use with the TOP SECRET™ game rules. The adventure is presented as a sequel to *Doctor Yes* (The Floating Island Mission), which was printed in issue #48 of DRAGON™ magazine. It can be played as a sequel to the first mission, or can easily be used as a mission in and of itself. The adventure is suitable for any number of players (agents) up to eight.

A reconnaissance briefing which follows will serve to give agents a solid background of information. Players may

use their own pre-generated characters for this mission, and will be allowed to bring along any equipment they can afford which they deem necessary.

Reconnaissance briefing

Alulu Island is located in the west central Pacific Ocean, about 1,000 miles south of Japan between the Ryukyu Islands and the Bonin Islands just north of the Tropic of Cancer. It is an independent atoll not associated with any island chain. The small (less than a mile in diameter from outer shore to outer shore) island is outside the domain of the Trust Territory of the Pacific Islands and is under "unofficial" protection of the British government. British missionaries maintain an outpost on the island which also serves as a weather station.

Although the island is politically inactive and neutral and of little (if any) importance strategically, it has apparently become a pawn in a competition of international influence. Recently, a force of mercenaries assembled from the survivors of central African and Latin American campaigns descended upon the island. Shortly after this became known, all contact with the island (via a radio in the missionary outpost) was cut off. It is believed that Lt. Col. Martin Strikewell, commonly known as Mad Merc, is the organizer of this invasion.

In the aftermath of World War II, Strikewell was discharged from the British Army after an incident in which many innocent civilians were killed. Since that time he has kept a very low profile; rumor has it that he has served as a mercenary

in military actions around the world. Most recently, he is suspected to be the person responsible for the silencing of Alulu Island.

Direct military intervention in this matter is not recommended until reliable intelligence is received from the island. The primitive native population of something more than 100 individuals may be under forcible detention, and their lives as well as the lives of the missionaries may be jeopardized if military action is attempted.

Your mission is to investigate the island and its surroundings to determine whether or not the native population is under duress, and to ascertain what Mad Merc's intentions are. You are *NOT* to take offensive action against the mercenary force, since this may endanger innocent bystanders. You should either report your findings by radio to an offshore military vessel, or report in person to military officials after disembarking the island.

Agents may approach the island in any fashion they deem appropriate. It is recommended that a surreptitious submarine approach be made under cover of darkness, with agents swimming in from the sub or paddling in with inflatable rafts. If a daytime approach is chosen or becomes necessary, agents should appear as (perhaps) natives in an outrigger, a team of scientists in a research vessel, or tourists in need of boat repairs.

Player/agents who intend to accept this mission should read no further. The information on the following pages is for the Administrator's eyes only!

MAD MERC

FOR THE ADMINISTRATOR'S EYES ONLY

Administrator memoranda

The only other information player/agents should receive at the start of the mission, aside from the briefing on the previous page, is the player map of Alulu Island on the back page of this module. None of the information on the other maps and floor plans herein should be revealed to agents until their activities warrant such action. Drawings and diagrams which are provided as part of the description of a specific item or device may be shown to agents at the proper time, and should be revealed if there is any confusion over the physical appearance of the item in question.

Agents should provide the Admin with the exact time and location of their arrival into the mapped area. This information is necessary so that non-player character locations may be determined, weather conditions verified, and tidal depths ascertained. Agents should be aware that leaving the area defined by the Admin's map of the island will end the mission for that agent — and the same is true of any island personnel who venture that far away.

In similar fashion, agents should precisely specify points of attack on the outside of the horseshoe complex. Exactly where an explosive charge is planted, or exactly where a cut is made in a bulkhead, can have a bearing on internal flooding which can be harmful to personnel and to hardware.

If the agents are operating with a strict drop-off and pick-up schedule (as they should be), you should be aware of details such as the exact time and place the drops/pickups are to be made. This information may affect sighting, moment of detection, strategy of defense, and direction of pursuit if the invaders are detected by security devices.

Island description

Note: Much of the information in this section will become "obvious" to agents as they approach the island, set foot on it, and/or investigate their surroundings. The Admin should freely dole out information about the physical nature of the island once agents are in a location where simple observation would reveal the information to one standing at that place. Note that this does not pertain to such things as geological information (if agents haven't done any digging) and information about, for instance, the depth of the lagoon (if agents haven't done any diving).

Alulu Island (see Admin's map on fac-

ing page) is an oblong coral atoll which almost encircles a shallow lagoon. There is a thin layer of topsoil inland, away from the sandy, wave-pounded beaches. On the southwestern side of the isle, waves have carved a wide inlet which connects the ocean with the lagoon. On the northern side of the island, a shallow channel of water divides the island at high tide, but the channel disappears at low tide and a sandbar three feet above the surface of the water rises in its place.

In recent months, the eastern part of the lagoon has been deepened by excavation, and a channel has been dug through to deeper water across the northeast part of the island. These alterations are not represented on the agents' map and will not become known to the agents until they arrive on (or fly over) the scene.

The excavation and subsequent construction have created (among other things) a sea floor in the northeastern area of the lagoon which is 150 feet below the surface. The natural floor of the lagoon is about 50 feet beneath the surface at its lowest point. The undersea topography lines on the Administrator's map mark off the water depth in increments of roughly 10 feet apiece. If an exact determination of water depth at a certain spot must be made, remember to take into account the five-foot difference between high and low tide.

Alulu has a tropical climate, with uniform temperatures ranging from 70° to 80° F. Winds generally blow from southwest to northeast at 5-10 mph. During May through December there is a 75% chance of a midday (2 p.m.) violent downpour lasting for five minutes, followed by rapidly clearing skies and brilliant sunshine. There is a 1% chance each day that a typhoon will strike, with winds of more than 75 mph. If a typhoon strikes, large trees will be snapped off or uprooted; buildings may be demolished and will certainly be damaged; and waves will swamp the island, washing anyone on the outer beaches into the sea.

The reef encircling the lagoon is composed mostly of limestone and covered with bright and colorful coral. The beaches are sandy but narrow; beyond the shore, the landscape slopes sharply upward. The inland part of the reef, although only a few dozen feet wide at best, resembles a tropical forest. The soil is thin and poor for farming, but substantial enough to support many growths of coconut palms. There are no streams or other regular sources of fresh water; rain

water "soaks" through to the limestone base fairly promptly after each rainfall. There are some small caves in the limestone and some depressions in the surface which would hold water for at least 24 hours after a rainfall, but these irregularities in the surface are not extensive.

The natives rely on the coconut palms for many of the necessities of life—food, building material, fiber, and copra (dried coconut meat) rich in oil. Tangled vines and low brush cover the inland area where the palm groves do not. Natives also eat pandanus (screwpine) fruit, which grows in some abundance. Native wildlife includes colorful birds, many kinds of insects, and an occasional small pack of wild dogs or pigs.

The shaded area around the shore of the island represents the area which lies under water at high tide but which is exposed at low tide. (Note that both the agents' map and the Admin's map contain this information, but that the agents' map is incomplete in some respects.) At high tide, the outer line represents the place at which waves will break before rolling up toward the beach.

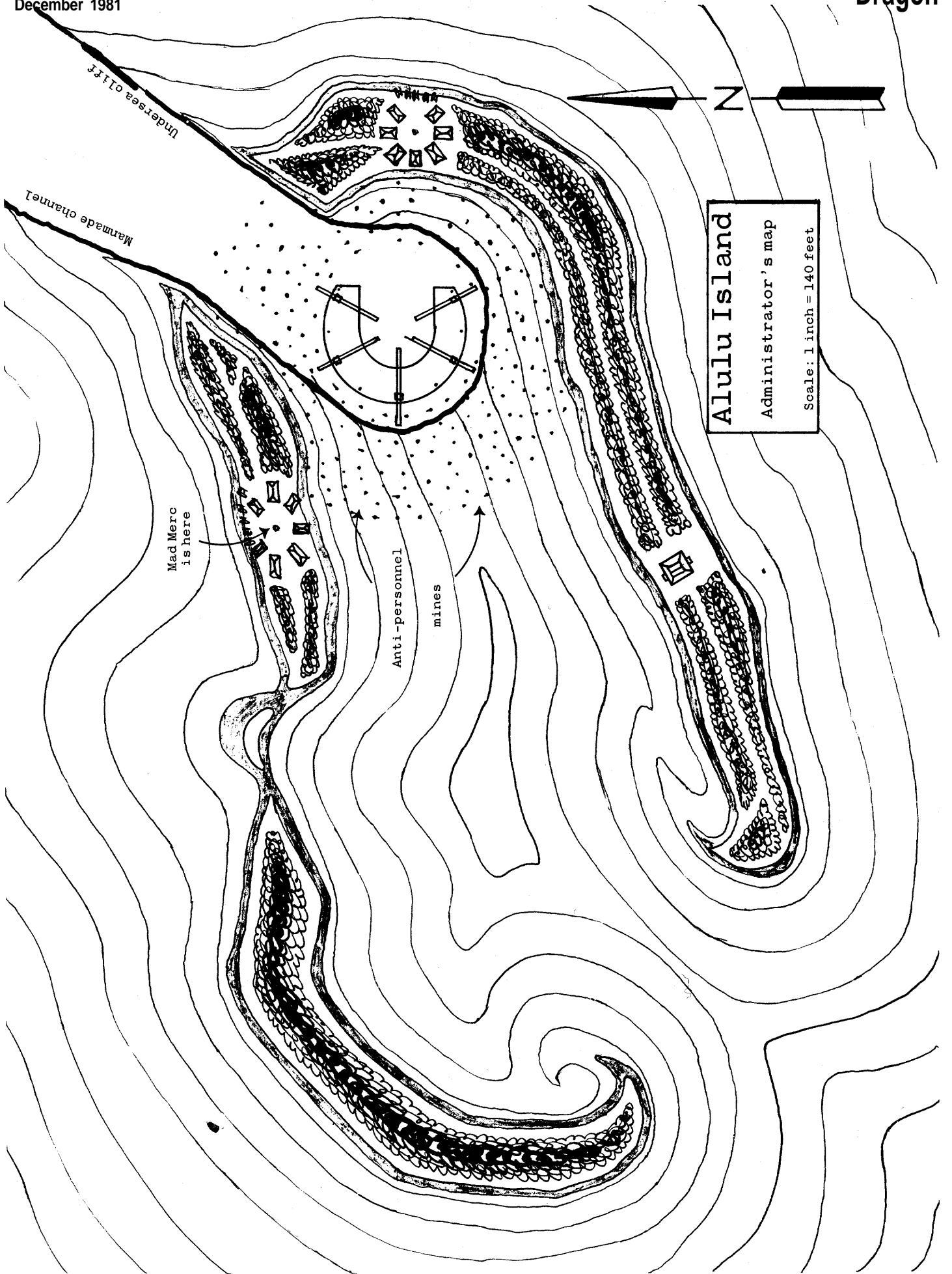
There is a difference of five feet between the water level at low tide and at high tide. When the tide is out, the north and west sections of the island are joined by a curved corridor of sand which is three feet above water level at its highest point. (At high tide, the same corridor lies two feet beneath the surface.)

High tide occurs at 11 a.m. and 11 p.m., and low tide occurs at 5 a.m. and 5 p.m. each day. During each six-hour period between the extremes, the water level rises or falls at a regular rate (slightly less than one foot per hour).

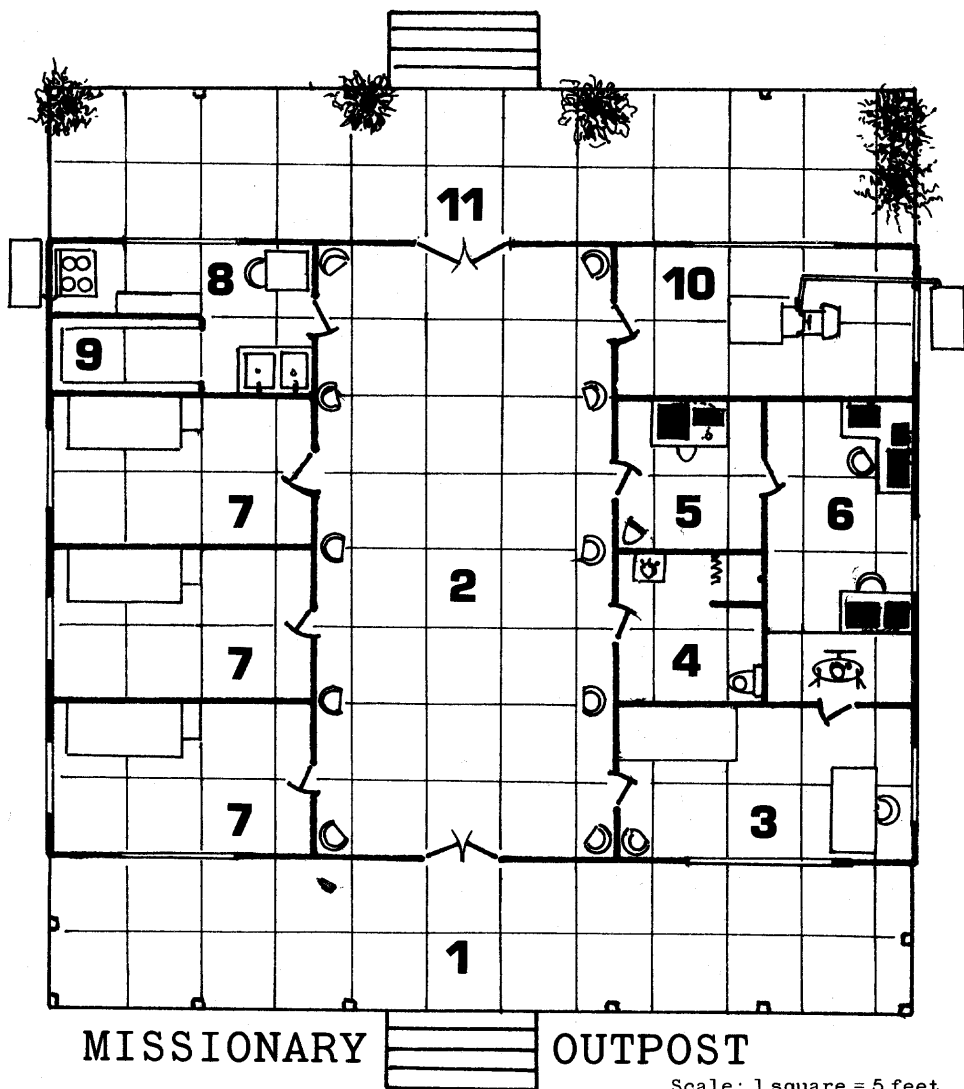
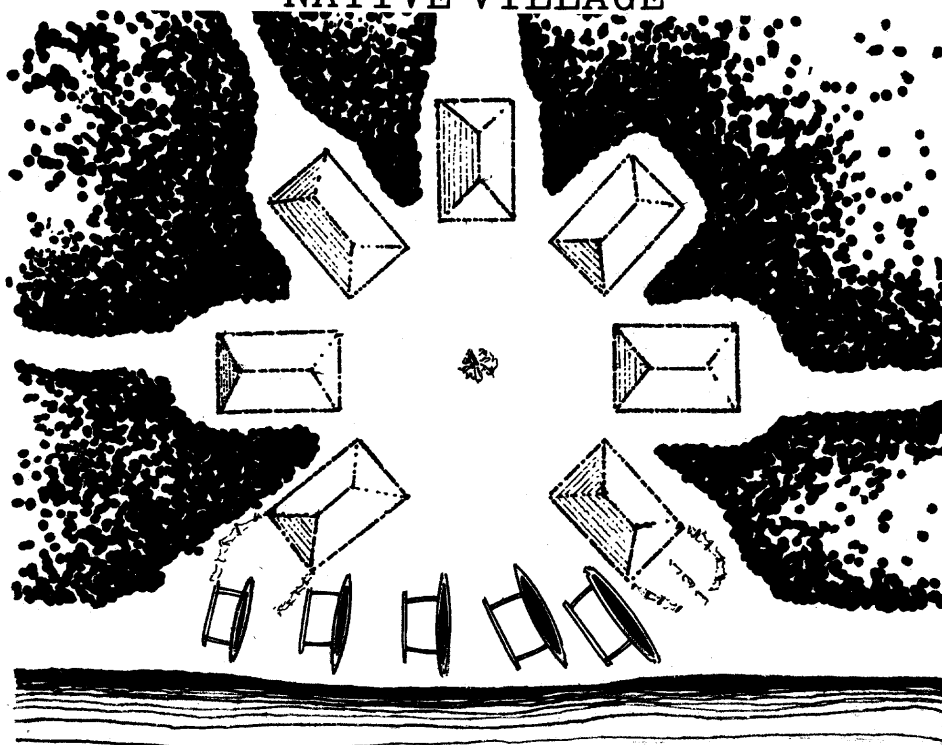
Alulu Island lies in the midst of the Japan Current, which flows toward the northeast. Rip tides at the inner edges of the southwest channel may confuse and tire swimmers headed for shore against the current. The speed of the current is about 2 mph (3 ft/sec) in general, although the water moves somewhat faster when passing through one of the gaps in the reef.

The native population

The Micronesians living on Alulu Island have light brown skin, black hair (straight or curly) and Oriental features. There are an estimated 140 natives on the island, each living in one of two villages which are essentially identical. Note that the actual native population is somewhat larger than the "official" estimate known by the agents — and the



NATIVE VILLAGE



agents are also initially unaware of the existence of the second native village, since it does not appear on the agents' map, which is reproduced on the last page of this module.

Most natives speak a rare tongue particular to this island from the Malayo-Polynesian language group. Because of the influence of the British missionaries, a few children and some young adults have a simple knowledge of English. A few of the island's residents may also speak Japanese. Some of the islanders have been introduced to Christianity, but the majority still fervently worship the forest or the sea. Celebrations such as births or marriages are celebrated by dancing, singing, feasting, game-playing, and story-telling.

The men make a living by fishing with nets and by selling copra to occasional buyers. A few of the wealthier islanders wear European- or American-style clothing, and some of them have garments of cloth. Native clothing is made from fiber.

The men design and build outrigger canoes with triangular sails which can carry up to eight man-sized paddlers. The fishing in the area is good, and the people are a peaceful and leisurely lot. If the islanders are approached in friendship, are pressed for information, and can be understood, agents will learn that (in the parlance of the natives) on some nights a great round house rises from the water. It sometimes frightens women and children with screams and growls and the sound of many heartbeats.

The missionary outpost

The missionaries' building is a small wood-frame house on the south side of the island. In addition to their missionary work, the churchmen keep weather records and often provide medical assistance to the islanders.

1) Front porch: This once-beautiful veranda is marred by signs of damage and forced entry. The front door is hanging on one hinge, three-quarters open.

2) Main hall: This area appears to have been used as a triage area/emergency room/waiting area for the natives needing medical attention. Ten empty wooden chairs are lined up around the walls, and the walls are pockmarked in several places by what look like bullet holes.

3) Infirmary: The word "Infirmary" is printed on the door in English. The door has been kicked open, and the room has apparently been ransacked. There is a mounted human skeleton in the closet. The room may once have contained other furniture, but all that remains now is an examining table, one chair, and a desk with its drawers pulled out and emptied.

4) Bath: A toilet, sink and shower take up most of the space in this room. There is, however, no running water. The lid

and handle of the toilet are wired to a trap which will go off if someone attempts to use the facility. Moving the handle or lifting the lid will activate a smoke grenade which is concealed outside the house beneath the window to the weather room (see below). The grenade will spew out a thick cloud of orange smoke which, within 5 minutes after being activated, will rise high enough to be visible from anywhere else on the island or the surface of the lagoon. (The grenade was rigged by the intruders who ransacked the outpost as a signal which would reveal the presence of unwanted visitors, on the assumption that a native would not bother to attempt to operate the toilet but a "civilized" person might.)

5) Radio room: What's left of a radio and a simple transmitter are scattered about this room. The few pieces of electronic equipment here have all been mangled by gunfire. Two chairs are overturned on the floor.

6) Weather room: The words "Meteorological Office" are printed on the door to this room in English. The door has been smashed open. Radar equipment, a barometer, a hygrometer, a wind gauge, a weather vane, and a radio are all stored or housed in this room, and all of these devices are intact and able to be operated — except that the radio needs electricity. Inside the radio (45/05) in a compartment is a hidden walkie-talkie unit which is operational and functioning.

7) Bedrooms: Each of these rooms has a bed with springs and mattress but no sheets, blankets or pillows. The rooms are devoid of furniture except for a footlocker at the foot of each bed. Each footlocker is unlocked and empty.

8) Kitchen: All of the cabinet drawers and cupboards are empty. The refrigerator and sink do not operate. Garbage is rotting in a waste can. The stove and oven, fueled by oil, will operate if the pilot light on the stove is re-lit (Home Economics AOK of more than 50).

9) Pantry: Empty shelves line all the walls of this room.

10) Diesel generator room: This generator was used to produce electricity for the building. It is not working at the moment, but it can be re-started by an agent with AOK of more than 50 in Mechanical Engineering. There are three gallons of diesel fuel left in the fuel tank outside the window to this room. (The fuel gauge reads "empty" but the last bit of fuel in the tank can be used if the generator is started up.) This is enough fuel to operate the generator at full power for a total of roughly 3 hours. The generator must be used at full power in order to operate the radio, but half power will suffice to run electrical appliances such as the refrigerator.

11) Back porch: The door on the porch has been smashed in from the outside.

There are five potted tropical plants standing around the perimeter of the porch (two in the right-hand corner, as viewed from the inside of the house). One of the pots (select at random) is inhabited by a poisonous green snake. An agent searching that particular pot will be bitten unless he rolls his Coordination or less.

Roof: The corrugated-metal roof of the missionary outpost sports a (now stationary) radar dish, a weather vane, an anemometer, two radio antennas, a rain gauge, a collection barrel for rain water (with pipes leading down and inside), and a grounded lightning rod.

The native villages

The two native villages are identical in configuration and appearance. In each, a small central campfire area is ringed by seven rectangular huts. The huts are supported on poles two feet off the ground (for protection from water at high tide). The floors are made of wood planks, the walls of woven fiber, and the roofs of insect-infested thatch.

If agents encounter a village in the daytime, the adult males and the outriggers will be gone on the daily fishing expedition. At sunset the adult males pull up the outriggers on the outer shore of the island. Fish nets and the day's catch are hung out to dry on poles at the (low tide) water's edge.

If agents enter a village peacefully, natives will offer them food and a place to stay. If a village is approached with hostility, a conch-horn alarm will be sounded, alerting residents of the other village and anyone else in the vicinity who is above the surface of the water. Within seconds, menfolk at sea or in the other village will stop what they're doing, grab weapons, and proceed to the source of the alarm. Each village has 15 fighting men, each one armed with either (determine randomly) a spear or a machete (treat as (10/52) hunting knife).

The horseshoe, general notes

The "hidden horseshoe" is a nuclear-powered floating drydock where the floating island from the *Doctor Yes* mission (see DRAGON issue #48) was constructed. There are no more such islands under construction. The efforts of the crew are presently directed toward making the "horseshoe" seaworthy in preparation for a scheduled journey to the waters around Antarctica.

From the air, the complex appears as a huge, battleship-gray, horseshoe-shaped structure. Normally, the top ten feet of the complex (the first deck) is above the surface of the lagoon. Six gun emplacements, five crane mechanisms, two periscopes, and four antennas can be seen around the perimeter of the top deck. (The overhead view of the top deck on page 39 — not the cross-section map

which appears on the following page — can be revealed to agents who obtain information from a successful aerial reconnaissance of the horseshoe.)

If personnel within the complex receive advance notice of an attempt at aerial reconnaissance (via radar), or if the horseshoe's security devices detect the presence of unfamiliar persons on or near the island, the horseshoe will submerge. The ballast tanks on the underside of the structure can take on enough water in five minutes to sink the horseshoe to the lagoon floor in five minutes. When it is submerged, there is only a 5% chance of the horseshoe being visible to aerial reconnaissance.

When the horseshoe is viewed during the day from several hundred feet away at ground level, other details of the top deck become visible. The periscopes and antennas which protrude from the top deck will be easily seen from ground level, although they might be overlooked or misidentified by aerial reconnaissance because of their small size. Agents will see anchor chains stretching down at an angle into the ocean. Various seams and fittings are discernible, both on the top surface and the par: of the first desk which is visible above the water. There is a 10% chance that a small number of people (1-6) will be visible atop the structure.

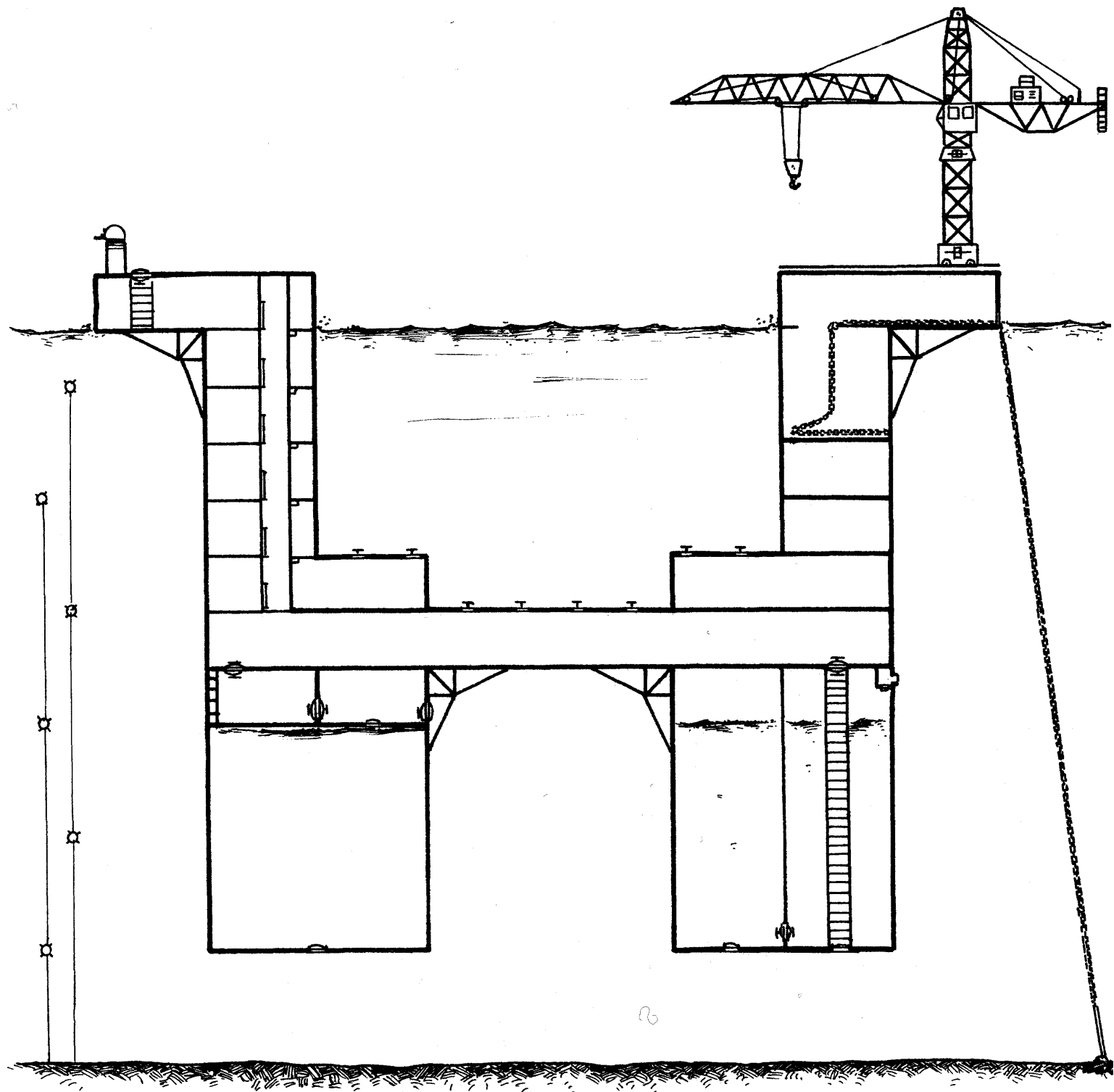
When seen from the same vantage point at night, the top of the horseshoe will be only a shadowy outline. None of the exterior details of the top deck mentioned above will be visible, except for the large cranes whose frames stand out against the night sky. The agents' view will be further obscured and inhibited by the illumination and glare from six rotating searchlights placed around the perimeter of the top deck.

When its systems and mechanisms are working properly, the horseshoe complex gives off a low, steady hum which is audible from any place on the eastern part of the island or the eastern half of the lagoon. Personnel inside the complex do not notice the sound unless their attention is drawn to it. This humming sound is what the natives refer to as the "many heartbeats" of the thing that rises from the lagoon.

Personnel

A day inside the horseshoe complex is divided into first shift (0000-0800 hrs), second shift (0800-1600 hrs), and third shift (1600-2400 hrs). Every employee's schedule calls for him or her to sleep during either first or second shift, with one shift at work and the other shift reserved for recreation.

All personnel within the complex will know that floating islands can be built on the floating drydock. All personnel (except the prisoners) will know where each chamber is in the complex and what it is



used for. However, only qualified personnel will be able to operate hardware and devices within each chamber. All personnel except the prisoners know how to escape the complex via the lower airlocks, but they are uneasy about swimming too far from the horseshoe because of the underwater minefield (see hardware descriptions below). Each employee of the complex will possess the equivalent of 1-100 dollars, and each worker wears a small, gold-plated trident with his or her name embossed on it.

Only the guards will know that Mad Merc is on a solitary visit to the northern village, and he intends to be away from the complex for at least the next 72 hours.

The horseshoe's security setup is simple but effective, and a bit tricky. If electronic or visual surveillance discloses trouble about to occur imminently, a general alarm will be sounded. At the first hint of actual trouble, Security Chief Baker will head to the security control room (if he isn't there already). He will

ascertain, via a wrist radio, as many details as he can from other observers. He will contact guards not in the control room and order them to close in on the source of trouble. The guards will keep in constant touch with the security chief. The rest of the crew, when an alarm is sounded, will head directly to their sleeping quarters. They are given five minutes to report to quarters, after which time they will be automatically locked into their chambers for at least 10 minutes. The missionaries being held prisoner

will also be locked in. No one will be able to leave his or her quarters without the permission of the security officers.

Security Chief Baker also has a way of learning about intrusions that may not pose an immediate threat. He is in charge of monitoring four walkie-talkies located around the island as further protection for Mad Merc. Two walkie-talkies were given to the natives, one for each village. The natives will promptly report any visitors or signs of visitors to Baker via their walkie-talkies (but without telling the visitors they are doing so). Mad Merc has another walkie-talkie, kept on his person at all times. The fourth unit is hidden inside the radio in the missionary outpost, and is constantly in operation. Agents may be able to locate and remove it from the radio, but if they do so and then destroy it, Chief Baker will instantly know that it has been tampered with. As long as it continues to operate, any conversation sent or received through the radio will be broadcast directly to Chief Baker.

Guards are dressed entirely in black—slacks, turtleneck sweater, and deck shoes. The sweaters each bear a small gold trident emblem over the heart. Each guard is armed with a .45 Thompson submachine gun, a 9mm (p-08) Luger self-load (f), 6 hand grenades clipped to his belt, and 5 sleep capsules in a pants pocket. Each guard wears a two-way wrist radio/watch. Also carried on the belt is a gas mask with a small canister containing a 2-minute supply of oxygen, and an extra clip of ammunition for the Luger.

Technicians, scientists and engineers inside the complex will be attired in white lab coats with slacks and shoes of their choosing. Each technician also has a dosimeter pinned to his or her coat, for determining the amount of radiation the wearer has been exposed to.

Maintenance workers are usually attired in gray coveralls. They carry no weapons. The remainder of the personnel wear casual clothing of their own choosing.

Hardware

Anti-personnel mines: Hundreds of these devices surround the horseshoe complex, planted on fish lines at various depths. The mines are set to prevent underwater access to the complex, not necessarily access across the surface of the lagoon. Even when the tide is at its lowest, there is a 10-foot depth of open water along the surface. This allows solitary swimmers, rafts, or a small boat with a shallow draft to approach the complex without contacting the mines.

Each mine is a 6-inch diameter hollow metal sphere covered with glass spikes. When a spike is brushed against and broken, sea water enters the ball and combines with the chemicals inside it,

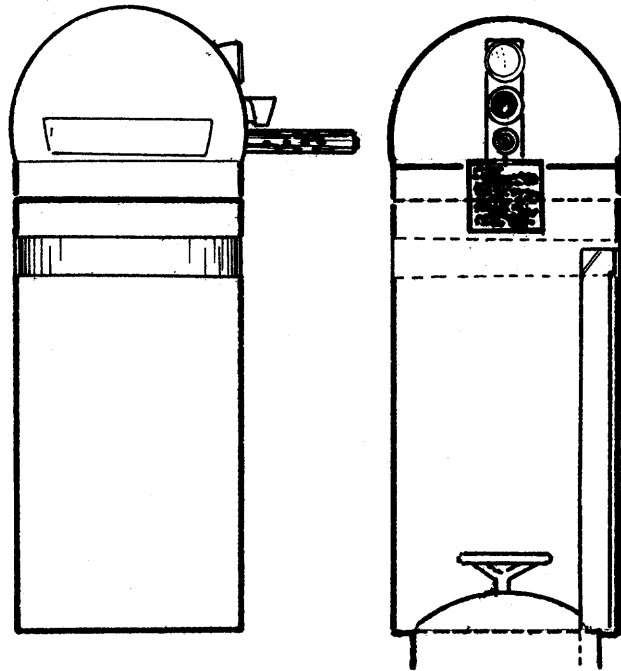
causing an explosion that does 1-10 points of damage to anyone within five feet.

Mines strung to the same line are always spaced about 40 feet apart, but the lines are staggered so that the entire three-dimensional undersea area around the complex is covered by the mine network. There is never more than 10 feet between one mine and the nearest adjacent one; thus, a swimmer going between the mines would always be within five feet of at least one of them. (This can be important if a swimmer becomes entangled in a line; see below).

The natural buoyancy of the hollow mines (about two-thirds of the interior volume is air) will keep the lines fairly taut and reaching toward the surface, even if only one unexploded mine is left on a line. There is only a 10% chance that the explosion of a mine will sever the line to which it and other mines are attached.

An agent with experience in undersea diving, or even one who is simply careful, will not have much of a problem avoiding the mines on a one-by-one basis. But even the most cautious swimmer stands a chance of getting entangled in one or more of the hundreds of lines. Anyone attempting to swim through the mine-field has a 30% chance of being entangled for every 20 feet traveled any time the swimmer is within 100 feet of the complex. At night, this chance rises to 50%. If a swimmer becomes entangled, he must roll his Coordination value or less to get free, with a roll of 95 or higher indicating that a mine (the nearest one, which is always within the five-foot damage range) has exploded. At night, the chance of becoming untangled decreases by 50% (must roll Coordination minus 50 or less).

Sonar equipment on the horseshoe



will detect the explosion of any mine at any distance from the complex, and appropriate security measures (see Personnel, above) will be implemented.

Mad Merc's wheelchair: This device outwardly resembles most motorized wheelchairs, except for the very thick back panel. It is self-powered (electric) and is steered by a joystick built into the left armrest. On the inside of the right armrest is a small square black button. Pressing on this button will activate the jet pack which is built into the back of the chair.

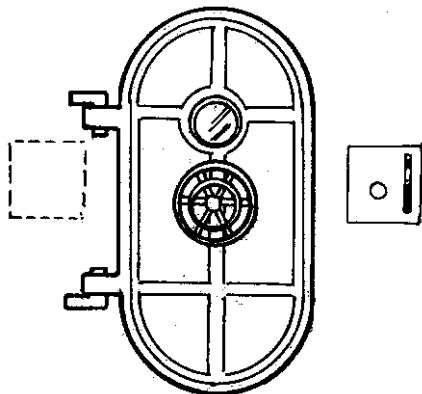
Mad Merc is always strapped into the chair, in effect "wearing" the back and armrests much as a camper straps on a backpack. When he activates the jet pack, Mad Merc (plus up to 100 pounds of extra weight he may be carrying) can "blast off" and travel up to 500 yards. Guidance of the jet pack is also accomplished with the joystick in the left armrest. Turning the square black button clockwise increases the thrust of the jet (for takeoffs and fast getaways), and turning it counter-clockwise decreases the thrust (for hovering or landing). The jet pack will keep its cargo airborne for a maximum of 60 seconds and can achieve a top speed of 30 mph.

Security outposts: The six protrusions around the perimeter of the top deck are 6 feet high and 3 feet in diameter. Each cylinder is topped by a hemisphere (see diagram) which contains a camera, a periscope, a heavy machine gun, and a searchlight. The hemisphere makes a complete rotation every minute.

A bulletproof glass window 6 inches wide allows manual operation of the periscope from inside the structure if the camera ceases to function. The rotation

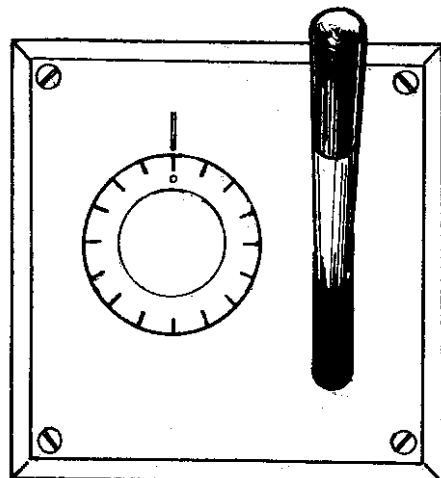
of the hemisphere and the operation of the gun can be controlled from inside, or (as is usually the case) from a console in the Security Monitoring Room (Room E, first deck).

Because of the rotation of the six outposts, any area of the complex and the surrounding water is covered at all times by at least one camera and one gun emplacement. The heavy machine guns (PWV 95; PB 0; S-2; M-30; L-80; WS S; R 10) can be lowered from the horizontal plane to 45 degrees below horizontal, but cannot point downward at an angle extreme enough to fire on someone hiding right next to the same outpost.



Airlocks: To gain access to an airlock, it is necessary to go through a special hatchway (see drawing) which resembles those found on submarines. There is a wheel with spoke-like handles which must be spun several times to either open the hatch or seal it. Opening or closing a hatch takes 5 seconds. The airlock door has a small window of bullet-proof glass which allows a view of the interior.

On the right side of the exterior of each airlock is a control panel for that airlock (see drawing). Each panel contains a switch and a timer. When the switch is in the up position, water is pumped out of the airlock. When the switch is down, water is let into the airlock from a six-



inch-square grated opening in the center of the floor. The timer is for decompression purposes; it can be set for up to an hour, although it is only necessary (considering the maximum ocean depth in this area) to decompress for a minute and a half. The airlock can fill with water or be completely emptied in one minute.

The hatch to the outside opens outward, and is only left open when guards are outside. All airlocks may be locked shut from the security monitoring room. Curved lines on the deck maps indicate in which direction each hatch opens.

Sliding door: These doors will slide open automatically when approached, stay fully open for five seconds and then quickly shut again. If something solid stops them from closing (just like an elevator door can be kept open), the doors will bounce open away from the obstruction every five seconds.

There are sensors on the floor of each chamber (five feet away from the doorway) which detect footsteps approaching a door, and other in-floor sensors which detect any significant amount of water in the room. If the moisture sensors in a room are activated, the sliding doors leading to that room will lock shut and cannot be opened unless overridden by someone in the security monitoring room.

The sliding doors are one inch thick and cannot be deactivated unless a cutting torch is used to melt a hole in the adjacent wall to expose the wiring. Some of these doors are slightly curved. Arrows on the deck maps indicate in which direction a door slides to close.

Vertical passageways

Within the floating complex are four vertical passageways large enough (5 feet square) for a man to crawl through. On each deck where a passageway appears, there is a small access panel necessary for maintenance. Six screws hold each panel in place, but anyone with a Physical Strength of more than 100 can pry off or smash in a panel. Even when intact, these panels are far from sound-proof. Any noise which is made on or from within a passageway will resonate through the passage and may be audible to someone who is near one of the access panels at any place along that passageway.

Passageway #1: This is a ventilation duct which usually contains nothing but fresh, clean air. The walls are slick, riveted metal which echoes even the tiniest sound made from within. Due to a lack of handholds, anyone with a Coordination less than 100 has a 25% chance, for each 10-foot distance climbed up or down, of slipping and falling to the bottom of the passageway on the sixth deck.

Releasing a gas or lighting a fire in the duct will set off smoke detectors and

cause the duct to be sealed off for 30 minutes. Other narrower passages between decks serve to carry fresh air throughout the complex, but these ducts are all too small to move through. They are automatically sealed off from the main duct when the smoke detectors are activated. This security system cannot be overridden.

Passageway #2: This shaft is a cable passage lined with electrical conduit and color-coded wiring. Cutting even a single wire without an insulated tool is dangerous; there is a 75% chance of being shocked each time. A person who is shocked will suffer an automatic 1-10 points of damage; if the damage roll is 7 or greater, the shock causes the person to fall to the bottom (sixth deck) of the passageway. If the damage roll is 6 or less, the person takes that much damage plus an additional 1-5 points, but is able to keep from falling.

Attempting to cut cables or wires at random will possibly yield the desired result, although that result may not be immediately apparent to the person doing the cutting. For each wire or cable which is cut, roll percentile dice. On a roll of 01-75, there is no effect. (Note: An agent with AOK of at least 75 in Electrical Engineering will only experience "no effect" on a roll of 01-25.) On any higher result, roll again and consult the following table to determine the effect:

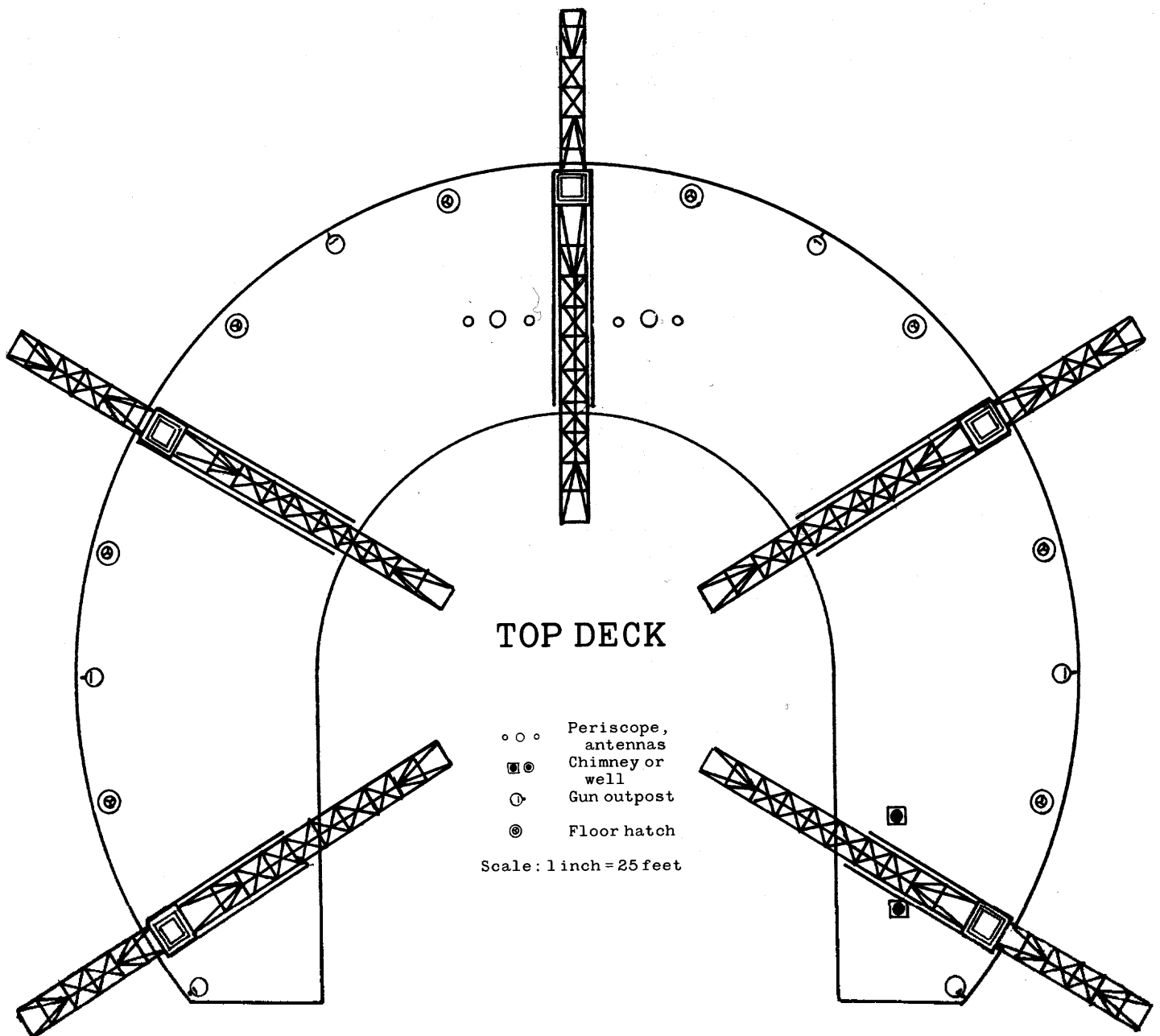
Roll	Electric power cut to:
01-30	Port top deck
31-55	Port first deck
56-75	Port second deck
76-90	Port third deck
91-95	Port fourth deck
96-00	Port fifth deck

Duplication of effect on subsequent rolls is entirely possible.

The cables provide some handholds and footholds, but anyone with a Coordination less than 50 has a 25% chance of falling down the shaft every time they travel 10 feet up or down.

Passageway #3: This chimney-like crawlspace is lined with hot and cold water pipes. Cutting a hot-water pipe will cause 1 point of damage for each minute the water cascades down upon a person beside or below the cut pipe in the passageway, even if the person has fallen all the way to the sixth deck. The passageway will never fill up with leaking water, but the sides of the passage may become so slippery that only a person with a Coordination of more than 100 can climb up the pipes. Even when dry, the pipes are not easy to climb; anyone with a Coordination of less than 75 has a 25% chance of falling for each 10 feet traveled.

Passageway #4: This passageway is identical to #2, except that the wiring contained here is for the starboard side of the complex. Read "starboard" for "port" on the table to determine the effects of a cut wire.



DECK DESCRIPTIONS

Top Deck

Measuring 135 feet stem to stern and 165 feet wide at the beam, this horseshoe-shaped deck is primarily used for construction and doubles as a helipad. Five tower cranes, mounted on ballasted-base trolleys which run on rails, dominate the deck surface. The cranes will be located at the farthest outboard position possible on each set of rails. Originally, the jibs (horizontal booms) will be slewed (turned) as illustrated in the overhead view.

After watertight covers are removed from the electrical switch-boxes, the control cabin, diesel engine, and electric motor, an agent with a Construction Engineering AOK of more than 75 who is within the control cabin will be able to

raise or lower the hook on a crane and maneuver the crane back and forth on its trolley (as long as the ignition key for the crane's motor is in the lock).

If the watertight cover is removed from the slewing motor and enough room is available, the same agent will be able to rotate the crane. If the watertight cover is removed from the diesel engine which powers the trolley in the base, the same agent will be able to move the crane along the fixed track and stop it at any point. There are 15 gallons of fuel in the tank of each diesel engine, enough to operate the crane mechanism for 8 hours continuously.

Six periscope, camera, and gun-emplacement outposts ring the outer edge of the deck. The guns will only work above water. When the complex is to be

submerged, plastic bags can be fastened around the gun barrels in a matter of a minute or two to protect them from damage. The guns will operate when under water, but if one is fired (or the plastic-bag seal is otherwise broken) when it is submerged, the gun will fail to function; treat it as a jammed shell for combat purposes.

Scattered among the tower cranes and outposts along the outer edge of the deck are eight circular hatchways with no windows but a wheel lock on each side. All eight are hinged so that they open upward and out toward the deck edge. Ladders below them lead to the first deck.

Piercing the foredeck amidships are two periscopes, each flanked by a radar antenna and a radio antenna. Each of

these scopes will be extended 0-19 feet (roll d20, minus 1) up from the deck when first encountered.

Near the starboard aft are two valves. The forward valve covers the diesel furnace snorkel intake and is held shut by a small hydraulic piston. The aftward valve covers the diesel furnace snorkel exhaust and is also held shut by a piston. There is a 5% chance at any given hour that both valves will be open. An agent with a Physical Strength of more than 100, or someone using an explosive device, might be able to force a valve open. If the valves are open, there is a mild suction detectable around the intake hole, and the hot, choking exhaust of a diesel engine can be felt and smelled coming from the other hole.

First Deck

Pastel red walls

Stuffy, humid atmosphere

A: Hawsepipes (spurling tubes) — Separating the first deck into six sections are five 10-foot-wide hawsepipes containing anchor chain. Each hawsepipes can be entered by climbing the anchor chain or through a hatchway. There is enough room beside the anchor chain

for an average-sized person to squeeze through the chain opening into the chain locker below. There is no artificial light source here. An electric windlass operated from the bridge sits near the opening to the locker below. It can be hot-wired in five minutes by an agent with Electrical Engineering AOK of more than 75. The pulling of one anchor will not dislodge the other four, but will tilt the complex and possibly raise that one anchor.

B: Security Officer's Quarters — A bunk bed, wardrobe, desk with chair, and a short-wave radio base station furnish this chamber. The radio antenna pierces the wall and can communicate with the four walkie-talkies around the atoll on a preset channel. Security Chief Baker is nearly always in this room; though his official on-duty shift is third, he sleeps in this room during the day and rarely leaves even during first and second shifts.

C: Security Decks — Each of these four curved-wall chambers has three ladders leading from hatchways on the top deck. A sealed wooden box behind the ladder leading to each security outpost contains 1,000 rounds of .60 caliber

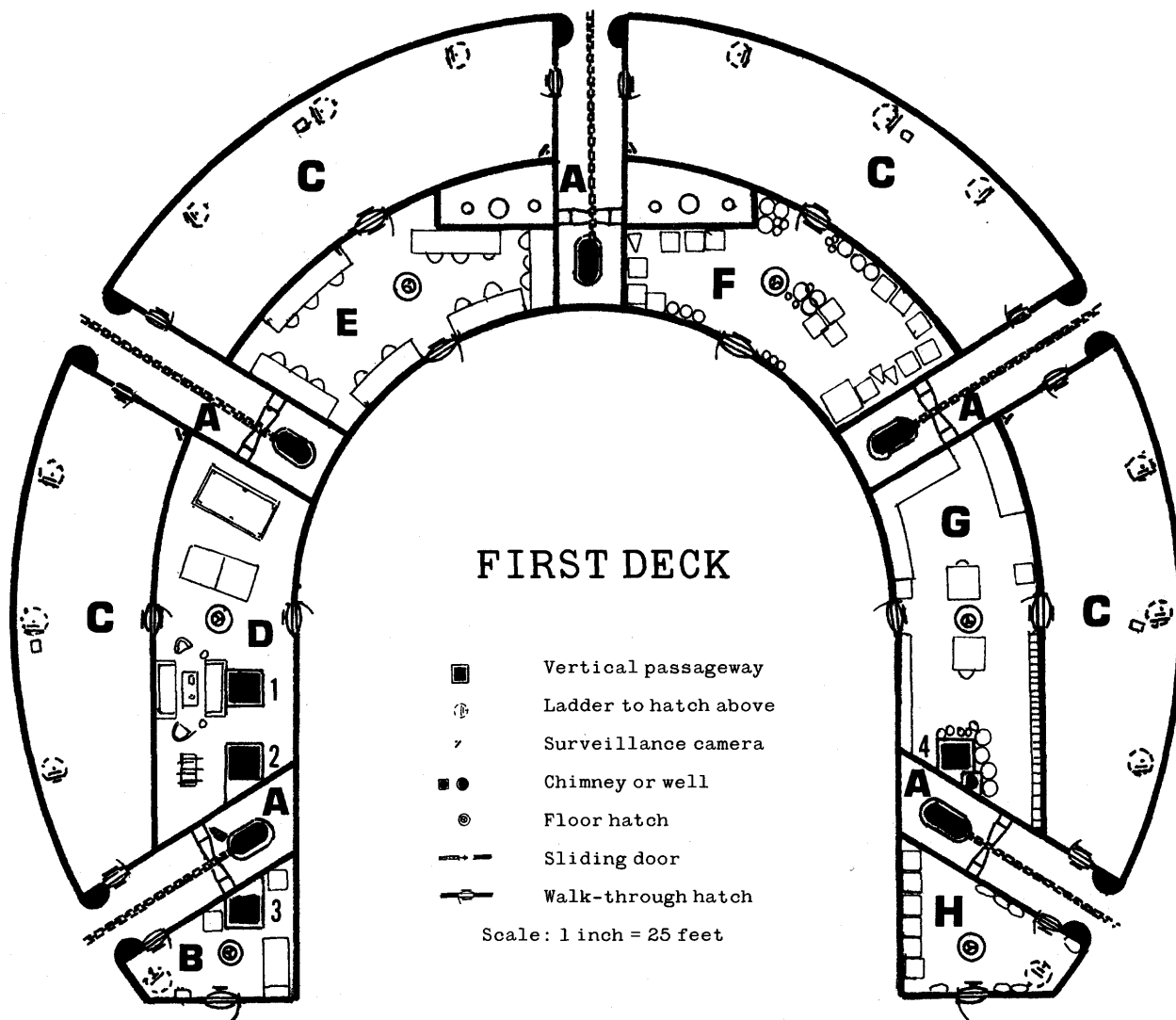
belted ammo for the heavy machine gun above. The security decks are differentiated by location: Amidships Port, Forward Port, Forward Starboard, and Amidships Starboard. Each chamber has a stationary surveillance camera.

D: Recreation Room — Brightly colored, comfortable stuffed chairs and long couches line the walls of this chamber. Tables for card playing, pool, foosball, table tennis, and drawing or writing are squeezed into all available areas in this space. There is a fully stocked bar (which looks like it gets a lot of use) against the port wall. The walls are decorated with worthless seascape paintings. A stereo is playing soft rock music.

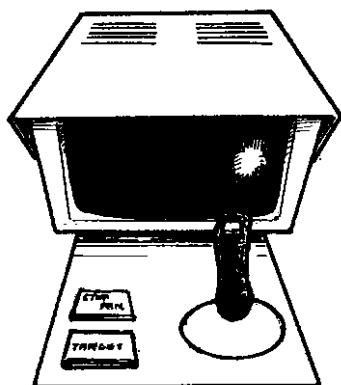
Personnel present, 3rd shift: Drysdale, Horse, Krumm, Nitt, Alexander, Drimble, Fox, and Harold.

E: Security Monitoring Room — Six swivel chairs face a bank of 15 television screens. All controls are marked in English, and anyone with a Knowledge rating of 75 or more should be able to activate and operate any device in the room. A single, well-aimed bullet will destroy one particular device, screen, or control in the room.

Six of the monitoring screens show



the views from the cameras mounted on the outposts on the top deck. In front of each of these screens is a joystick and a pair of buttons (see drawing). The "Stop Pan" button locks a camera onto a viewed



target, stopping the rotation of the hemisphere atop the outpost. The camera's motion is now controlled by the joystick. Pressing the "Target" button magnifies the image on the screen and places a crosshair grid on the screen for more precise targeting with the joystick. If the thumb button atop the joystick is pressed, a stream of .60 caliber ammo will be fired from the machine gun at that outpost. The original 1,000 rounds of ammo at each gun is enough to operate it for about 1½ minutes.

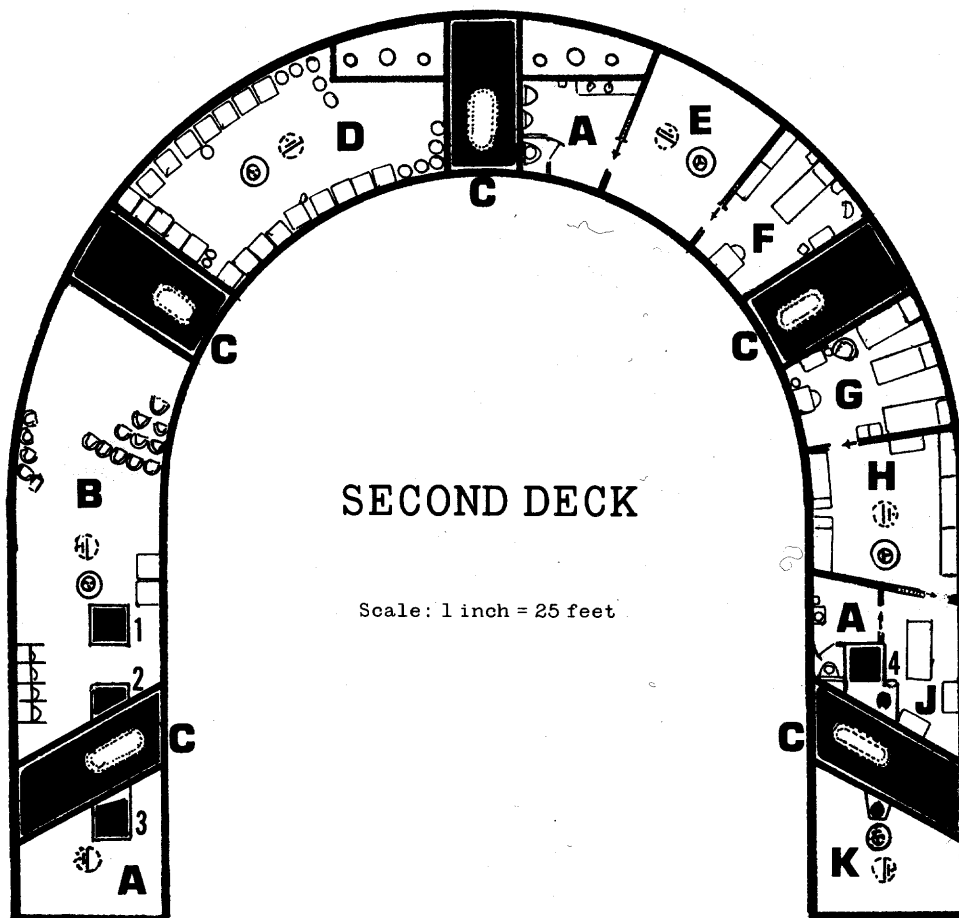
The other nine cameras show static views of various locations within the complex. One shows a view of the airlock on the fourth deck. Four others can view either the four security decks on this level, or can be patched in for surveillance of the nuclear reactor on the seventh deck. Three others are for the insides of airlocks, one on the sixth deck and two on the eighth deck. The last screen can be patched to either the Main or Auxiliary Bridge in order to view the radar and sonar screens which are located there.

The hatches to the Security Monitoring Room can be locked from the inside. All sliding doors in the complex can be locked, unlocked, opened or closed from here by throwing the proper switches.

Fastened to one wall of the room is a large, detailed map of the complex. It cannot be taken down or removed from the room, and the dark background color on which the map details are printed makes it impossible to trace large sections with any accuracy. The map may be studied or photographed by anyone in the room. Three gas masks and a fire extinguisher are hung near each of the two hatches. An intercom links this area to the Main and Auxiliary Bridges below.

Personnel present, 1st shift: Drysdale, Horse. 2nd shift: Krumm, Nitt. 3rd shift: Rine, Thompson.

F: Boatswain's Stores — Wire ropes, cable, rigging equipment, fiberglass rope, hemp rope, rubber hoses, metal



primer, enamel paint, light bulbs, small chain, a couple of inflatable rubber rafts, and other materials are located here.

Personnel present, 2nd shift: Foreman.
G: Maintenance Shop — The walls here are lined with tools and work benches. A large supply of various nuts, bolts, nails, cotter pins, shaft keys, C-clamps, and welding rods are sorted in bins along the starboard wall. Screwdrivers, wrenches, electric hand tools, extension cords, and a 200-pound welding machine fill the port wall. Dissected small engines and a myriad of engine parts are scattered on work benches along the forward wall. Against the aft wall is an air compressor with 900 feet of rubber hose for it coiled nearby. The welding machine will only fit through the external hatchway; any other equipment which is portable can be moved out the interior hatchway.

Personnel present, 1st shift: Horton. 3rd shift: Martinique.

H: Dry Foods Storage — Large sacks and cardboard boxes line the walls of this cubicle. The containers are filled with cereal products, sugar, flour, beans, coffee, potatoes, dried milk, and salt.

Second Deck

Pastel violet walls
 Warm atmosphere

A: Head — In naval jargon, a head is a toilet. There are two small toilet areas on

this deck on either side of the horseshoe, and a larger room in the forward amidships section. The smaller rooms each contain two toilets, a mirror, sinks, and a paper towel dispenser. The larger room has two showers, one toilet facility, electric outlets for razors and hair dryers, cloth towels, soap, and a bin for soiled laundry.

Personnel present, 1st shift: Broom. 3rd shift: Broom.

B: Entertainment Center— Half of this area has been converted into a small movie theater. There is a blank white wall, chairs, and a projector. Six general-interest, English-language films are on a shelf near the projector.

The other half of the area contains a popcorn popper, unpopped kernels, seasoning, a vending machine (no coins necessary) for soda, and four study carrels. In the carrels are a manual typewriter, an electric typewriter, and two computer consoles which are only used for game-playing. Each computer console is equipped with a stack of six game cartridges.

Personnel present, 1st shift: Atwood. 2nd shift: Rine, Thompson, Jones, Hurt. 3rd shift: Detmer, Begg, Short.

C: Chain Lockers — Each of these chain lockers is 20 feet deep, unlit, and partially filled with anchor chain. The smell of rat droppings pervades these

areas. The floor in these areas is 20 feet below the first deck. Anyone who is wounded or not carrying a light source and drops to the floor of a chain locker will be bit by 1-6 rats for 1-6 points of damage per bite. A cable clench in the exterior bulkhead is where the end of the anchor chain is securely attached.

D: General Stores — A vast collection of everyday objects and household items can be found here. Office supplies, eating utensils, cooking utensils, motor oil, slippery hydraulic fluid, bolts of cloth, and color-coded electrical wire are stored in cardboard boxes along the walls.

E: Passageway — Usually a solitary armed guard is stationed here, and will be sitting in a chair reading a book. A key to the V.I.P. Quarters hangs beside the door.

Personnel present, 1st shift: Wicks.
2nd shift: Zyme.

F: V.I.P. Quarters — The sliding door to this chamber is electronically locked from the bridge. Inside the room is a single bed, a wardrobe, a writing desk, a chair, books of general interest, and writing materials.

Father Tuck is being held prisoner in this room. Occasionally an armed guard will escort him to the head on the other side of the passageway. If Father Tuck is rescued, he will not use a weapon.

Personnel present, all shifts: Father Tuck.

G: Sick Bay — Three single hospital beds and three clothes lockers, plus a desk and chair, are in this room. Father Tuck's assistants, Brother Robin and Brother John, are being held here behind the electronically locked door. If rescued, they will not use weapons.

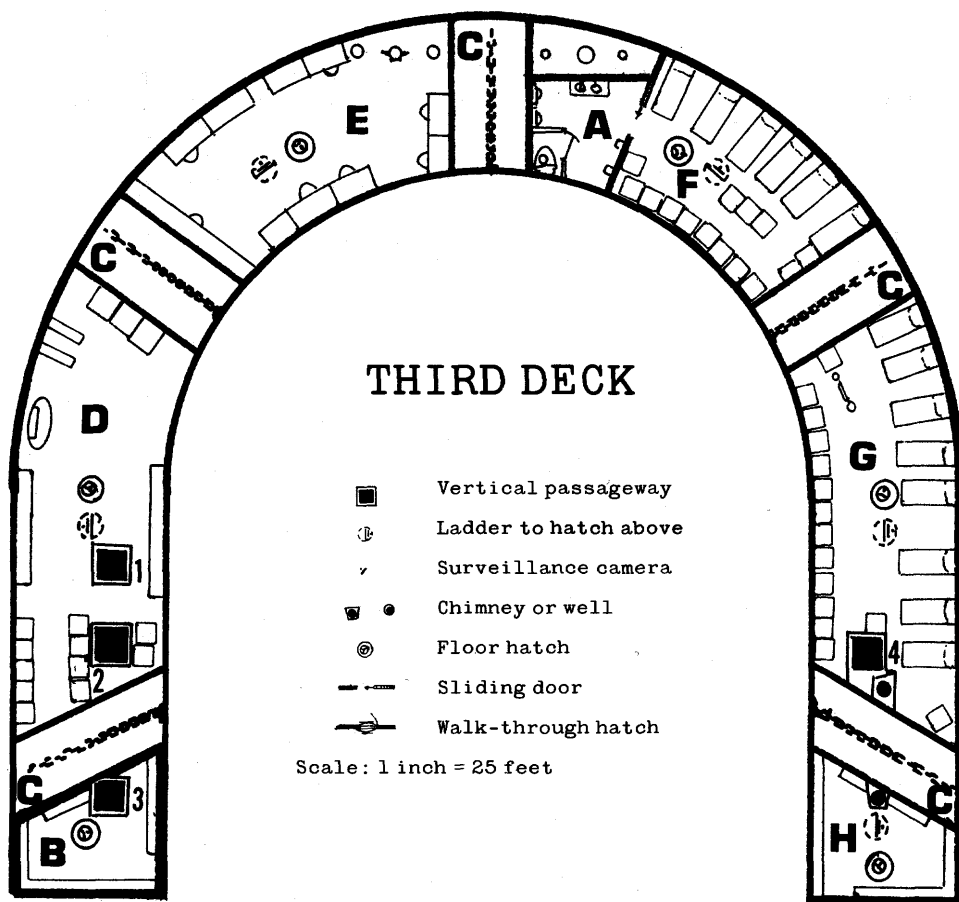
Personnel present, all shifts: Brother Robin, Brother John. 3rd shift only: Doc.

H: Triage — Injured or ill personnel come here to be diagnosed and treated. Counters and shelves along the starboard wall are filled with first-aid supplies, examining equipment, and medicines. A guard is located here, keeping an eye and ear out for the prisoners in the Sick Bay.

Personnel present, 2nd shift: Wicks.
3rd shift: Zyme.

J: Operating Room — In the center of this clean room, below a set of operating lamps, is an operating table. Crowded into the rest of the floor space are an anesthetic set-up, trays and cabinets containing surgical tools, a respirator, a locked (-/30) cabinet containing narcotics, and sterile packaged dressings and wrappings.

Personnel present, 2nd shift: Doc. 3rd shift: Hurt.



K: Cold Storage — This is a frost-coated freezer compartment full of hanging sides of beef, sausages, cheeses, poultry, vegetables, fruit, and ice. The room has a thermostat control above the light switch which is currently set at 0° F., but can be altered from -5° F. to normal room temperature.

Third Deck

Pastel orange walls
Dry atmosphere

A: Head — Same particulars as for the corresponding area on the second deck.

B: Small Arms Arsenal — Lining the double-thickness walls of this chamber are six 9mm P-08 Luger self-load pistols and four .45 Thompson submachine guns. Beside each weapon is a box of 100 rounds of suitable standard ammunition. Eight-cartridge magazines for the Lugers are plentiful, and the four Thompson magazines will hold 20 cartridges each.

C: Chain Lockers — These are the same areas described under paragraph "C" for the second deck. The chambers are, as noted above, 20 feet in depth, so the areas represented on the map of the third deck are vertical extensions of the areas mapped on the second deck, with no floor surface between the decks in these locations.

D: Laundry Area — Among stacks of clean and soiled security-guard uniforms is an industrial washing machine and clothes dryer. White lab coats and casual men's and women's clothing are waiting to be pressed in the mangle. Two electric irons, two ironing boards, and a sewing machine are also in the room. Six pairs of various-sized combat boots wait beside a shoeshine kit. Along the forward wall are stacks of dry, folded towels, gray mechanics's coveralls, and men's shorts.
Personnel present, 2nd shift: Vallier.

E: Auxiliary Bridge — Lining the walls of this chamber are seven consoles with matching chairs. The consoles are for radar, the diving control center, the quartermaster post, radio, sonar, SINS (Submarine Inertial Navigation Systems), and the complex's computer. A periscope flanked by a radio antenna and a radar antenna stands in one corner of the room. All controls on the auxiliary bridge can be overridden by the main bridge controls unless the main bridge controls have already been disabled.

An agent with AOK of 85 or higher in Computer Science, Electrical Engineering, Transportation Engineering, or Military Science should be able to operate any console (one unit at a time). By pressing a control at the quartermaster's post, the room can be bathed in red light. The quartermaster actually pilots the

complex; the Diving Control Center Officer is in charge of submerging and raising the craft. An intercom links the auxiliary bridge to the main bridge, the monitoring room on the first deck, and the reactor control room below.

F: Female Day Crew Quarters — Six sets of bunk beds line the outer wall of this chamber. The inner wall is lined with 12 padlocked (-/25) lockers full of women's clothing, personal belongings, and (1-100) dollars each. A bookshelf along the back wall is filled, predominantly with gothic romance novels. A video tape player and television beside the bookshelf are stacked high with video tape cassettes.

Personnel present, 1st shift: Thompson, Schwatzkopf, Ekler, Smith, Hansen, Watson, Straum, Judge, Marconi, Stew, Doc, and Foreman.

G: Male Day Crew Quarters — Eight sets of bunk beds line the outer walls of this chamber. The inner wall is lined with 16 padlocked (-/25) lockers each containing men's clothing, personal effects, and (1-100) dollars. A stereo with two speakers stands against one wall, which also has shelves stacked high with various rock music albums.

Personnel present, 1st shift: Krumm, Nitt, Rine, Zyme, Tanaka, Hydrason, Jones, Berkeley, Alexander, Dolphin,

Flood, Koenig, Soup, Hurt, Begg, and Short.

H: Food Stores — Six levels of shelves cover the walls of this room, each stacked with hundreds of canned goods. Every sort of food, from apricots to zucchini, can be found here — but there isn't a can opener in the room.

Personnel present, 2nd shift: Soup. 3rd shift: Stew.

Fourth Deck

Pastel blue walls
Chilly atmosphere

A: Head — Same particulars as for corresponding areas on the second deck.

B: Male Night Crew Quarters — Eight sets of bunk beds with blankets line the outer wall of this cluttered chamber. Along the inside wall are 16 padlocked (-/25) lockers containing men's clothing, personal belongings, and (1-100) dollars each. The floor is carpeted in blue shag. A dart board with six darts hangs on the aftward wall.

Personnel present, 1st shift: 'Box, Elton, Vallier. 2nd shift: Horse, Fox, Harold, Horton, Tsuji, and DeForest. 3rd shift: Wicks.

C: Female Night Crew Quarters — Six sets of bunk beds are positioned along the outer wall of this well-kept room. On

the opposite wall are 12 padlocked (-/25) lockers containing women's clothing, personal objects, and (1-160) dollars apiece. The floor is carpeted in light blue shag. There are two clotheslines strung across the room with undergarments and sweaters draped across them to dry.

Personnel present, 2nd shift: Drysdale, Drimmler, Martinique, DuBois, Atwood, Detmer, Guild, Bat, Kingston, George, Broom, and Lange:

D: Main Bridge — The main bridge is furnished with consoles and chairs identical in function but not in location to those on the auxiliary bridge. As long as these consoles are operating, the controls in the auxiliary bridge can be overridden from here.

An intercom links the main bridge to the auxiliary bridge, the security monitoring post, and the reactor control room below.

A portable tape recorder is sitting atop the radio in the main bridge. It contains an audio cassette with a recorded message. In order for the message to be replayed, the tape must be rewound. The message is as follows:

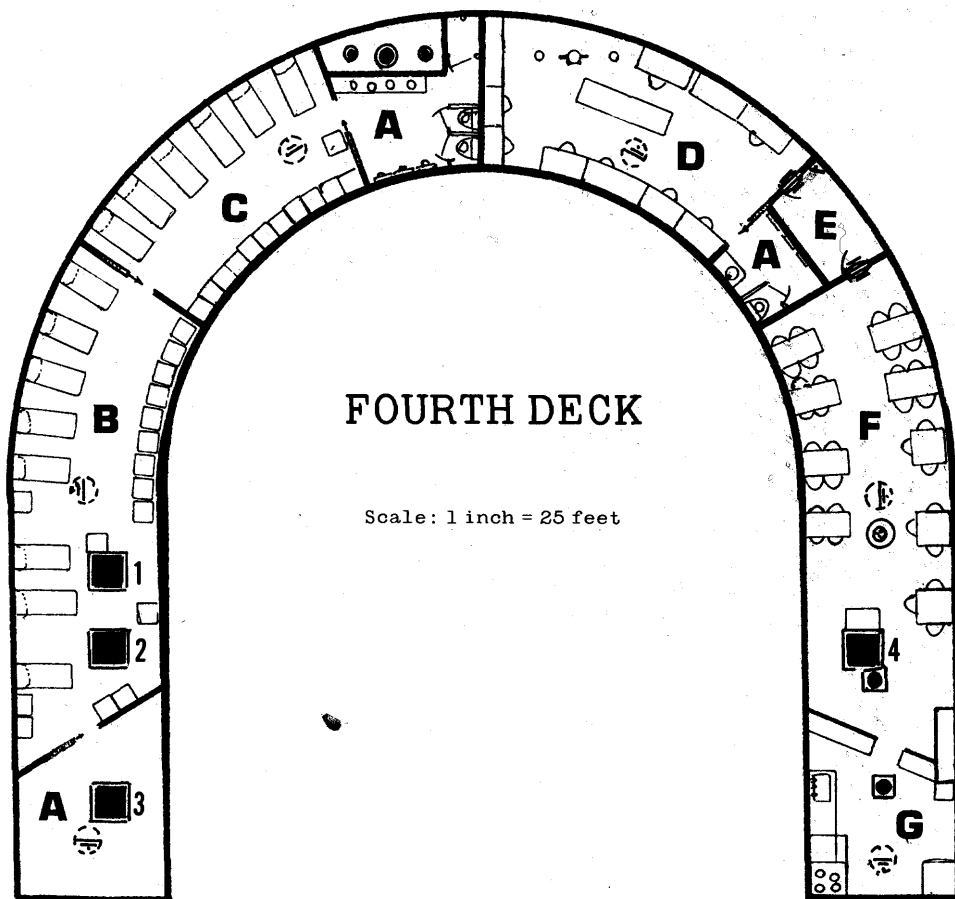
*"Gigantic Gun calling Mad Merc
... Gigantic Gun to Mad Merc ..."
"We read you ..."
"Is Stubby around?"
"Um ... no, he's at the village."
"Well, tell him that Pong called,
and the Administrator got his sticky
little fingers on the 'Horseshoe'
blueprints. Got it?"
"Yeah, got it."
"Over and out."*

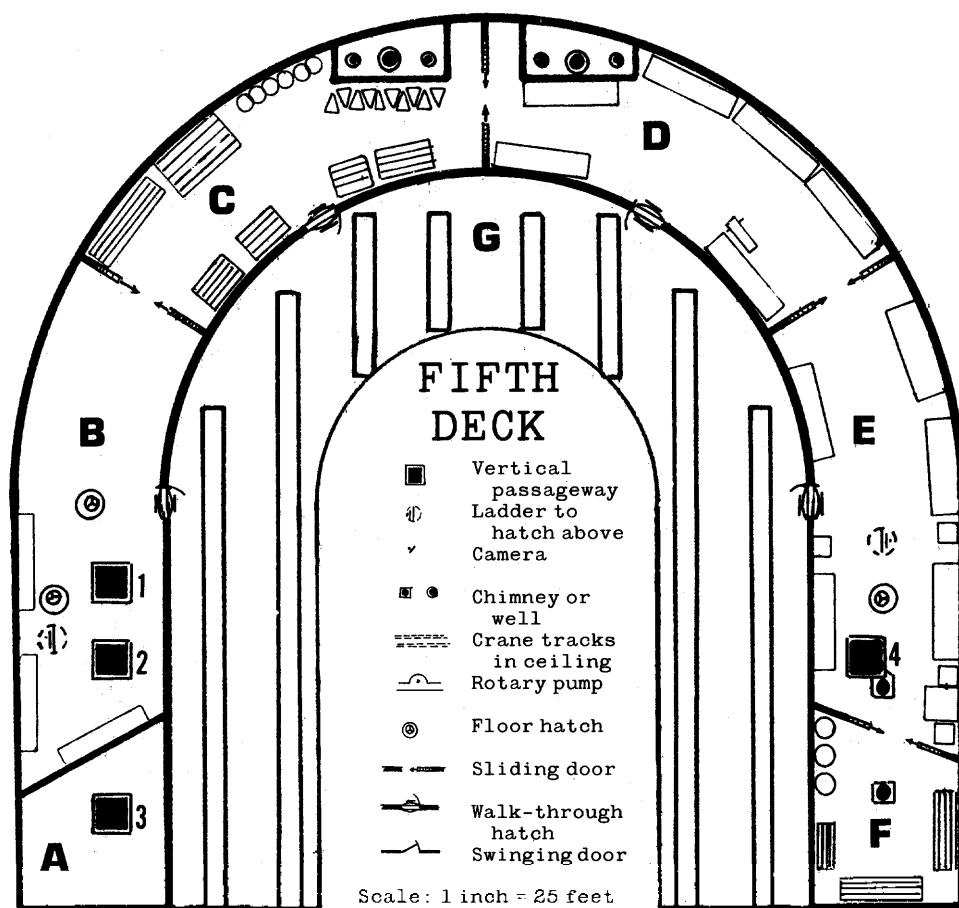
Personnel present, 1st shift: Guild, Bat, DeForest, Kingston, and George. 2nd shift: Judge, Dolphin, Marconi, Flood, and Koenig. 3rd shift: Baker (if not in security room).

E: Airlock — This small, empty chamber is used as a safety zone for those on the main bridge. The hatches at each end of the room are waterproof, and the one leading to the main bridge can be locked from the bridge side. A sign by each hatch, printed in English and German, reads: "Only one hatch should be open at a time. Seal both hatches during Condition Red." A security camera is posted here and is linked to the security monitoring station on the first deck.

F: Mess Deck — Nine tables, with 3-4 chairs each, line the walls of this curved room. Trays of food can be picked up at the counters separating the mess deck from the galley. A tray return conveyor and dishwasher runs along the starboard wall connecting the mess deck and the galley. When the dishwasher is operating, the water inside heats to 150° F. and would inflict 1-10 points of damage to anyone coming into contact with it.

Personnel present, 1st shift: Martin-





ique, DuBois, Detmer. 2nd shift: Begg. 3rd shift: Schwartzkopf, Ekler, Tanaka, Smith, Hydrason, Hansen, Watson, Berkeley, Straum, Tsuji, Horton, Atwood, Guild, Judge, Bat, Dolphin, DeForest, Marconi, Kingston, Flood, George, and Koenig.

G: Galley— Hanging around the hood of the cooking stove are six large pots and a colander. The walls are lined with refrigerators, food preparation equipment, and storage shelves filled with clean dishes and silverware. Knives are everywhere, and there is usually always water boiling on the stove for one purpose or another. A large baking oven fills the remaining space in this cramped chamber. Thirty meals can be prepared and served at one time from this galley.

Personnel present, 2nd shift: Stew. 3rd shift: Soup, Foreman.

Fifth Deck

Pastel green walls

Odor of wood shavings in the air

A: Fresh Water Reservoir — Approximately 2,000 gallons of fresh drinking water is stored in this metal-walled tank. If the tank is emptied, the carpentry shop would be inundated with 1 foot of water.

B: Carpentry Shop — Two lathes, a band saw, and a rotary saw are the largest tools in this room. Power hand tools

include a pneumatic nail driver with a clip of 30 nails, a router, a 3/8" drill, and a power saw. Other tools include rip saws, crosscut saws, hammers, a hatchet, an axe, an adz, and a crowbar. A pair of sawhorses and a push broom complete the scene.

Personnel present, 1st shift: Lange.

C: Wood Storage — Huge wooden keel blocks and disassembled parts of bilge cradles are stored here. There are stacks of fresh, uncut lumber along the outer walls, along with six sealed nail kegs. The kegs are plainly marked and contain nails ranging in size from 8-penny to railroad spikes. Each keg weighs between 75 and 100 pounds and will shatter if it is thrown.

Personnel present, 3rd shift: Lange.

D: Metal Storage — Bins for the storage of raw metal are lined up along most of the wall space in this room. The metals range from brittle wrought iron to carbon-hardened plate. Finely tooled steel in a variety of lengths and dimensions, used for repair work, is stored here. There are also large steel plates, weighing 250 pounds apiece (used for hull repairs) stacked here, along with coil springs of varying sizes and long, thin metal bars.

Strewn around the chamber, mostly in the area of the door leading to the metal shop, are the parts of a makeshift set of

barbells and accessories. The set of barbells weighs 150 pounds.

Personnel present, 1st shift: Drimmle. 2nd shift: Alexander, Elton. 3rd shift: Box.

E: Metal Shop — Three 200-pound welding machines stand near the center of this room. The walls are lined with large machine tools including metal lathes, brake presses, drills, and punches. Small hand tools on work tables and hanging on wall pegs include ball peen hammers, grinders, pliers, wrenches (adjustable spanners), hand drills, and calipers.

Two acetylene torches, each with two 100-pound fuel tanks on wheeled carts, are ready for use. Both the oxygen and the gas must be turned on for a torch to be ignited. Welding machines and torches are too large to fit through hatches in the ceiling or floor, but will pass easily through the wide external hatch.

Also in the room are six 30-gallon barrels, each plainly and truthfully marked in English according to its contents. They contain lubricating fluid, hydraulic oil, cutting oil, cleaning solvent, motor oil, and sawdust.

Personnel present, 1st shift: Fox, Harold. 2nd shift: Schwartzkopf, Ekler, Box. 3rd shift: Elton.

F: Plumbing Supply Room — Leaning against the walls of this room are (1-10) foot lengths of plastic pipe, aluminum conduit, and ducting material. Boxes of metal screws, pipe elbows, T-fittings, caps, and other plumbing fixtures are stacked against the aft wall. A circular snorkel exhaust shaft runs from the ceiling to the floor of this room.

G: Upper Construction Deck — This exterior construction deck is flat and empty, except for four long metal rails and four shorter ones used to support floating islands during construction. Each rusty railing is 1 meter tall and runs toward the open edge of the horseshoe.

Sixth Deck

Pastel yellow walls

Damp atmosphere

A: Water Treatment Facility — Dominating the floor space in this room is a flash distillation plant for desalination of sea water. An agent with AOK of more than 75 in Hydraulic Engineering will quickly recognize the device and be able to deactivate it within (1-10) minutes. Water temperatures within the facility range from 10° C. to over 100° C., and the water quality ranges from salt-saturated to pure. Fresh water is pumped up to the fresh water reservoir on the deck above, and from there it is piped between the walls and floors to where it is needed.

Besides the assorted pipes, pumps, and intakes surrounding the distiller,

there are three large, sealed tanks. An agent with AOK of more than 75 in Hydraulic Engineering will recognize the tanks as part of a closed-system sewage treatment facility. Opening any valves or puncturing any of the tanks will release copious amounts of odorous, adhesive raw sewage.

Personnel present, 2nd shift: Straum.

B: Atmosphere Recycling Plant — Four large cylindrical air tanks, a carbon dioxide eliminator, and a noisy, electrically driven air compressor are crowded into this bleak chamber. An agent with AOK of more than 75 in Chemistry or Mechanical Engineering will be able to recognize and operate this equipment.

The ventilation system which runs throughout the complex contains gas sensors which automatically seal off any area containing a strange gas, smoke, or fumes. The system cannot be overridden, but will reset itself and unseal the locked-up area after 30 minutes unless the danger is still present.

Personnel present, 2nd shift: Berkeley.

C: Reactor Control Room: — Contained within the reactor deck, inside a five-foot thickness of reinforced concrete and lead, is the reactor control room. The hatches to the control room can be locked from the inside and cannot be deactivated without cutting through the inch-thick plate metal hatch.

Three foot-thick, bulletproof windows overlook the reactor area from here. Beside the windows are television monitors which allow the operators to see all corners and floor space in the reactor area. Ceiling-to-floor control panels line the walls of the control room. An agent with AOK of more than 100 in Physics would be able to control the speed of reaction and the reactor's power output. An agent with AOK of more than 75 in Construction Engineering or Industrial Engineering would be able to operate the remote controls for the cranes from here, but would need someone to connect and disconnect the hoist hooks.

A public-address system in here allows controllers to speak with anyone on the reactor deck, and an intercom connects the reactor control room to the main and auxiliary bridges. Any part of the reactor system can be started, operated, and stopped from this control room.

Personnel present, 1st shift: Tsuji. 2nd shift: Hydrason, Watson. 3rd shift: Jones, DuBois.

D: Nuclear Reactor — Raising its bulbous, white enamel head through the center area of the metal grating on this section of the sixth deck is the complex's nuclear reactor. The casing is extremely strong; it would take the equivalent of 120 ounces of plastique to penetrate its plating.

There is an oblong white enamel protrusion up through the grating on the port side. This is the reactor's heat exchanger. Running along the mesh surface on this part of the deck are three sets of crane tracks, each containing a hoist. The largest of the three hoists can lift 10 tons, the other two can lift 2 tons each.

E: Radioactive Materials Vault — This chamber contains 50 stainless-steel cylinders adorned with radioactive warning labels. Some of them have unused core material, others contain radioactive waste. The cylinders all weigh the same (25 kilograms each when full, 5 kilograms when empty), and their contents are treated the same for purposes of determining damage from radiation poisoning. For each minute that a person is exposed to the contents of a cylinder (only possible if one is opened or broken), that person will take 1 point of damage per day for the rest of his or her life. A pair of large double doors leading into this room will swing open easily at the push of a hand.

F: Airlock — This airlock has an interior hatch, a flood control switch, and a decompression timer. Decompression at these depths takes 1 minute. There is a drain in the center of the floor and eight lockers along the long walls, each locked

(-/30) and containing a wet suit with flippers, scuba gear, and a spear gun. The air tanks contain one hour's worth of air, less if the user dives deeper than the depth at which the airlock is located. A solitary camera monitors the airlock and is linked to the security monitoring station on the first deck. The external hatch opens outward, but only when the airlock is completely flooded. The external hatch cannot be opened from the outside.

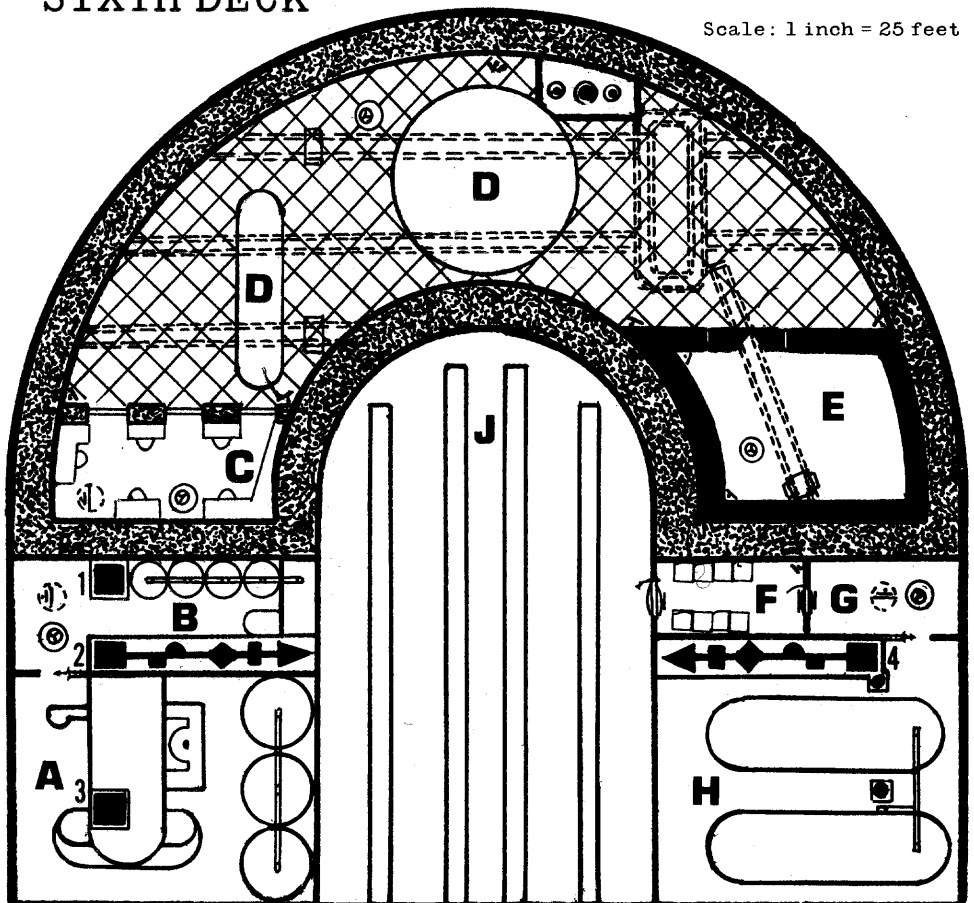
G: Passageway — There is nothing noteworthy about this area except for the features indicated on the deck map.

H: Fuel Room — Two huge white enamel cylindrical tanks dominate this chamber. Piping leads out of them down through the deck flooring. An agent with AOK of more than 75 in Chemistry or Transportation Engineering will be able to identify the smell of diesel fuel in the room. If one of the tanks is penetrated by 20 ounces of plastique or the equivalent, the resultant explosion will destroy everything within 300 feet of the tank except the sixth and seventh reactor decks. Persons within 301-600 feet of the explosion will take 1-10 points of damage. The tanks are bulletproof.

J: Lower Construction Deck — Much like the upper construction deck above, this area is also flat and empty except for

SIXTH DECK

Scale: 1 inch = 25 feet



four rusty support rails each one meter tall.

Seventh Deck

White enamel walls

Clean, dry atmosphere

A: Head — This washroom contains a shower, two toilet stalls, two wash basins, and other minor fixtures.

B: Engine Room — Three steam turbines in this room are used to propel the craft and to generate electricity. The chamber also contains auxiliary heat engines (diesel furnaces) which are used for heating when the nuclear reactor is shut down. Used steam is sent through the condenser and then pumped as cold water back through to the heat engines or the heat exchanger on the reactor. Electricity generated by the spinning turbines is stored in batteries located between the turbines.

The turbines, the diesel furnace, and the condenser are all connected by 2-foot-diameter pipes reinforced with a layer of steel cable and fiberglass. If a pipeline is pierced by 20 ounces of plastique or the equivalent, superheated steam will burst forth under great pressure, instantly cooking anyone within 10 feet of the puncture. Anyone between 10-20 feet away will receive 1-10 points of damage. The steam will continue to escape for up to five minutes, and will not stop at all if the nuclear reactor or the heat engines are operating.

There are no controls in the engine room. All operation of this equipment is controlled from the bridge. An agent with AOK of more than 75 in any sort of Construction, Hydraulic, Industrial, or Transportation Engineering will be able to recognize and explain the use of the objects in this room.

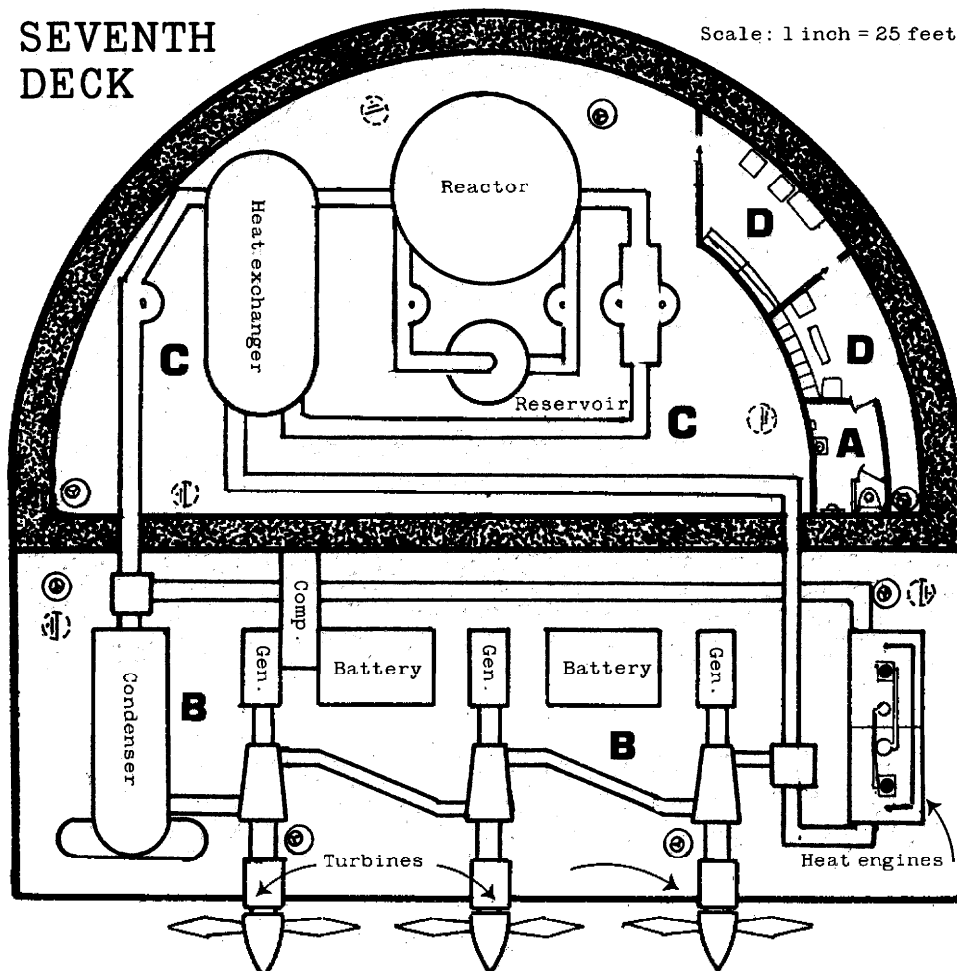
An agent with an AOK of more than 75 in Mechanical Engineering will be able to identify and deactivate the air compressor located in this room. This action will cause the complex to begin to sink within 1-10 minutes. Destroying the condenser will release hot, salty water from the flash distillation plant on the deck above.

Personnel present, 2nd shift: Tanaka, Smith, Short.

C: Lower Reactor Deck— Surrounded by five-foot-thick reinforced concrete lined with lead are the heat exchanger, nuclear reactor, coolant pumps, and heavy water reservoir which make up the nuclear power system. All four devices are connected by two-foot-diameter reinforced pipe. Piercing a pipe or a pump with 20 ounces of plastique or the equivalent will cause effects like those described in the engine room. These pipes carry superheated heavy water, which is not radioactive and looks, smells and tastes the same as natural water.

SEVENTH DECK

Scale: 1 inch = 25 feet



If the reactor itself is pierced with 120 ounces of plastique or the equivalent, the superheated-steam effect takes place as well as a radiation leak. Anyone on the sixth or seventh reactor decks and not protected by shielding when the reactor is punctured will take an immediate 1-10 points of radiation damage, plus 1-10 points per day for the rest of his or her life. Radiation may spread to other parts of the complex if the reactor deck is unsealed or hatches are opened after the reactor wall has been breached.

Piercing the heat exchanger (requiring 60 ounces of plastique or the equivalent) will cause the superheated-steam effect as above, but with twice the range. Anyone within 20 feet is killed, and those between 21-40 feet will take 1-10 points of damage.

An agent with AOK of more than 100 in Construction, Hydraulic, Industrial, or Transportation Engineering or Physics will recognize the apparatus on this deck as a pressurized boiling water reactor with a heavy water moderator and an enriched uranium oxide fuel core. There are no controls on this deck. All operations are controlled from the reactor control room on the sixth deck.

Personnel present, 2nd shift: Hansen.

D: Reactor Workers' Laundry — An industrial-size electric washer and dryer

plus other laundry accessories are in the forward section of this two-part chamber. The aft section has eight locked (-/30) equipment lockers, each with white radiation protection suits, hoods, breathing apparatus, boot coverings, and dosimeters within. The suits, properly worn, will protect a person from radiation indefinitely, but there is only enough air in each tank for 30 minutes of work. The breathing apparatus may be used like scuba gear. The suits will not protect the wearers from the effects of superheated steam.

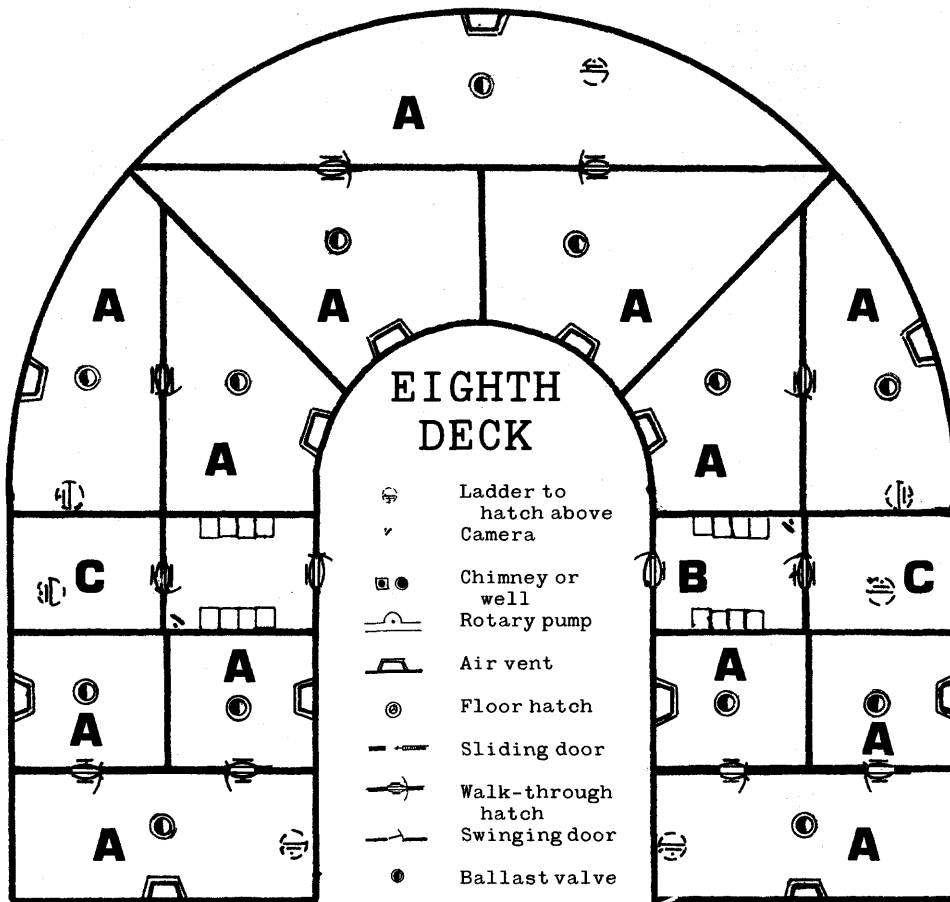
Personnel present, 3rd shift: Vallier.

Eighth Deck

Unlit, gray metal walls

Humid, salty air

A: Ballast Tanks — Chambers on this deck are 50 feet from floor to ceiling. All ladders reach up and down for the entire 50 feet, and each chamber has at least one wall with a hatch connecting it to an adjacent chamber. These hatches are located five feet from the bottom of the chambers. In the floor of each ballast chamber is a hydraulically controlled Kingston valve to let water in. The valve holes are six inches in diameter, and a physical strength of 300 is needed to force a valve open or closed. Against an exterior bulkhead near the top of each tank is a main vent which retains air



Scale: 1 inch = 25 feet

under slight pressure within the ballast tank and regulates the depth of water in the tank.

Controls for the ballast tanks are found on the bridge. The number of decks above the waterline is dependent on the depth of water in the ballast tank. When the complex is submerged (zero decks above the waterline), the water in the ballast tank is 49 feet deep. For each seven feet the depth decreases, one deck will rise above the waterline, so that when the ballast tank is emptied, seven decks (all but the ballast chamber itself) will be above water.

When play begins, the depth in the ballast tank is 42 feet (first deck is above water). When the water depth is changed, the anchor chains must be let out simultaneously, or structural damage may occur. This process is controlled from the bridge.

B: Airlocks— These two compartments are each identical to the airlock on the sixth deck, except that they have slightly more floor space.

C: Passageways — These areas are not part of the ballast tank system. They are used to gain access to the airlocks from within the complex. There is nothing else noteworthy about them, except what is indicated on the deck map.

Flooding

Calculating flood depth and flood speed for the horseshoe is complicated by the fact that pumping air into the ballast tanks will raise the entire complex above waterline. If the ballast control at the diving control center is not operated properly, internal flooding will occur. In some cases, flooding may be a desired effect — or even necessary, in order to extinguish burning areas.

A flooding chamber will fill to either the top of the opening which caused the flooding or to the depth given below. (Air which is trapped between the water and the ceiling prevents the water level from rising any further, even though ceiling height on each level is 10 feet.)

Flood depth by chambers: If the complex is afloat, assume the beginning waterline is even with the floor of the first deck. In this configuration, maximum flood depth for chambers is as follows:

- First deck: 0 feet, 0 inches
- Second deck: 2 feet, 10 inches
- Third deck: 4 feet, 2 inches
- Fourth deck: 5 feet, 2 inches
- Fifth deck: 5 feet, 10 inches
- Sixth deck: 6 feet, 4 inches
- Seventh deck: 6 feet, 8 inches

If the complex sinks to the floor of the lagoon, any flooded area will accumulate more water:

- First deck: 4 feet, 2 inches

- Second deck: 5 feet, 2 inches
- Third deck: 5 feet, 10 inches
- Fourth deck: 6 feet, 4 inches
- Fifth deck: 6 feet, 8 inches
- Sixth deck: 6 feet, 11 inches
- Seventh deck: 7 feet, 1 inch

Flood depths may be reduced if the complex is raised from the water by filling the ballast tanks with air. Example: Agents set a 40-ounce charge of plastic explosive at the bottom of the exterior hatch of the wood storage area on the fifth deck. Igniting the charge blows a human-sized hole in the bottom of the hatch, and the chamber quickly floods to a depth of 5 feet, 10 inches (the "afloat" flood depth for the fifth deck). Meanwhile, the diving control center raises the complex to a position with four decks (instead of the usual one) above the water. For purposes of determining flood depth, this action makes the fifth deck effectively the second deck (the highest deck which is underwater in the present configuration of the complex). Water in the wood storage area would pour back out of the hole in the hatch until the depth is only 2 feet, 10 inches (the normal flood depth for the second deck when the complex is afloat with only one deck above water). When the complex is raised to this level, water depth in the ballast tanks is 21 feet.

Sinking the complex

In order to sink the complex to the floor of the lagoon, all 13 ballast tanks must be completely flooded to their full capacity (50-foot depth). The ballast controls in the diving control center automatically only allow 49 feet of water depth in the tanks; at this point, the complex lies just below the waterline and has achieved natural buoyancy. Piercing the floor of the seventh deck in the correct places and opening the proper hatches will release trapped air from the top foot of space inside the tanks, causing the complex to sink to the bottom in five minutes.

Supplementary information

As is so often the case in complex missions for which only general instructions are given, agents are probably not going to encounter what they "expect" to see. As has been noted earlier, Mad Merc is not even present in the horseshoe complex. A concerted effort to locate him, even if it succeeds, will consume valuable time and will certainly not tell the agents what they want to know about the horseshoe and the inhabitants of the island. If Mad Merc or any other personnel associated with the horseshoe are captured, they will refuse to talk and will attempt to escape. Anyone (including Mad Merc) who is captured and has not escaped within the limits of the 72-hour schedule will be left behind when the complex gets under way for its journey

toward Antarctica.

The Admin may find it useful to have a bit of background information available on Mad Merc and the missionaries. If desired, the information given below on these characters can be presented to player-agents at the start of the mission as facts obtained from official dossiers. Optionally, this information may not be revealed at all, or may only be revealed if agents are somehow able to obtain the information during the mission.

Mad Merc is the nickname (exact origin unknown) of Lt. Col. (Ret.) Martin Strikewell, an ex-commando in the British Army who rose to command rank during the Second World War. Little is known of his activities or whereabouts for the last several years. His name is familiar to the older generation as the man who was held responsible for a brutal raid on a German village in the closing weeks of the war. He was tried by the British after the war and dismissed from the armed services for acts of "excessive cruelty to civilians in a hostile territory."

Mad Merc is 61 years old, left-handed, and a Caucasian. It is known that he is confined to a wheelchair since having both legs amputated because of disease several years ago. (The special properties of his wheelchair are not generally known.)

For Administrator's information only: Although he was in fact guilty of the crimes described above, Mad Merc has mellowed considerably in the intervening years. His intentions on the island are not hostile, and the native population

has not been jeopardized by the presence of the horseshoe complex and its personnel. He intended to use the seclusion and protection of the atoll as a secret base of operations for the construction of a floating island. However, those plans had to be changed when the missionaries became suspicious of Mad Merc's purpose and attempted to report the presence of the complex via their weather-station radio. The missionaries were taken captive and will be detained for another 72 hours, to be released just before the horseshoe begins its journey — in search of an even more secluded spot in the Antarctic regions where it is hoped that construction can proceed without more obstacles.

Father Tuck is the leader of the three-man missionary staff. A Negro of English descent, he is 61 years old, has gray hair, stands 5'8" tall, and weighs 145 pounds.

Brother John is the youngest (18) of the three missionaries. He is a Caucasian, Danish by birth, who attended a seminary in England before being assigned to Alulu Island. He is 5'11", 165 pounds, with blond hair, and right-handed.

Brother Robin is 22 years old, a Caucasian of English descent, and (like John) a recent addition to the staff of the outpost. He stands 6'2", weighs 170 pounds, has blond hair and is right-handed.

The natives in both villages are not overly anxious about the presence of the horseshoe, since neither it nor the people who populate it have harmed them.

They are, however, naturally apprehensive about the way the complex rises and falls in the lagoon. The natives, including the chief (who resides in the village Mad Merc is not visiting), know nothing about the purpose of the complex — but they have been told to keep their walkie-talkies a secret from anyone who might visit the villages.

In order to keep the native population at ease, and because he likes to do it, Mad Merc has made several short trips to one village or the other, sometimes staying for two or three days. The trip he is on now is primarily a pleasure trip; even though the scheduled departure of the horseshoe is only a matter of hours away, there is no real need for him to be aboard until just before the engines are started.

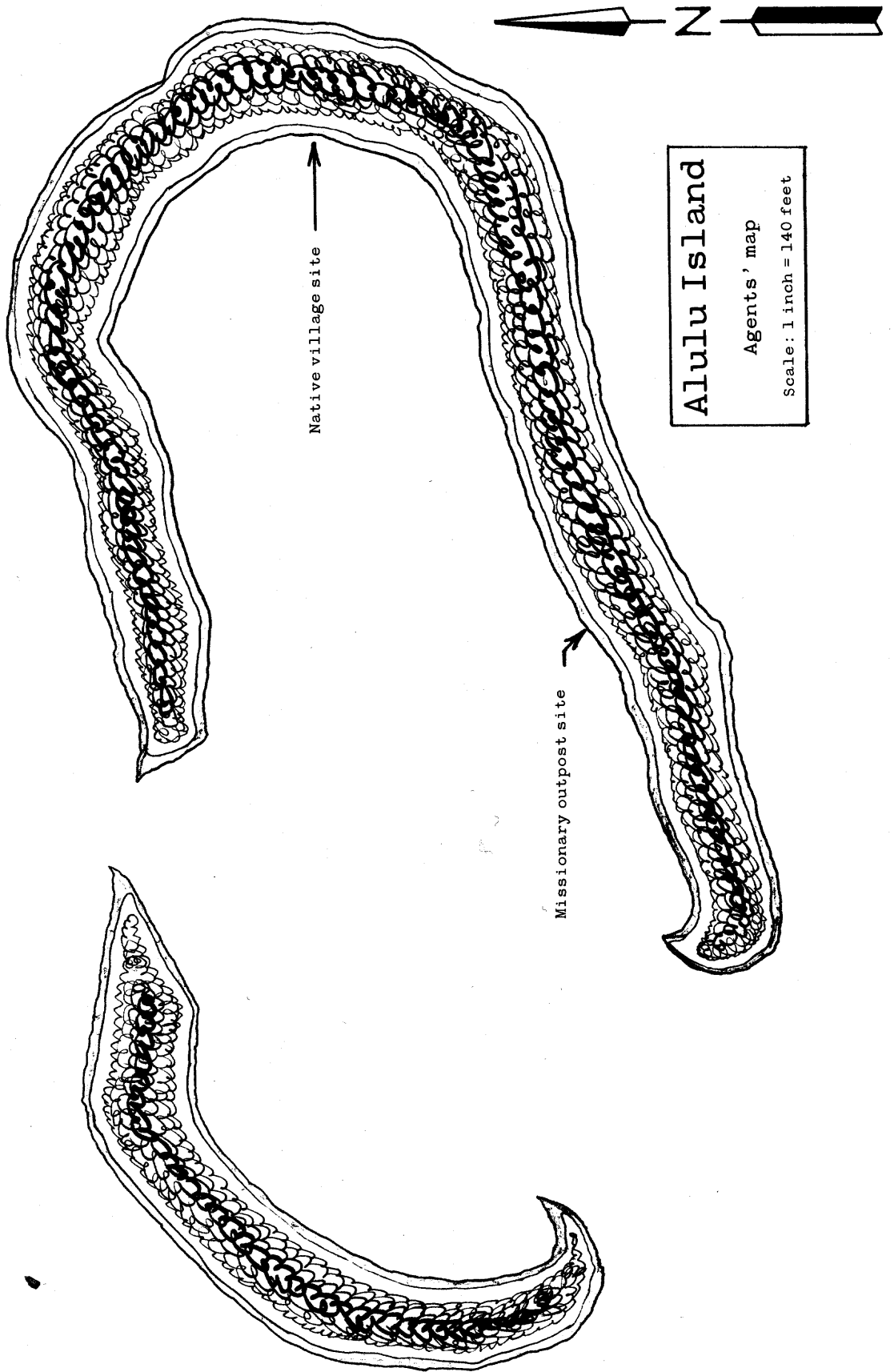
If investigating agents report the presence of the floating drydock to military officials, a military assault will not be initiated. Instead, the agents will be told to further investigate the structure, photographing it for later analysis, and to enter it if possible. Once they get inside they are to determine its function, its capabilities, and its future destination (if any).

Investigating agents who are captured will be searched, interrogated, and locked up in Sick Bay. They will *not* be released when the complex gets under way. If agents are caught or killed anywhere on the island or the complex, things will be made ready immediately for departure, and the complex will head for open sea and the safety of the chilly Antarctic shortly thereafter.

NON-PLAYER PERSONNEL TRAITS AND ABILITIES

	Sex	Primary traits										Languages					
		PS	Ch	W	Co	K	Cd	O	Dp	Ev	HH	Su	LL	J	E	M	G
Strikewell (Mad Merc)	M	52	102	101	102	72	51	77	102	77	129	179	15	—	86	71	77
Baker (Security Chief)	M	105	90	33	51	83	69	78	87	80	185	167	14	21	76	3	66
Drysdale (Guard)	F	70	85	79	66	96	88	68	76	87	157	163	15	17	90	2	81
Horse (Guard)	M	90	60	89	100	41	73	95	80	67	157	147	18	-	39	-	75
Krumm (Guard)	M	75	41	99	79	37	73	77	60	57	132	117	17	-	36	-	90
Nitt (Guard)	M	87	73	93	54	14	59	71	64	66	153	130	18	-	14	-	85
Rine (Guard)	M	93	54	95	72	86	89	83	63	74	167	137	19	19	80	9	85
Thompson (Guard)	F	65	97	24	19	99	97	42	58	97	162	156	9	66	98	73	41
Wicks (Guard)	M	98	36	98	96	76	53	97	71	45	143	116	19	20	70	10	35
Zyme (Guard)	M	77	29	71	94	63	91	86	62	65	142	127	15	2	60	-	79
Schwartzkopf (Con. E.)	F	83	47	74	65	95	24	45	67	36	119	104	16	13	80	-	93

Ekler (Con. E. Asst.)	F	65	84	71	55	87	04	30	70	88	153	143	14	4	76	-	81
Tanaka (Elect. Eng.)	M	48	24	85	62	98	93	78	43	60	108	122	13	91	82	31	72
Smith (Mech. Eng.)	F	29	94	75	89	81	78	85	88	117	163	10	7	79	-	60	
Hydrason (Nuc. Eng.)	M	99	66	44	34	99	89	67	50	78	176	112	14	15	95	3	89
Jones (Nuc. Asst.)	M	49	23	63	90	86	05	48	57	14	63	104	11	-	82	-	51
Hansen (Nuc. Asst.)	F	48	81	25	68	88	84	76	75	83	131	153	7	-	77	-	65
Watson (Computer)	F	19	08	51	38	97	50	44	23	28	47	64	7	12	96	-	76
Straum (Hydraulic Eng.)	F	48	06	19	44	81	57	51	25	63	111	107	7	-	42	-	71
Berkeley (Chem. Eng.)	M	60	18	82	28	94	70	49	23	44	104	72	14	-	90	-	39
Alexander (Welder)	M	94	57	51	82	52	40	61	55	49	153	104	15	-	50	-	81
Drimble (Fitter)	F	44	48	86	83	95	87	86	66	68	112	134	13	11	87	-	67
Fox (Welder)	M	97	52	88	42	44	98	70	46	76	173	122	19	-	41	-	93
Harold (Fitter)	M	40	27	83	18	93	67	43	27	47	87	84	12	13	89	-	61
Horton (Maintenance)	M	86	03	81	13	81	42	28	08	23	109	33	17	9	77	-	42
Martinique (Maintenance)	F	67	05	28	07	96	74	42	06	24	91	30	10	91	81	-	33
DuBois (Crane Operator)	F	65	69	68	80	38	66	73	75	68	133	143	13	18	61	-	74
Tsuji (Crane Operator)	M	24	100	19	66	79	87	77	83	89	113	172	5	73	63	-	-
Atwood (Draft Tech.)	F	65	61	42	12	88	81	47	37	54	119	91	11	14	66	-	80
Detmer (Draft Tech.)	F	68	62	56	81	54	52	67	72	65	133	139	12	-	87	-	43
Box (Metal Labor)	M	69	60	75	61	50	73	67	60	66	135	126	14	82	-	82	-
Elton (Metal Labor)	M	94	45	97	85	53	86	85	65	65	159	130	19	86	88	-	20
Guild (Radar Operator)	F	45	80	45	25	15	30	28	53	55	100	108	9	-	43	-	84
Judge (Radar Operator)	F	55	01	45	19	58	01	10	10	01	56	11	10	-	12	84	84
Bat (Sonar Operator)	F	83	52	51	72	75	95	84	62	74	157	136	13	76	14	-	25
Dolphin (Sonar Operator)	M	61	11	49	43	38	32	38	27	22	83	49	11	-	61	-	86
DeForest (Radio Operator)	M	62	19	58	85	71	67	76	52	43	105	95	12	99	98	80	72
Marconi (Radio Operator)	F	36	07	34	55	100	79	67	31	43	79	74	7	91	97	81	88
Kingston (Ballast Control)	F	12	70	48	85	37	28	57	78	49	61	127	6	78	95	-	86
Flood (Ballast Control)	M	17	87	20	90	47	46	68	89	67	84	156	4	-	36	-	86
George (Quartermaster)	F	24	76	23	29	41	55	42	53	66	90	119	5	79	75	-	94
Koenig (Quartermaster)	M	90	61	70	49	40	70	60	55	66	156	121	16	-	65	-	87
Stew (Chief Steward)	F	42	88	41	98	95	37	68	93	63	105	156	8	-	99	-	90
Soup (Asst. Steward)	M	88	96	11	77	85	03	40	87	50	138	137	10	85	81	-	86
Doc (Medical Doctor)	F	79	32	02	47	97	42	45	40	37	116	77	8	-	85	-	39
Hurt (Medical Nurse)	M	41	72	37	102	85	61	55	79	120	134	8	78	05	-	54	
Broom (Janitor)	F	60	12	88	90	110	94	92	51	53	113	104	15	-	80	-	35
Vallier (Lauderer)	F	33	80	60	102	45	98	100	91	89	122	180	9	83	86	-	91
Foreman (Boatswain)	F	88	67	30	89	66	98	94	78	83	171	151	12	-	90	-	68
Begg (Purser)	M	77	74	48	27	74	98	63	51	86	163	137	13	-	81	-	95
Lange (Carpenter)	F	67	48	65	95	76	04	50	72	26	93	98	13	-	94		
Short (Electrician)	M	114	48	10	23	78	43	33	36	46	160	82	12	84	03	-	93
Father Tuck	M	55	62	71	70	76	59	65	66	61	116	127	13	-	79	78	-
Brother Robin	M	77	75	69	96	80	109	103	86	92	169	178	15	-	93	92	85
Brother John	M	122	62	66	90	66	102	96	76	82	204	158	19	79	86	86	-
Native chief	M	81	82	84	84	85	82	83	83	82	163	165	17	51	72	95	-

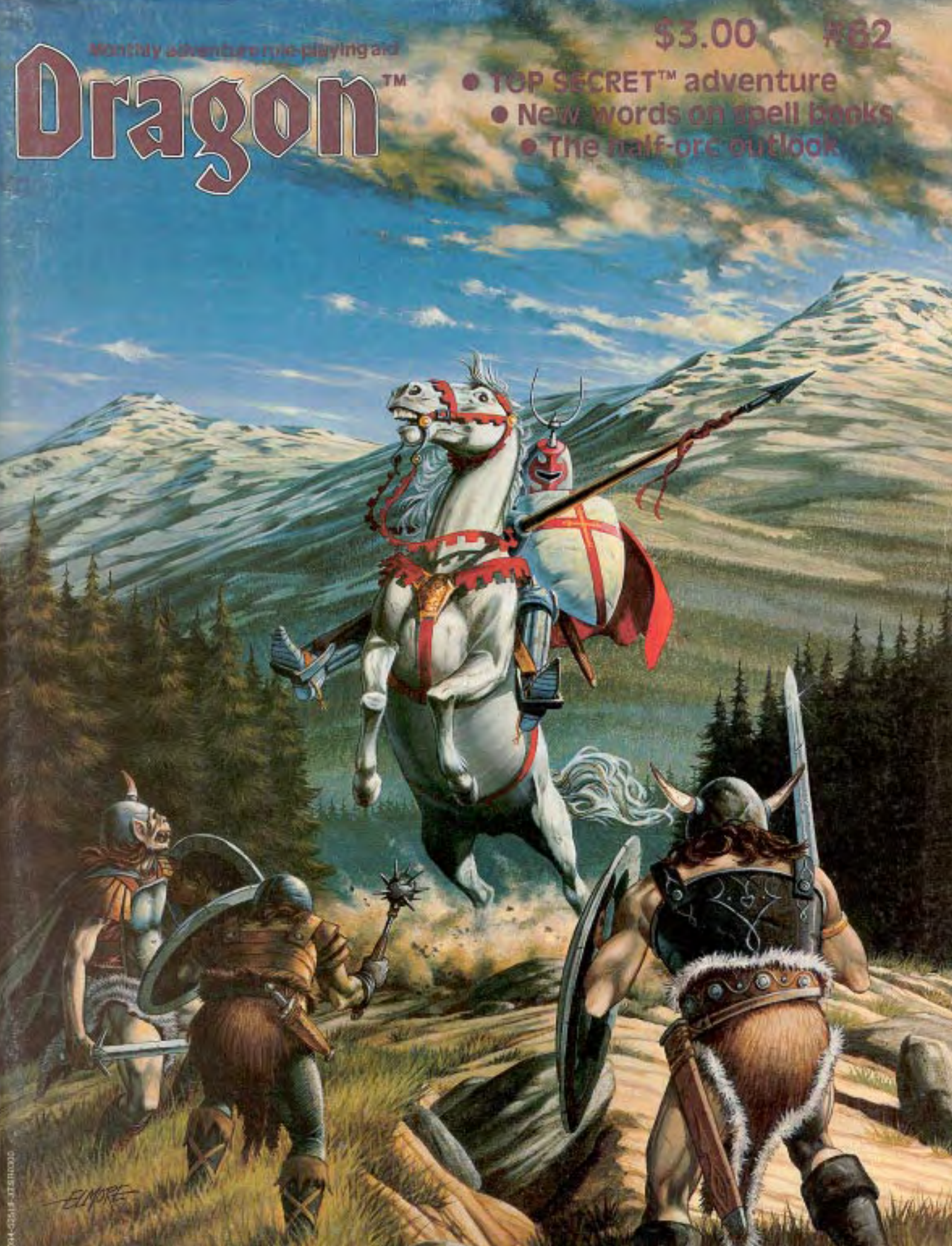


Monthly adventure role-playing aid

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- New words on spell books
- The half-orc outlook



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ELMORE

TO: All readers
FROM: 'The Editor'
SUBJECT: Module, DRAGON™ #62

TOP SECRET

Espionage Role Playing Game

CHINATOWN: The Jaded Temple is a ready-to-play TOP SECRET™ mission for one to four players (each with a first to third level agent) and an Administrator. Of course, the number of players and their agents' levels is left to the discretion of the Administrator.

The adventure can be played in one of two ways: (1) As a one-shot mission, unrelated to any previous or future missions, generally involving newly created characters; or (2) As part of a larger scheme, a campaign game. These games can involve new or previously established characters, and each mission is linked to past and future missions by a continuous thread of ideas and events.

Either way, this module offers an exotic setting for the agents and is a useful tool for Administrators learning or examining the art of designing game environments.

Note to prospective Administrators: This module is for your use. If something doesn't fit your personal taste, alter or remove it! The only way a module can be 'personalized' is if the Administrator using it puts his or her own effort into modifying it.

Chinatown:



The Jaded Temple

TO: Player/Agents
FROM: 'The Administrator'
SUBJECT: Mission briefing

TOP SECRET

Espionage Role Playing Game

BACKGROUND: Two days ago shipment of newly discovered radioactive isotope, Dragonium, hijacked for reasons unknown. **IMPERATIVE** Dragonium found and returned to Darcy Research Institute for proper storage and dispensation. **IMPERATIVE** isotope containers remain undamaged. Outside sources narrowed possible locations of stolen property to several sites. Investigate location deemed most likely: temple on edge of Chinatown. **EXTREME CAUTION** advised in use of explosives and small-arms fire.

OBJECTIVE: Investigate temple grounds and interior. Determine location of isotope. (Bonus offered for motive of theft.) If containers found, return to this base with information. **DO NOT** attempt recovery of isotope.

EQUIPMENT: Street clothing, synchronized watches, throat microphones and ear jacks, flashlights, one Geiger counter wrist unit, one mini-camera with 12 exposures of infrared film, and billy clubs for personal weapons. Return all equipment to proper division upon completion of mission. Other equipment taken on mission must be yours or obtained through other sources.

TRANSPORT: Standard van from the organization's garage assigned, with two sets of keys. Damages over \$500 subtracted from your payment.

PAYMENT: As per standard for 'stealing' mission, plus \$100 bonus for each agent due to danger of mission. All medical expenses paid.
Good luck ...

‘ ‘ I underestimated the people in Chinatown,’ ’ said Su Wing. The old

sifu sighed as he turned to his pupil, Ming Lau.

“Well,” he continued, “one is never too old to stop learning, especially when dealing with our own people. Who would believe that Chinese would turn against other Chinese?”

“But, master,” asked the initiate, “why was their resistance unexpected?”

“It was expected, but not nearly in such proportions. The tongs in Chinatown have fought among themselves for years. We came to Chinatown expecting to be treated with the respect we gained in the old country, but instead we were treated like enemy tongs. Now the other tongs are joining forces to keep the *Anfu* out of Chinatown.”

“There must be a way to stop them. *Anfu* must be established in Chinatown,” said the initiate. “But the people would never stand for a massacre of the tongs.”

“I realize this, but the fact remains that the tongs must be removed and the people kept silent about our presence. If only there was a way to do both...”

Su Wing lapsed into deep thought. An idea began to form.... Yes, it might just work. His students were almost masters of kung fu themselves, and they did need the practice. The execution of the plan would have to be flawless, but he felt sure the students were capable. There would be risks, of course, and just one unfortunate event would ruin the small foothold the *Anfu* had so far gained in Chinatown. The risks he would take, and try to compensate for....

“Master?”

The voice of Ming Lau drifted into his thoughts, unbidden.

“Yes?”

“Have you chosen a course of action?”

“I have. And I am presently going to retire to my quarters. Make sure I am not disturbed until morning,” said the *sifu* as he turned and walked toward the interior of the temple.

“Yes, it will work,” he said under his breath. “When I am through, it will work.”

* * * * *

The technician was instantly upset when he heard the news.

“What do you mean, the *vans* were stolen?”

“Just what I said,” answered the guard. “We were driving to the pier, and the next thing you know there’s gas all over the inside of the cab! The next thing I knew, I woke up in the street with Lucas beside me, and the vans were gone.”

“What happened to the driver and guard from the other van?” asked the technician.

“I don’t know. Maybe they ran for help or something. We just got back here as fast as we could.”

Almost anything being shipped in a Darcy Research van is valuable, at least to someone, thought the technician. The company’s vehicles had been victimized by thieves and hijackers before, but never before had two vans traveling together been taken at the same time. And these particular vans held something not only valuable but dangerous: containers of Dragonium, a scarce and deadly radioactive isotope.

“Those fools,” said the technician. “I wonder if they realize what they’re carrying for cargo? If the seal is broken on just one of those containers...” he shuddered.

* * * * *

“Are you sure the vans are in there?” asked Mark Jarra as he and his contact sat in their vehicle across the street from a “derelict” warehouse. It didn’t seem possible that the building, which looked like it would fall down at any minute, was the hiding place for the two Darcy Research vans that had turned up missing the day before. But if his ever-reliable contact in Chinatown was correct, this was definitely the place.

As if to confirm the agent’s own thoughts, Chou Yan Lee said, “Of course I’m sure. Do you think I would have questionable information on a matter of such great importance?”

“I know otherwise,” said the agent apologetically. “But I find it hard to believe that the vans were so easy to locate, especially when the police didn’t even have a clue.”

“Well,” said Chou, “no vehicles have left this place, so the vans must still be in there.”

“You forget,” said a voice behind them. “Three rikshas left the warehouse a couple of hours ago.”

“Which reminds me,” said Jarra, turning towards the radio operator, “what did our tails pick up on those three?”

“All three drivers stopped at the same location after each made several other stops first. All three then proceeded to a storage warehouse and haven’t moved since.”

“What’s the place they all went to?” asked Jarra.

“It doesn’t have a name; just an old temple on the fringe of Chinatown,”

answered the radio operator.

Jarra stepped out of the car they were seated in and leaned back in the open window. “I’m going to take a look inside. Be back quickly.” He crossed the street and vanished into the shadows near the warehouse.

In a few minutes Jarra reappeared next to the car. As he slid into the driver’s seat, he said, “The vans are in there, all right, but they’re guarded. I counted four men. The rear doors of the vans were open, but I couldn’t see any sign of the Dragonium containers.”

“Which means they were taken away by the rikshas!”

“Maybe,” said the agent. “Since it’s the only lead we have, contact headquarters and have them send somebody over to that temple, while we watch this place.”

* * * * *

The temple looks harmless enough. It is located at the edge of the area of the city known as “Chinatown.” The building is constructed of wood and stone; most of the structure is obscured from view by a ten-foot-high stone wall encircling the grounds. A clump of small, leafy trees blocks the temple from casually prying eyes that look through the single wrought-iron gate in the wall.

During the day, little activity can be observed going on inside the temple grounds. Only an occasional glimpse of a fleeting shape moving in the front courtyard will reward the most persistent of “snoopers.”

At night, the area just inside the perimeter wall is illuminated in spots, and human shadows can be seen moving inside the temple itself when a body passes before a lighted window. A lone guard patrols the perimeter wall, his outline clearly discernible in the dim light, but no one looking through the wrought-iron gate into the courtyard will see any other signs of movement outside the temple building.

The inhabitants of Chinatown have become apprehensive about the nature and the purpose of the people inside the temple, and very little activity takes place in the vicinity. No resident of the area will willingly go near the little temple nor the building around the temple. Thus, whether night or day, there is little danger of temple inhabitants being observed by innocents who (if they were more curious or less fearful) might otherwise have caused problems by informing the local authorities.

DESCRIPTIONS

The areas in and around the temple are described so that Administrators can locate needed information quickly. Basically, each section of text contains four sub-sections, as follows:

(1) Number of area. Name of area. General description of furniture and equipment found in the area. Concealed objects (concealment rating) and their descriptions, requirements for determining value, to whom they are valuable, and how valuable they will be.

(2) DAY = Lighting being utilized (A = natural, B = incandescent, or C = fluorescent) from 6 a.m. to 7 p.m. in this area. Names of denizen in the area at these times (followed by a percentage chance they are in the area at any specific time, or the chance of returning after each minute's absence) and what they will be doing (followed by percentage chances if multiple actions are possible).

(3) NIGHT = Same as in "DAY" except this information is for the times between 7 p.m. and 6 a.m. Pitch darkness is natural lighting at night, but this can be altered to "DAY" lighting (if artificial light is available) in one round.

(4) NOTES = Any pertinent data that does not fit into any of the above categories. Also included here is incidental information the Admin might want to introduce into the adventure.

1. FRONT COURTYARD: An open-air courtyard, with trees lining a stone pathway and obscuring the view of most of the yard (treat as "target obscured" situation for hit determination purposes). The pathway branches into two paths, each ending in a set of stone steps leading up 5 feet to the loggia (see #2). The trees are 11-20 feet in height (determine individually if necessary by rolling a d10 and adding 10 to the result).

DAY = "A" lighting. No patrols or denizen in the area.

NIGHT = "B" lighting in the four corners of the courtyard improve the vision of anyone inside the courtyard to that possible in normal daylight. Morris Everhart has watchman's duty on the outer wall (he patrols by walking on the top of the wall) and has a 10% chance of passing a given point (cumulative per each 30 seconds of absence) at any time. He patrols the wall in a clockwise direction.

NOTES = The gate at the front entrance is wrought iron and has a Difficulty Rating of 45. Anyone attempting to break it down will arouse Everhart, who will rush to the gate within 60 seconds (and it will only take this long when he is at the extreme other side of the wall). The gate is locked (—/40). Trees in the courtyard have a 5% chance per foot of height of being able to support the weight of a human.

2. LOGGIA: An open-sided, roofed porch area connects the various sections of the temple building. Pillars stand on either side of the hallway at 10-foot intervals. The roof is 12 feet above the floor of the hallway.

The crosshatched areas on the map represent silent-alarm pressure pads (40/60) which notify the Security Office (see #24) of trespassers. If a pressure pad is seen before it is stepped on, the observer will also notice a set of switches on the edge of each pad, at floor level, that allow the pressure pad to be activated and deactivated from any side of the pad.

DAY = "A" lighting from courtyards. The loggia is unpatrolled during daylight hours, though there is a 5% chance of encountering Kwan Cheng in the area at any time of day.

NIGHT = "A" lighting; overall darkness, except for the light which illuminates the courtyards. There is a 10% chance of an encounter with either Terrance Davis or Rodney Dangrey, who patrol individual and opposing routes which cover the en-

Chinatown: The Jaded Temple

by Jerry Epperson

tire loggia. Both use flashlights which illuminate a 3-foot area around the light.

NOTES = Doors leading to areas #16-19 are locked (—/30); doors to the main building (#3) are alarmed and locked (25/40), and give notice of trespassers to the Security Office (see #24).

3. MAIN HALL: The walls and floor of this giant room are parqueted with dark wood, and the interior is tastefully decorated in modern Chinese decor. The western section of the room contains three small, short-legged tables, each accompanied by six large throw pillows. The eastern part of the room has a longer (also short-legged) dining table with twelve throw pillows around it. The walls have a variety of items hanging or leaning against them, mostly paintings (a total of seven) and some canvas hangings of Chinese poetry. Anyone with an AOK of 100+ in Fine Arts will recognize the paintings as valuable originals by well-known Chinese artists. (All of the poetry is the work of Su Wing, and would not be recognizable in the same fashion.) Any-

one who tries to sell one or more of the paintings to an art collector will get \$1,000 to \$10,000 for each painting sold, but if the total price of all paintings sold at one time is more than \$15,000, the art collector will notify police authorities (see the TOP SECRET rules for "Fencing Purloined Goods"). These originals are owned by Su Wing, and are not stolen merchandise.

DAY = "A" lighting is in use ("B" when occupied). Roll percentile dice when entering the room: 01-75, room is unoccupied; 76-85, Kwan Cheng and Sui Ying Ho are cleaning the room; 86-99, Su Wing and his students are eating at the dining table; 00, all people mentioned on the above list are present in the room.

NIGHT = "A" lighting. This area is empty; there are no patrols inside the Main Hall at night.

NOTES = Only the double doors leading into the Exercise Room (see #15) are locked or alarmed (15/30) to notify the Security Office (see #24) of trespassers; all others are unlocked.

4. QUARTERS: This room has a sleeping mat in one corner. At the foot of the mat is a locked metal chest (—/15) containing clothing and personal grooming equipment (comb, vanity mirror, toothbrush and toothpaste, wash bowl and pitcher, etc.) and a short-legged table with a lamp ("B" lighting) on it and a throw pillow beside it.

DAY = "A" lighting is in use ("B" lighting possible). There is a 25% chance that Kwan Cheng will be resting on his sleeping mat. Otherwise, the room will be unoccupied.

NIGHT = "A" lighting is in use. Kwan Cheng will be asleep on his mat, but if any loud noises are made within 10 feet of his room, he will be awake and ready to surprise prowlers.

NOTES = Kwan Cheng is a 72-year-old, 7th-degree black belt in kung fu. He was formerly Su Wing's *sifu* (master) before Su Wing himself achieved that rank. There is a dead-bolt lock on the inside of the room's door, but the lock is never used by Kwan Cheng.

5. QUARTERS: This room has a sleeping mat, and at its foot a metal chest which is locked (—/15) and contains a collection of diaries and scrapbooks written by Sui Ying Ho as well as clothing for all occasions. The room has a nightstand which holds a reading lamp ("B" lighting) and a book of Chinese history.

DAY = "A" lighting is in use ("B" lighting possible). The room is only occupied by Sui Ying Ho's Siamese cat, Kio (Life Level = 6/Injury Modifier = 2). The cat will not bother anyone entering the room.

NIGHT = "A" lighting. Roll percentile dice upon entering the room: 01-80, Sui Ying Ho is asleep on her mat (there is a 50% chance that Kio will "meow" unless the intruders do something to keep the

“ . . . I wish that Master Su Wing would not bring the trucks here. Not only do I fear for his safety, but for ours . . . ”

cat quiet); 81-95, Sui Ying Ho is reading her Chinese history book (“C” lighting); 96-00, Sui Ying Ho is sitting at the table writing an entry in one of her diaries (“B” lighting).

NOTES = The door to this room is always locked (—/30). If the agents examine Sui Ying Ho’s diaries, a knowledge of the Chinese language (75+) is necessary to understand what is written. After 1-5 minutes of reading, (roll a ten-sided die and divide by two, rounding up) the reader will find some interesting entries:

“...I wish that Master Su Wing would not bring the trucks here. Not only do I fear for his safety, but for ours...”

“...My fears were unfounded. The Master has decided to transport the stolen goods by riksha to the basement. I think they will use the gymnasium entrance, though I cannot be sure until they get here. I do not look forward to that time...”

“...They have arrived. I am not sure what the Master intends to do with the metal cannisters, but he has told me that something will be done in the very near future. The future can not come too soon...”

This last entry is dated on the day of the reading.

6. KITCHEN: This room has several food preparation areas and includes a stainless steel table, fireplace, oven, stove, and refrigerator-freezer. There are sinks and storage shelves, with dry goods lined along the shelf edge, along one wall and a dumbwaiter in the northeast corner (see map).

DAY = “C” lighting is in use. Sui Ying Ho will be here 75% of the time, preparing food for either Su Wing or the personnel in the basement area.

NIGHT = “A” lighting. The kitchen will be empty at night, and it is not part of the patrolled area.

NOTES = The kitchen has several nasty HTH weapons: cleavers (HWV = 50), knives (50), and cutting boards (30). The dumbwaiter can carry 125 pounds of weight in its 4’ x 4’ x 4’ frame. Anyone with an AOK of 110+ in Physics will know this fact intuitively. Others will take some time to figure out the proper calculations, but can eventually accomplish the task. Anyone who weighs more than 125 pounds will cause the cable to snap, and will fall (inside the dumbwaiter) to the basement level 30 feet down. The falling character takes 2d10 damage; see the TOP SECRET rules, “Damage From Falling.” The noise will alert everyone with-

in 100 feet of the crash.

7. STORAGE: This room is full of shelves reaching almost to the ceiling. Some shelves are empty and very dusty. On other shelves are boxes marked “Uniforms” and “Mats.” In the boxes are kung fu exercise uniforms, guard uniforms, police outfits, and a potpourri of other uniforms. The boxes labeled “Mats” are empty.

DAY = “A” lighting is in use (“C” lighting available). The storage area is devoid of personnel and is not patrolled, so that the chance of an encounter in this room with another person is virtually zero.

NIGHT = “A” lighting is in use. The room is always unoccupied and not patrolled at night.

NOTES = The door is locked (30/45) and alarmed to notify the Security Office (see #24) of trespassers. To search every box in this room would require 30 minutes for one man, proportionately less time for more than one. For each 3 minutes spent in normal search, there is a 5% chance of being discovered by guards patrolling outside the room, or of guards being notified of intruders by people who pass near the room. The Administrator will determine who, if anyone, will show up to investigate.

8. QUARTERS: This room has a sleeping mat and a dresser (containing extra kung fu exercise uniforms, street clothing, and scrapbooks filled with clippings from competitions won by “Ming Lau”). On the dresser are five trophies, all for victories in martial arts tournaments.

DAY = “A” lighting is in use (“B” lighting possible). There is a 35% chance of Ming Lau being found in this room, practicing his kung fu routines.

NIGHT = “A” lighting is in use. There is a 75% chance that Ming Lau will be feigning sleep if enough noise was made prior to anyone entering his room; otherwise, he will be found asleep.

NOTES = The door is always locked (—/30) during the day, and there is a 75% chance the door is locked at night (Ming Lau forgets sometimes).

Ming Lau is a 28-year-old, 4th-degree black belt. He is young, and acts very cocky when he knows his expertise is greater than those around him, but is an introvert when around those with more skill. Su Wing is training him to be an assassin.

9. QUARTERS: This room has a sleeping mat, some practice mats, and a trunk which contains some clothing and room

decorations. Beneath a false bottom (35) there lies a manila envelope which contains papers dealing with a new initiate of the *Anfu* organization, Walter Moy.

DAY = “A” lighting is in use. There is a 45% chance that Walter Moy will be here. Otherwise, the room is empty.

NIGHT = “A” lighting is in use (“B” lighting possible). There is a 30% chance that Moy will be practicing his kung fu routines on the practice mats. Otherwise he will be asleep on his sleeping mat.

NOTES = The door is always locked (—/30). If the room is occupied, “B” lighting will be used. Walter Moy has the same chance as Ming Lau of awakening because of noise from outside (see #8).

Walter Moy is a 21 -year-old, 1st-degree black belt who has just recently joined the *Anfu*. He is particularly adept at martial arts and was enlisted shortly after acquiring his black belt; at his young age, this achievement is nothing short of a miracle.

10. QUARTERS: This room has a sleeping mat, short-legged desk, throw pillow, lamp (“C” lighting), and several kung fu training manuals.

DAY = “A” lighting is in use (“B” or “C” available). There is a 25% chance that Mar Runck will be found reading one of his training manuals; otherwise, the room will be empty.

NIGHT = When an individual enters the room, roll percentile dice: 01-85, Mar Runck will be asleep on his mat; 86-90, he will be reading his manuals; 91-95, he will be found using a small radio, contacting his Russian agent friends at the Soviet embassy in town and reporting his findings about the *Anfu*; 96-00, Mar Runck is out of his room (meeting a Soviet contact). If the room is occupied, “B” lighting will be used; otherwise, “A” lighting is in effect.

NOTES = As can be gathered from the above description, Mar Runck is a Soviet agent investigating the *Anfu* operation in Chinatown. He will not jeopardize his cover to help captured agents, but will fight them as if he were a member of *Anfu* (though he can be influenced; see the TOP SECRET rules on “Contacts”).

Mar Runck is a 23-year-old, 3rd-degree black belt. He is of Yugoslavian descent and comes from a “history” of revolutionaries; thus, he was prime material for the *Anfu* people to recruit from the Soviets. Su Wing does, however, have his doubts about Runck’s sincerity.

11. QUARTERS: This room has several short-legged tables and pillows. There



are also several listening devices and their headsets on the tables. The listening devices include a parabolic microphone, worth \$350 to the organization; a transmitter locator, worth \$8,750; and a wired drop microphone, worth \$15. The wire from this microphone runs under the floor and beneath room #10. There is also an all-wave radio scanner/receiver, worth \$9,500, with three headsets connected to it.

DAY = "B" lighting. *Anfu* agents Chuck Lee, Sin Bo, and Howell Glennon are manning the listening devices and keeping tabs on Mar Runck. Two agents (roll d6: 1-2, Chuck Lee and Sin Bo; 3-4, Chuck Lee and Howell Glennon; 5-6, Sin Bo and Howell Glennon) are watching Runck, or at least listening in on him, at all times.

NIGHT = "A" lighting. Chuck Lee, Sin Bo, and/or Howell Glennon are keeping their silent watch. If Runck is out of his room, roll on "DAY" watch table to determine which of his observers is gone from the room. Otherwise, all three agents are in the room.

NOTES = These agents, when not sleeping, wear infrared goggles which allow "night vision" to a limited extent. They all wear rubber-soled shoes to minimize noise. These pieces of special equipment are used only at night. The door is always locked (-/45).

Chuck Lee is a 25-year-old, 3rd-degree black belt from China. Sin Bo is a 22-year-old, 1st-degree black belt from Korea. Howell Glennon is a 30-year-old, 4th-degree black belt from the Netherlands, a "free agent" employed for his expertise in surveillance. All are *Anfu*-trained agents: though they are not permanently based in Chinatown, and will act to protect any other *Anfu* agent — whether or not that agent is a suspected infiltrator.

12. QUARTERS: This room has three cots and several shelves containing food and cooking utensils. There is a concealed door (10) leading to room #11.

DAY = "A" lighting ("B" available). The room is usually unoccupied, but there is a 10% chance that one and only one of the three surveillance agents from room #11 will be asleep on a cot. Roll d6: 1-2, Chuck Lee; 3-4, Sin Bo; 5-6, Howell Glennon.

NIGHT = "A" lighting ("B" available). There is a 30% chance the room is occupied by one of the three agents from room #11; that agent will be asleep on a cot. Roll d6, finding the result as in the "DAY" description above.

NOTES = This door is always locked (-/60) and is never used by anyone, including the occasional occupants. The door connecting room #11 with this one is never locked.

13. QUARTERS: This room has a sleeping mat and a large trunk, containing clothing and personal paraphernalia (souvenirs from China, scrapbook of youth, other non-important items), which is locked (-/15). Also in the room is a bookshelf holding a variety of anarchist-style books, and a short-legged table with throw pillows.

DAY = "A" lighting ("B" available). There is a 25% chance that Chou Leung will be reading in his room; otherwise, the place is vacant.

NIGHT = "A" lighting. There is a 10% chance Chou Leung will be found reading ("B" lighting); otherwise, he will be asleep on his mat.

NOTES = The door is always locked (-/30) and jury-rigged to alert Chou Leung of intruders (a small bell hanging over the lip of the door will fall when opened; there is a 5% chance the alarm will fail, but deactivation is impossible). Unlike the other students of Su Wing,

Chou Leung packs a pistol at all times.

Chou Leung is a 21-year-old, 1st-degree black belt. He joined the *Anfu* hoping to get revenge on the government that "killed" his father (he died a broken man because of the welfare system). His mother committed suicide shortly after his father's death, so Chou Leung has seen a lot of death and will not hesitate to deal it out in moderate doses.

14. QUARTERS: This room has a sleeping mat, a dresser which contains clothing, a shelf holding several books on martial arts and fighting techniques, a short-legged writing table with desk lamp ("C" lighting) and throw pillow, and a filing cabinet containing information about the *Anfu* operation in Chinatown. The documents, though they appear authentic, are worthless frauds.

DAY = "A" lighting ("B" available). There is a 10% chance that Su Wing will be found here working on his plans for Chinatown. In this case, he will have with him some quite authentic papers referring to the use of radioactive bombs as "controls" on the people of Chinatown. Otherwise, the room will be empty and no such notes will be found.

NIGHT = "A" lighting. Su Wing will originally be asleep on his mat, but any noise made prior to entering the room has a 25% chance of waking him. Any noise made while actually entering the room has a 75% chance of waking him, though he will feign sleep until he can effectively attack.

NOTES = The door is locked during the day (-/45); at night, a deadbolt is applied and so is an alarm (25/65) which notifies the Security Office (see #24), as well as Su Wing himself, of intruders.

Su Wing is a 56-year-old, 9th-degree black belt. He is the organizer and leader of the Chinatown-based *Anfu* organization. His cunning and intelligence during

a confrontation are matched only by his deadliness. The Administrator should strive to play Su Wing like the master he is, with the eloquence of a true noble personality. Do not give agents an easy time of it when they try to tackle Su Wing — he's mean and he knows it!

15. EXERCISE ROOM: The southern two-thirds of this room's floor is covered with large padded mats for practicing kung fu routines. On the uncovered floor are five single-unit saunas, a weight and bench-press machine, three punching bags, and a set of barbells, plus some 30 individual loose weights ranging from 5 to 20 pounds. A concealed door (10) on the south wall opens onto the street. The door is a 20-foot-wide steel panel with stonework attached to the street-side surface. When activated, it slides to the west behind the solid wall adjacent to it. The area covered by the mats is part of a hydraulic lift system which can raise and lower a 50-foot-square platform from the basement to ground level. The lift can only be discovered if agents move exercise mats off the floor in this area to reveal the surface beneath.

DAY = "C" lighting. There is a 40% chance that Su Wing and his students will be training in the room.

NIGHT = "A" lighting. This room is unpatrolled and unoccupied at night.

NOTES = A master switch located in the southeast corner of the room near the concealed door will activate the lift and cause it to descend to the basement (see Garage, room #40). The switch will be found automatically by any agent who searches for such a thing, but if a specific search is not made for the switch, there is only a 5% chance for an agent to notice the small device, and then only if the agent comes within 10 feet of the southeast corner of the room. The door leading to room #3 is locked and alarmed (15/30) to notify the Security Office (see #24) of intruders.

16. QUARTERS: This room contains a sleeping cot, a writing table with a desk lamp ("C" lighting), and a dresser holding personal clothing and a carrying case for an assault rifle. An agent with an AOK of 110+ in Military Science will be able to identify the case as belonging to a 7.62mm AKM.

DAY = "A" lighting ("B" or "C" available). There is a 80% chance that Morris Everhart is in his room. If he is, there is an 80% chance he is sleeping on the cot; otherwise, he is awake and cleaning his rifle.

NIGHT = "A" lighting. The room is always empty at night and is never checked by passing guards.

NOTES = The door is locked (—/30). Anyone making unnecessary noise while guards are passing outside the door runs the risk (Administrator's discretion) of being heard.

17. QUARTERS: This room has a sleeping cot, a night stand with a clock radio and a desk lamp ("C" lighting) on it, and a large trunk, containing clothing items and extra guard uniforms, that is locked (—/15).

DAY = "A" lighting ("B" or "C" available). Rodney Dangrey will be found sleeping on his cot. He will not usually be awakened by anything softer than a gunshot, much less someone trying to enter his room. He has been known to sleep through the noise of a vacuum cleaner being used in the same room.

NIGHT = "A" lighting. The room will be empty at night and goes unchecked by passing guards.

NOTES = The door is always locked (—/30). If agents enter this room while Dangrey is asleep, and don't make any blunders or actual attempts to wake him up, they can probably operate without being disturbed; people passing in the hallway, if they hear anything, will just think Dangrey is up and moving around.

18. QUARTERS: This room has a short-legged desk, several throw pillows, a hammock, and a large metal trunk containing clothing, pistol-cleaning equipment, and several boxes of .32 cartridges for pistols. There is a concealed compartment (30) in the trunk bottom that contains a locked (—/10) wooden chest. The chest contains the components for a Walther GSP Match Pistol (Rate=1 / Ammo=5 / A=8 / C=0 / F=3 / P=4 / R=5 / Weight=49 oz.) that is worth \$900 to any handgun enthusiast. Someone with an AOK of 90+ in Military Science can assemble the weapon.

DAY = "A" lighting ("B" available). There is a 75% chance that Terrance Davis will be asleep in here; otherwise, he is wandering in the temple area and may return (45% chance every 5 minutes).

NIGHT = "A" lighting. The room will be empty and is not checked by passing patrols, though any movement might be checked out (5% chance that a guard will enter the room; roll once for every minute inside) by either Rodney Dangrey or Terrance Davis (50% chance for each).

NOTES = The door is always locked (—/45), and the chance of being discovered from outside the room at night goes up by 25% if a light is used while in this room. (The door is not flush with the door jamb, so light seeps out under the door). The Administrator should apply this modifier when a light shows; then, if the discovery roll would not have succeeded without the modifier, the agent was not heard, and the guard will enter intending just to turn out the light.

19. BATHROOM: This room contains a single shower unit, a toilet, a sink, and a medicine cabinet. The cabinet contains aspirin and upset-stomach medication, but no prescription drugs and nothing illegal. There are several boxes of ban-

dages and first-aid medication, and several bottles of shaving lotion and cologne. The room is always kept clean, and a very obvious dead-bolt lock is attached to the inside of the door.

DAY = "A" lighting ("B" lighting plus fan when occupied). At any time, there is a 5% chance someone will be using the bathroom. If so, roll d10 to determine who: 1=Su Wing, 2=Ming Lau, 3=Walter Moy, 4=Mar Runck, 5=Chou Leung, 6=Kwan Cheng, 7=Sui Ying Ho, 8=Morris Everhart, 9=Terrance Davis, 10=Rodney Dangrey.

NIGHT = "A" lighting. The bathroom will be empty and no one ever checks it while on patrol.

NOTES = The door is unlocked when the room is unoccupied, locked (—/20) when in use.

20. EXERCISE COURTYARD: This open-air, very well cultivated courtyard has closely cropped grass and a large willow tree (36 feet tall) growing next to a giant flat-topped rock. Surrounding the courtyard, 5 feet higher than the courtyard itself, is the loggia (see #2).

DAY = "A" lighting. There is a 30% chance that Su Wing and his students will be here practicing "live combat." If they are not on hand, there is a 25% chance that Kwan Cheng will be present, helping to keep the courtyard immaculate. Otherwise, the area is empty.

NIGHT = "A" lighting. The courtyard will be empty, but intruders stand a 10% chance of being discovered after being in the area for one minute, with a cumulative +1% to the chance for each minute, they remain in the courtyard beyond the first. To determine the guard who discovers the intrusion, roll d10: 1-3, Terrance Davis; 4-6, Rodney Dangrey; 7-10, Morris Everhart.

NOTES = Several ladders allow people to climb down from the loggia to the exercise courtyard. Anyone who jumps from the loggia down to the courtyard, not using a ladder, could (5% chance) sustain 1-2 points of damage from a twisted ankle or some such injury. The large branches of the willow tree can hold 175 pounds of weight before breaking. If there is a disturbance due to an injury or a tree branch giving way, roll d10 to determine which guard arrives to investigate the noise, using the list above.

21. REAR COURTYARD: This open-air courtyard is just as well manicured as the Exercise Courtyard (see #20), and the trees obscure vision just like those in the Front Courtyard (see #1). The pond has a large and varied supply of tropical fish, ranging from harmless goldfish to the turkeyfish — whose skin is poisonous to the touch — and a variety of coral arrangements. The bridge and the cobblestone pathways are not unusual in any way. The Storage Shed (see #22) dominates the northeast corner of the



temple grounds.

DAY = "A" lighting is the only available. There is a 10% chance of encountering Kwan Cheng and Su Wing as they share each other's company in the courtyard. Otherwise, the courtyard is vacant.

NIGHT = "A" is the only lighting. There is a 10% chance per minute (cumulative) of being seen by Morris Everhart as he patrols the perimeter wall. Also, the guards on the loggia have a chance of noting intruders, as described under #2.

NOTES = There is a 10% chance that anyone stepping into the pond will come in contact with a turkeyfish. The unfortunate person will immediately be affected by its poison (consider the effects similar to "convulsional poison" as in the TOP SECRET rules for "Poisons: Use, Effects, and Antidotes"). Tree height should be determined and utilized as per the procedure described under #1.

Anyone with an AOK of 100+ in Animal Science will be able to identify the turkeyfish and thus be able (with Medical AOK of 30+) to apply the proper first-aid treatment to offset the effects of the poison.

22. STORAGE SHED: This shed has a solid cement floor with walls and roof of cement block. It is full of gardening equipment (rakes, lawnmower, spreader, several bags of fertilizer and grass seed, tool boxes full of tools), but the most interesting item is a large floor safe mounted on a cart. The safe is locked (10/60) and empty. If the cart is moved, the person(s) moving it will notice that it was sitting on a metal plate. This is a hydraulic lift going down to room #23, and is controlled by pressure studs on the pad itself.

DAY = "A" lighting ("B" available). The shed is empty of personnel at all times.

NIGHT = "A" lighting. Agents in the vicinity of the shed might (10% chance)

see someone (Su Wing) enter the shed and not come out. (Su Wing has used the lift to reach room #23.) Otherwise, the shed is vacant.

NOTES = To spot the metal plate, the safe must be moved. No other procedure is allowed. If the safe is opened and the alarm goes off, the Security Office (see #24) will be notified and will be waiting in #23 for the intruders to enter. The thick metal door to the shed has the world's finest padlock on it (—/50). The lock will withstand gunfire and refuse to open. If hit by a shell larger than .30 caliber, the padlock will be jammed shut. If the one firing is within 5 feet of the lock when the shot goes off, he or she and all those within a 10-foot radius of that person will sustain 0-9 points of damage from fragmentation (roll d10, subtract one). Roll d10 and add 10 for the number of shots the lock can sustain before it will finally fall off.

23. SCREENING ROOM: A hydraulic lift runs from room #22 down to this area. The room is devoid of furniture except for a (one-way, bulletproof) mirror on the east wall. The south door is made of steel and the east door is simple wood (with an iron core for extra protection).

DAY = "B" lighting. No personnel will be found here.

NIGHT = "B" lighting. Depending on what occurs when agents investigate room #22, either Su Wing or the security personnel may be in this location. Otherwise, the room will be empty.

NOTES = All persons who enter this room are screened by the Security Office personnel (see #24). If the visitors have clearance, the south door is unlocked from the Security Office to allow access to the remainder of the basement level. At all other times, the south door is locked (—/100), and the east door locked somewhat less securely (—/60). If any

attempts are made to unlock either door from outside the Security Office, a voice over a loudspeaker will tell the occupant(s) to be patient until security files are checked. If a second attempt is made, a ventilation duct will carry sleeping gas into the chamber. The security personnel in #24 will then transport the incapacitated prisoners to the Detention Block (see #26).

24. SECURITY OFFICE: This room is filled with a small but complete computer system, video monitors, alarm systems, and main overrides for the hydraulic lift systems and the lower level door locks (pneumatic doors only). There are two chairs, one facing the one-way mirror and the other on the monitoring screens. A concealed door (25) leads to a tunnel that connects with the sewers (see #39). (There is another concealed door at the north end of the tunnel with the same rating).

DAY = "C" lighting. Thomas Haskins and Chai Chang man the consoles during the day shift. If a security breach is detected anywhere in the complex, roll d10 to determine who investigates: 1-3, Thomas Haskins; 4-6, Chai Chang; 7-9, Kwan Cheng; 10, Su Wing.

NIGHT = "C" lighting. Gregory Benson and Shu Shing Lee are on duty. If a security breach occurs at night, roll d10 to see who investigates: 1-2, Gregory Benson; 3-4, Shu Shing Lee; 5-6, Morris Everhart; 7-8, Terrance Davis; 9-10, Rodney Dangrey.

NOTES = When a guard or other denizen of the temple investigates a possible security breach, use one of these two methods to determine how long it takes for the guard to arrive: (A) roll d10, with the result equaling the number of minutes until the guard's arrival at the site, or (B) calculate the guard's location and determine the distance and route he

must travel, then move the guard toward the site of the disturbance at the same time players are taking their usual actions and movements.

The computer system in this room will yield a hard-copy list of *Anfu* agents based in the United States, and the agents' organization will pay \$1,000 for it, but only those agents with an AOK of 75+ in Computer Science will be able to work the equipment in this fashion.

25. STORAGE ROOM: This room has five sets of shelves, with each individual shelf holding several crates and boxes. The noise of ceiling fans operating at high speed is immediately apparent, and the odor of gunpowder and gun oil in this room is almost overpowering. Each crate contains two dozen 7.62mm AKM assault rifles. The boxes contain ammunition cannisters, each holding 500 rounds of ammunition for an AKM. Two dollies leaning near the door can be used for transporting the boxes and crates.

DAY = "A" lighting ("C" available). This room is empty at all times.

NIGHT = "A" lighting. The room is empty.

NOTES = The alarmed and locked (15/60) door is made of steel and operated by a pneumatic mechanism which can be controlled from the Security Office (see #24). If it is unlocked without the security controls or broken open, the alarm will bring security personnel to investigate.

Anyone who enters this room has a chance of suffering adverse effects from the fumes that collect in here. Roll d10 for each agent or NPC who enters and multiply that number by the character's Willpower. This represents the maximum time, in seconds, that the character can remain in the room before suffering the ill effects, which act the same as "Irritant" poison (see TOP SECRET rules), but at only 50% normal severity (percentile rolls for losses in Physical Strength and Knowledge are halved before being applied). If a character stays in the room for more than twice as long as his or her limit, treat the effects of the fumes as if a second "dose" had been taken. This cumulative effect can be avoided if a character leaves the room for at least ten minutes between visits.

Anyone lighting a match or other flammable object in here stands a 45% chance of igniting the fumes throughout the room. The effect of this is equivalent to 10 sticks of dynamite going off in an enclosed area.

26. DETENTION BLOCK: This room has a pneumatic steel door and contains several chairs and two steel-frame beds. A mirror mounted on the wall above a sink is actually a one-way plexiglass mirror and has a camera monitor on the other side. The entire room can be viewed from a screen in the Security Of-

fice (#24).

DAY = "C" lighting. The room will have no occupants other than those who might have been captured previously in the adventure by security personnel.

NIGHT = "A" lighting. (There is a dimmer switch in the Security Office.) Occupants, if any, as described in the DAY section above.

NOTES = The hidden camera has an infrared filter. The pneumatic door is locked (15/60) and connected to the Security Office alarm system. Anyone attempting to break in or escape the room will attract one of the two persons on duty in the Security Office at that time (50% chance for each one).

27. QUARTERS: This room contains a bunkbed and a dresser (empty unless the room is occupied). There is a small table with four chairs, and a sink and mirror set-up in one corner.

DAY = "A" lighting ("C" available). There is a 75% chance the room will be occupied by Donald Sims, a truck driver employed by the *Anfu*, if his truck has just delivered a shipment of weapons or is picking up a shipment (see Garage, #40, to determine the presence of the trucks.)

NIGHT = "A" lighting. Donald Sims, if present, will be asleep in the bed.

NOTES = The door is always locked (—/30) when the room is empty, but sometimes (10%) unlocked when the room is occupied.

28. QUARTERS: This room has three sleeping mats, a short-legged table with three throw pillows beside it, and three trunks containing clothing and shoes.

DAY = "A" lighting ("C" available). This room is unoccupied during the day.

NIGHT = "A" lighting (10% chance that "C" lighting will be in use). This is the place where the three riksha porters reside when they stay at the temple. There is a 50% chance that Fu Hsu, Hsien Yang, and Ching Chan will be in the room, and if so, a 30% chance they are all awake when the room is entered; otherwise, all three are asleep.

NOTES = The door is locked (—/30) during the day, but there is a 50% chance it will be unlocked at night, whether or not the porters are present.

29. QUARTERS: This room has a bed, a dresser containing grease-stained, but laundered, clothing and personal grooming equipment, plus a table and two chairs in one corner and a shelf holding repair manuals for diesel and gasoline engines.

DAY = "A" lighting ("C" available, and in use when occupied). There is a 10% chance that Howard Bobbick will be in here looking something up in one of his manuals; otherwise, the room is empty.

NIGHT = "A" lighting. There is a 35% chance that Howard Bobbick is poring

over his manuals at the table; otherwise, he is asleep in the bed.

NOTES = The door is always locked (—/30). Bobbick keeps a 9mm Walther P-38 U.N.C.L.E. under his pillow at night, and has it on his person during the day.

30. QUARTERS: This room has a bed, a dresser containing guard uniforms and normal street clothing, and a small table with two chairs in one corner.

DAY = "A" lighting ("C" available). The room is always vacant during the day.

NIGHT = "A" lighting ("C" when occupant is awake). There is a 95% chance Thomas Haskins is in the room and, if so, a 35% chance he will be awake, reading a magazine; otherwise, he will be asleep.

NOTES = The door is always locked (—/30) and during the night, Haskins has a jury-rigged alarm system (30/30) placed on it.

31. QUARTERS: This room contains a bed, a dresser containing guard uniforms and personal grooming equipment, a nightstand with a lamp ("C" lighting), and a bookshelf with several books on handguns and a complete collection of *Soldier of fortune* magazine, worth \$150 to a collector.

DAY = "A" lighting ("C" available). The room is empty during the day.

NIGHT = "A" lighting ("C" when occupant is awake). There is an 85% chance Chai Chang will be in this room and, if so, a 25% chance he will be awake, reading his books or magazines; otherwise, Chai Chang will be asleep.

NOTES = The door is always locked (—/30) and trapped (30/45). The trap, when it goes off, releases sleeping gas and sounds an alarm which wakes Chai Chang. Anyone caught in this trap will be taken to the Detention Block (see #26). Shih Chang keeps a .22 double-action self load under his pillow at night and in his back pocket during the day.

32. QUARTERS: This room contains a bed; a large metal trunk which is locked (—/15) and contains street clothing, weapon-cleaning equipment, and personal grooming equipment; a portable (cardboard) closet which contains guard uniforms, evening suits, and shoes; and a gun rack which is locked (—/15).

DAY = "A" lighting ("C" available). There is a 75% chance Gregory Benson will be in this room and, if so, a 25% chance he will be awake, cleaning his rifles; otherwise, he will be asleep.

NIGHT = "A" lighting. The room is vacant at night.

NOTES = The rifles (all unloaded) in the gunrack are: a .30 M1 semi-automatic carbine, a .22 Galil semi-automatic rifle, a .303 Lee-Enfield bolt-action rifle, a .45 Thompson submachine gun, a 9mm Uzi submachine gun, and a 7.62mm AKM assault rifle. In the cabinet drawers are 100 rounds of ammunition for each wea-

pon. The door to the room is always double-locked (—/30 and —/45). Anyone with an AOK of 110+ in Military Science will be able to recognize all of the weapons in the gunrack; other less knowledgeable persons might not be able to.

33. QUARTERS: This room's contents include a bed, a locked (—/15) metal trunk in one corner, and a small table with two chairs in another. The trunk holds guard uniforms and street clothing. Scattered on the table are a variety of newspapers and magazines containing articles about the recent upheavals in Chinatown.

DAY = "A" lighting ("C" available). There is an 85% chance Shu Shing Lee will be in his room and, if so, there is a 25% chance he will be poring over these papers and articles; otherwise, he will be asleep.

NIGHT = "A" lighting. The room is vacant at night.

NOTES = Many of the locations named in the articles (the specific nature and details of this information is left to the Admin's discretion) are fronts for *Anfu* activity. Shu Shing Lee is in charge of security for *Anfu* in Chinatown, and he has the responsibility to check on press coverage of *Anfu-related* crimes, or incidents where the organization might be under suspicion of ill deeds. His door is always locked and dead-bolted (—/50) from the inside when he is present; otherwise, it is just locked (—/30).

Shu Shing Lee is a 25-year-old, 3rd-degree black belt in kung fu. He packs a .22 pocket Beretta wherever he goes.

34. VENTILATION CONTROL: This room is three-quarters filled with machinery and consoles. It contains the air cleaning and recycling units necessary to keep the underground complex habitable. It also is the core of a gas-emission system which dispenses gases (such as sleeping gas) into rooms from the ventilation ducts. The main electrical fuse box for the complex is also in this room.

DAY = "A" lighting ("C" available). This room is empty during the day.

NIGHT = "A" lighting. This room is ordinarily empty at night as well.

NOTES = The steel door to this room is always locked (—/60). Anyone entering this room will not be able to hear people approaching outside, due to the high noise level inside the room. To shut down the electrical system requires an agent with an AOK of 45+ in Electrical Engineering — or, a bullet in the fuse box will suffice. Regardless of the method used, the electrical failure will alert one of the on-duty personnel from the Security Office (see #24). He will have a flashlight in hand, though he probably won't have a weapon ready.

35. BATHROOM: This room has four toilet stalls, three basins beneath a large

mirror, a paper-towel dispenser, and a shower in one corner. Floor, walls and ceiling are covered in ceramic tile. There is a closet next to the shower which contains clean towels and a hamper for dirty ones.

DAY = "A" lighting ("C" lighting plus fan when occupied). There is a 5% chance someone is using the bathroom. Roll d10: 1-2, Thomas Haskins; 3-4, Chai Chang; 5-6, Gregory Benson; 7-8, Shu Shing Lee; 9, Howard Bobbick; 10, Su Wing. If the room is occupied, there is a 25% chance the occupant will be in the shower.

NIGHT = "A" lighting. The bathroom will be empty, and no one ever checks it.

NOTES = The door is always unlocked unless the room is being used for a shower; then it is locked (—/15).

36. DINING HALL: This room has five long eating tables with two long benches on either side; four lounge chairs in a semicircle around a television set; two pinball machines; and a dumbwaiter which leads up to the Kitchen (see #6).

DAY = "A" lighting ("C" when occupied). There is a 10% chance that 1-5 persons will be in here. If the room is occupied, roll d10 and divide by two (rounding up) to determine how many persons are present. Then roll d10 as many times as needed to determine who they are (disregarding duplicate results): 1-2, Su Wing; 3-4, Gregory Benson; 5-6, Shu Shing Lee; 7-8, Howard Bobbick; 9, Thomas Haskins; 10, Chai Chang.

NIGHT = "A" lighting. There is a 5% chance that 1-2 persons will be here (roll d10: 1-5 = 1, 6-10 = 2). Roll d10 to determine who is present: 1-2, Thomas Haskins; 3-4, Chai Chang; 5, Fu Hsu; 6, Hsien Yang; 7, Ching Chan; 8, Gregory Benson; 9, Shu Shing Lee, 10, Howard Bobbick.

NOTES = The doors are always unlocked. The Admin should refer to the "Notes" section of #6 for details about the dumbwaiter.

37. DRY GOODS STORAGE: This room is filled with shelves, and each shelf has a variety of dry goods stacked on it.

DAY = "A" lighting ("C" available). The room is vacant.

NIGHT = "A" lighting. The room is not occupied.

NOTES = The door is locked (—/15) at all times.

38. COLD GOODS STORAGE: This room is a walk-in freezer. On the shelves that line the walls are a variety of perishable foods.

DAY = "A" lighting ("B" available). No one is in this area during the day.

NIGHT = "A" lighting. No one will be encountered here at night.

NOTES = The freezer door will swing shut and lock automatically if measures



Next issue:

CHAGMAT

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aren't taken to keep it open. There is no opening mechanism on the inside. The door is made of steel and must be forced open (Difficulty rating of 70). The temperature in the room is a constant 15 degrees Fahrenheit; without proper attire a person could freeze to death very quickly. There is enough air in the refrigerator to last one person for four hours. If more than one person is trapped, divide the four-hour limit by the number of people to yield the time left before death due to oxygen starvation. For every ten minutes a trapped person or persons spends in the freezer, there is a 10% chance that someone will come on the scene to rescue (capture) the trapped individuals. To determine who does the rescuing, roll d10 once on the occupant table given in #36 for the appropriate time of day.

39. SEWERS: This area is part of the city's sewer system. The walls and floor are covered with slime which makes footing treacherous. Above and beyond the danger of slipping, the mains contain about two feet of water (which is enough to drown a prone, unconscious person). At the street intersections outside the four corners of the temple complex are steel ladders which ascend to manholes. (Only the two manhole ladders at the east side of the complex are illustrated on the lower level map.) Following the

same path as the sewer and water mains are plastic-protected electrical and gas mains. All concealed doors in the Sewers have a Concealment rating of 25.

DAY = "B" lighting. There is a 5% chance of encountering Howard Bobbick as he follows the mains to either the Garage (#40) or the long hallway leading to his room (#29).

NIGHT = "B" lighting. No one will be found in the Sewers at night.

NOTES = The chance for a person to slip on the slime-covered flooring of the Sewers is 25% if the person is moving at "running" speed, 10% for "walking" speed, and 1% for "crawling" speed. This chance is rolled every 30 seconds for every person to whom it applies. Whenever a slip occurs, the agent slipping makes a percentile die roll against his Coordination score. If the roll is made, no damage is done. If it is failed, the agent takes "V" damage (as described in the TOP SECRET rules, Combat Table Explanations and Results). Any person knocked unconscious by a fall is in immediate danger of drowning; see TOP SECRET rules, Execution Table, for details on damage sustained if the victim is not saved in time.

Projectile combat inside the sewer system is very dangerous. There is a 10% chance of a stray bullet puncturing a gas main and flooding the area with deadly gas, in which case all persons in the vi-

cinity have two minutes to escape or be overcome by the gas.

40. GARAGE: This garage contains a complete workshop and sets of tools as well as plenty of parking space. In the southernmost area is a hydraulic lift which leads to the Exercise Room (see #15). On the western side of the Garage is a dolly and several metal cannisters (containing the radioactive isotopes).

DAY = "C" lighting. Roll percentile dice to determine what is occurring in the Garage: 01-10, Nothing is occurring, nor is anyone around; 11-45, A van is being unloaded of its cargo (stolen weapons, mostly AKM assault rifles) by Howard Bobbick; 46-75, Two vans are being loaded with stolen weaponry by Howard Bobbick; 76-99, Howard Bobbick is working on repairing a van; 00, The hydraulic lift is moving a van up into the Exercise Room. Howard Bobbick is watching its ascent.

NOTES = All of the vans are standard vans (see TOP SECRET rules, Vehicle Movement Rate Table) and are worth \$5,000 apiece to the organization. Being stored here are the containers with the missing isotopes inside. Since the agents' mission should be only to determine the location of the isotopes, agents should attempt to make their escape immediately after determining that the cannisters contain the isotopes.

NPC EQUIPMENT AND LANGUAGE SKILLS

The chart below lists the equipment or possessions normally carried by non-player characters, plus the languages each non-player character can understand and speak fluently, and some general guidelines on the nature of each NPC's personality.

Equipment designations are:

A = Armament found on character

denoted by a QRC letter, and () if a silencer is attached.

I = Identification is found on person; if marked "+" then the ID is forged.

K = Keys are found on person, if marked "*" then keys are to the person's quarters and work area (if any); if "+" then keys are for all rooms.

V = Valuables found on person, in the form of cash and jewelry.

W = Person has walkie-talkie that allows communication to all others with similar unit.

Languages:

CH = Chinese

KO = Korean

EN = English

RU = Russian

GE = German

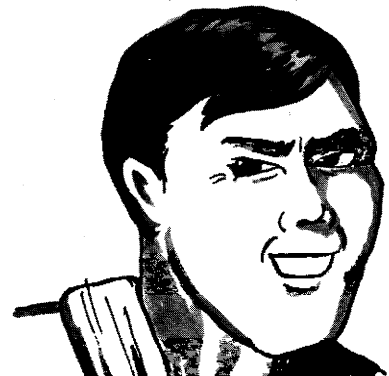
NAME	A	I	K	V	W	CH	EN	GE	KO	RU	Personality Guidelines
Gregory Benson	(e)	*	*	\$11		42	80	-	-	79	erratically abrasive, scrupulous
Sin Bo	j		*	\$43		85	40	-	86	-	cruelly arrogant, truthful
Howard Bobbick	g	*	*	\$86		40	94	42	40	40	well-spoken pessimist, liar
Ching Chan			*	\$40		85	44	40	79	81	perceptive, diplomatic, honorable
Chai Chang	(e)	*		\$98		83	82	-	-	82	trusting, friendly, truthful
Kwan Cheng			+			96	94	-	87	-	precise, diplomatic, honorable
Rodney Dangrey	(j)	*	*	\$24	*	63	79	-	-	-	loquacious, rude, vengeful
Terrance Davis	(f)		*	\$73	*	87	93	40	-	52	perceptive, easygoing, friendly
Morris Everhart	(n)	*	*	\$12	*	-	83	-	-	-	moody, taciturn, deceitful
Howell Glennon	e	*	*	\$93	*	54	77	78	77	77	obsequiously friendly, honest
Thomas Haskins	(k)	*	*	\$67		40	79	-	-	-	barbarically hostile, liar
Sui Ying Ho	b		+			84	69	-	83	-	kindly, modest, honorable
Fu Hsu		*	*	\$15		86	85	-	-	-	carelessly aloof, honest
Ming Lau			*	\$98		94	75	61	-	60	altruistic, diplomatic, scrupulous
Chuck Lee	(e)	*	*	\$56		79	81	-	-	80	violently domineering, deceitful
Shu Shing Lee	t		*			83	62	-	-	-	calculatingly cool, unscrupulous
Chou Leung	l	*		\$32		95	40	74	85	40	mischievous, aloof, honest
Walter Moy			*	\$32		58	84	46	-	-	studious, solitary, truthful
Mar Runck	c	+	*	\$42		86	40	-	93	94	cruel, taciturn, liar
Donald Sims			*	\$92		66	94	40	-	-	pessimistically abrasive, deceitful
Su Wing			†			98	72	54	43	61	obsessive, courteous, deceitful
Hsien Yang			*	40		89	80	-	-	42	obsequious, retiring, honest



SU WING



KWAN CHENG



MING LAU



WALTER MOY



MAR RUNCK



CHOU LEUNG

NPC MASTER TRAITS

The chart below lists the personal characteristics of each non-player character who may be encountered by agents inside the temple, plus particular information or knowledge each character possesses, denoted by an asterisk or a number in the appropriate column.

All people are males except for Sui Ying Ho. Names printed in *italic* type are non-combatants; they will not fight, but will defend themselves if they cannot flee.

Abbreviations for characteristics are as follows: PS = Physical Strength; CH = Charm; WL = Willpower; CO = Courage; KN = Knowledge; CD = Coordination; OF = Offense; DC = Deception;

EV = Evasion; HH = Hand-to-Hand Value; WR = Wrestling Value; SV = Surprise Value; LL = Life Level.

Information or knowledge possessed by a non-player character is coded by letters, as follows:

D = Dangerous turkeyfish in the pond (see #21).

E = Existence of a lower level is known (see #23-40).

K = Hydraulic lift is hidden under exercise mats (see #15).

R = Radioactive isotope containers are in garage (see #40).

L = Hydraulic lift is hidden in storage shed (see #22).

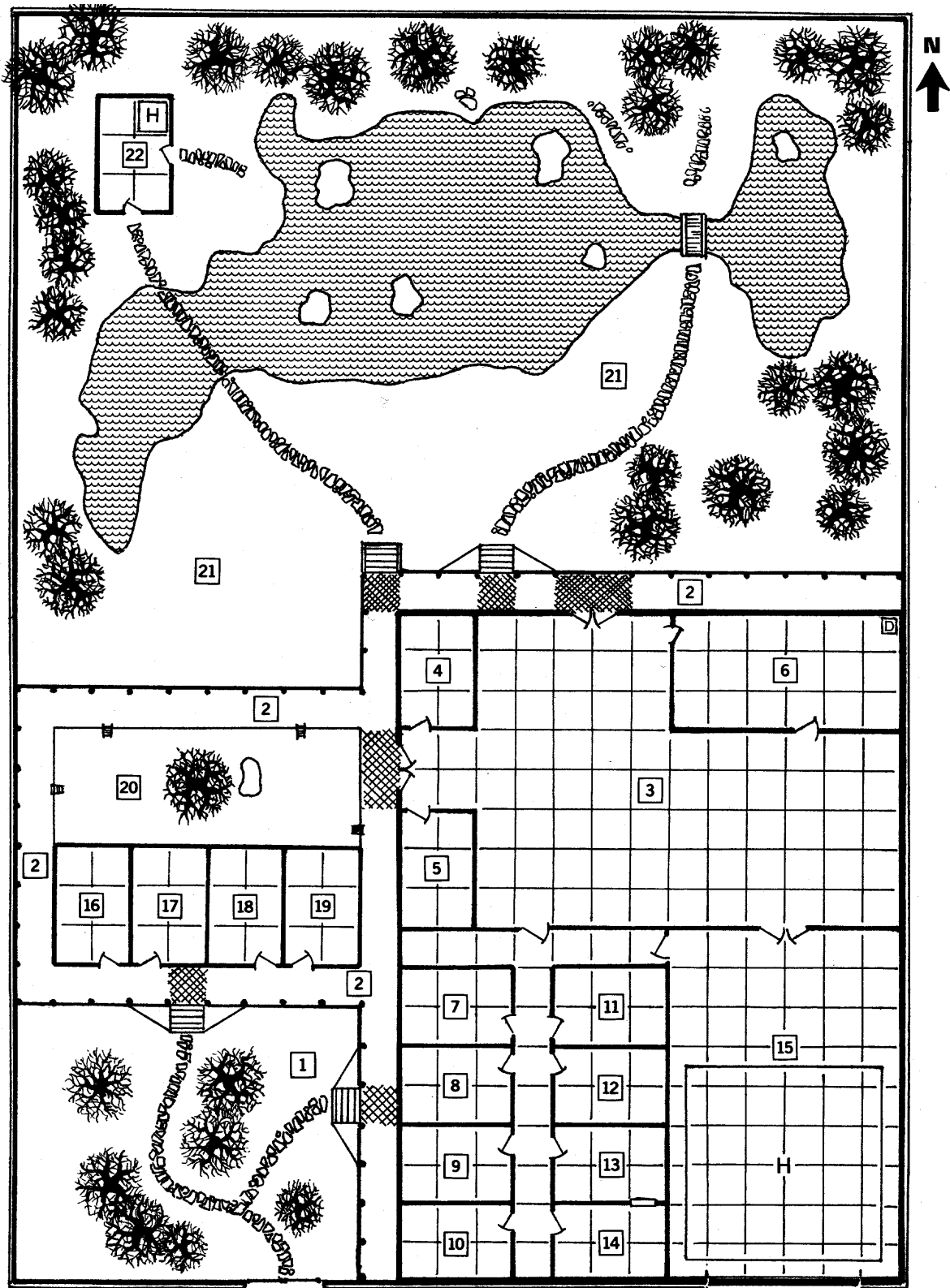
S = Location of sewer entrance areas known (see #39).

B = Black belt in kung fu; number is level of achievement.

NAME	PS	CH	WL	CO	KN	CD	OF	DC	EV	HH	WR	SV	LL	D	E	K	R	L	S	B
Gregory Benson	90	86	38	65	58	49	57	76	68	158	147	144	13		*	*	*	*	*	*
Sin Bo	39	55	89	67	67	106	87	61	81	120	126	142	13							1
Howard Bobbick	68	20	28	96	100	66	81	58	43	111	149	101	10		*	*	*	*	*	*
<i>Ching Chan</i>	61	26	85	80	00	85	83	53	56	117	144	109	15	*				*	*	
Chai Chang	86	59	41	18	63	104	61	39	82	168	147	121	13		*	*	*	*	*	*
Kwan Cheng	70	101	120	103	127	102	103	102	102	172	173	204	19	*	*			*	*	7
Rodney Dangrey	70	13	82	77	41	89	83	45	51	121	153	96	15	*	*			*	*	
Terrance Davis	95	29	37	62	83	34	48	46	32	127	143	78	13	*	*			*	*	
Morris Everhart	107	14	108	25	19	64	45	20	39	146	152	59	22	*	*			*	*	
Howell Glennon	81	90	35	50	108	82	66	70	86	167	147	156	12		*	*	*	*	*	4
Thomas Haskins	83	99	95	43	49	50	47	71	75	158	130	146	18		*	*	*	*	*	
<i>Sui Ying Ho</i>	10	95	75	43	63	59	51	69	77	87	61	146	09	*	*	*	*	*	*	
<i>Fu Hsu</i>	72	09	45	05	34	23	14	07	16	88	86	23	12		*	*	*	*	*	
Ming Lau	109	93	96	86	96	109	98	90	101	210	207	191	21	*	*	*	*	*	*	4
Chuck Lee	105	61	95	48	73	63	56	55	62	167	161	117	20		*	*	*	*	*	3
Shu Shing Lee	84	30	54	43	23	83	63	37	57	141	147	94	14		*	*	*	*	*	
Chou Leung	113	84	59	83	114	84	84	84	84	197	197	168	17	*	*	*	*	*	*	1
Walter Moy	81	90	74	80	78	110	95	85	100	181	176	185	16	*	*	*	*	*	*	1
Mar Runck	110	36	91	103	71	108	106	70	72	182	216	142	20	*	*	*	*	*	*	3
Donald Sims	95	21	50	93	55	95	94	57	58	153	189	115	15		*	*	*	*	*	
Su Wing	129	90	127	111	124	100	106	101	95	224	235	196	26	*	*	*	*	*	*	9
<i>Hsien Yang</i>	59	56	30	74	54	69	72	65	63	122	131	128	09							

The temple, ground level

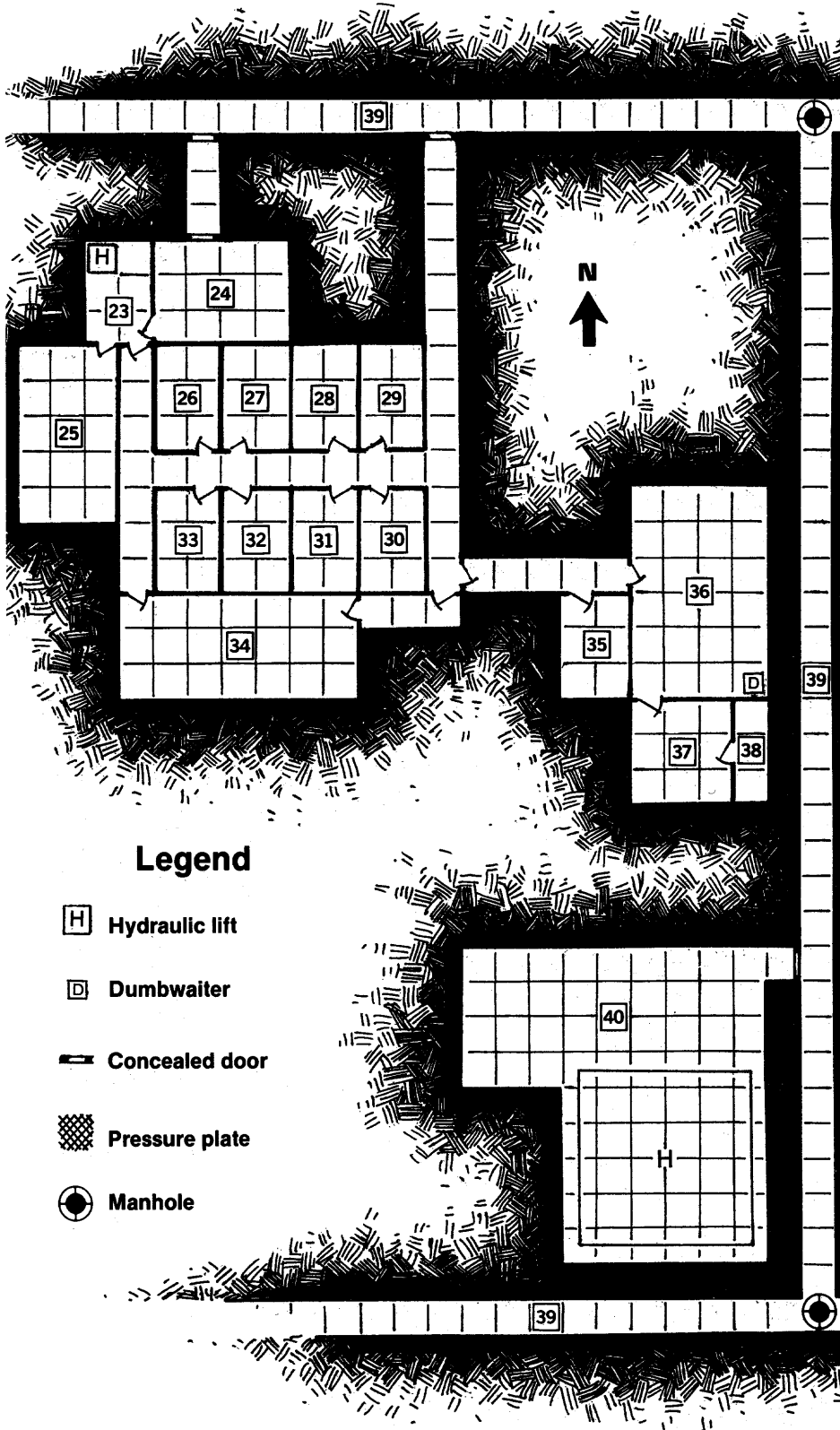
Scale: 1 inch = 50 feet, 1 square = 10 feet








SPECIAL RULES

Lower level

Scale: 1 inch = 40 feet, 1 square = 10 feet



Legend

-  Hydraulic lift
-  Dumbwaiter
-  Concealed door
-  Pressure plate
-  Manhole

This adventure contains a few rule elaborations or alterations the Administrator should be aware of. Some of these changes are optional; using them will slow the game down, but not using them will make the action less realistic.

1. MARTIAL ARTS: In martial arts terminology there are several levels of achievement, called "belts." The ranks below expert level are each denoted by a belt of a different color, beginning with white and ending with black. Expert levels are all designated by black belts and a measure of degree, 1st through 10th. The TOP SECRET rule system assumes that agents who have received training in martial arts are at about the fourth level, or "red belt." In this text, the term "expert" refers only to those with black belts.

The 10th-degree black belt is next to impossible to attain (an agent will never attain this level of mastery); beyond the 5th-degree black belt, there is essentially little difference between one expert level and another.

The following guidelines form a simplified system for playing out the complex art of martial arts fighting.

(A) All Martial Arts Combat Tables in the TOP SECRET rules are in effect except where altered below.

(B) Experts in martial arts, when attacking or being attacked by opponents not trained in the martial arts, receive the following bonuses:

They receive their black belt degree number as a damage modifier, either as an addition to damage caused or a subtraction from damage received.

An expert who is a 5th-degree black belt or higher is entitled to up to 3 Defenses and up to 4 Attacks, with 4 Actions total allowed each turn.

Aside from all else that takes place in a turn of HTH combat, the expert martial artist has a 3% chance, per degree of black belt ability, of rendering an opponent unconscious by the pinching of a nerve or pressure point. (For length of unconsciousness, see TOP SECRET rules, Unconsciousness Chart.)

(C) Experts in martial arts, when attacking or defending against opponents also trained in the martial arts, receive the following bonuses:

They receive their black belt degree number as a damage modifier, an addition to or subtraction from damage as appropriate. If the opponent is also an expert, then each fighter's damage modifiers apply. It is possible to take damage when attacking.

When combating an opponent who is a 4th-degree black belt or lower, an expert who is a 5th-degree black belt or higher is entitled to take up to 3

Defenses and up to 4 Attacks, with 4 Actions total allowed each turn. If both combatants are 5th-degree or higher, this benefit does not apply to either one.

The ability to render a foe unconscious by pinching a nerve or pressure point is negated when an expert fights someone (such as a player-agent) who has even the slightest amount of training in martial arts.

(D) An expert in martial arts, when facing an opponent armed with a firearm, is at a slight advantage compared to a non-expert. The expert has a base 5% chance of avoiding a projectile fired at him or her. This is modified by 3% per degree of black belt attained above the first. For this roll to succeed, the expert cannot attempt any action during the turn in question except for dodging the projectile(s) fired by one opponent. If the dodging roll succeeds, treat the shot as a miss. If the roll fails but falls within 25% of the number needed, damage sustained from the projectile is reduced as under (B) above, depending on the degree of black belt ability the expert possesses. However, at least one point of damage is always taken. If the roll fails by more than 25%, the shot hits and no damage may be negated due to black-belt expertise.

2. ALARMS AND LOCKS: All doors are equipped with locks which are in plain sight (concealed doors are exceptions); thus, describing locks as "(concealment rating/lock rating)" is not necessary. Likewise, alarms are easily circumvented once they are found; thus, they only need a "concealment rating." Thus, most lock-and-alarms systems in the temple are described together, as "(alarm concealment rating/lock rating)." The key to a door, if it is used, will deactivate any locks and alarms (except for special alarms which are so designated in the text) on the door it is used on.

The time spent deactivating locks or alarms is equal to the "concealment rating" for alarms and the "lock rating" for

locks, stated in seconds.

3. CONCEALMENT: All concealed objects have a "concealment rating" from 01 to 50. This number represents the percentage of a searcher's Knowledge score that must be rolled (less than or equal to) on percentile dice to discover the object.

There is always a 5% chance (01-05 on percentile dice) of discovering a concealed object when not searching. If a try based on Knowledge is not successful, allow a second roll to see if the 5% chance pays off. Likewise, there is always a 5% chance (96-00 on percentile dice) of failing to see the concealed object, even after a successful search roll based on Knowledge. If that roll indicates the finding of a concealed object, roll again; a result from 96-00 indicates that the searcher did not find the object after all.

In all attempts to find concealed objects, only persons who state they are actively searching should be allowed any rolls for success or failure of that search.

4. HYDRAULIC LIFTS: The temple has two hydraulic lifts that function as elevators. The mechanisms which operate the lifts are separate from each other, each located at the base of the respective hydraulic lift.

Lifts will, when in the "extended" or "up" position, have a dead-bolt safety lock engaged. This will remain engaged, preventing the lift from descending due to an excessive load, until the release catch is thrown (a lever is located on the upper portion of the lift) or the dead-bolt mechanism is moved manually from below, which can be a risky activity.

It takes two minutes for either lift to ascend from the lower level into an "up" position where the dead-bolt safety is engaged, but the trip down only takes 30 seconds after the dead-bolt is retracted.

Anyone with an AOK of 75+ in Hydraulic Engineering will be able to dismantle the lift and render it inoperative. It requires an AOK of 100+ in Hydraulic En-

gineering to repair sabotaged equipment.

5. INTERCOM/PHONE SYSTEM: The intercom/telephone system is a self-contained unit. In each room a normal looking push-button telephone is located on the wall near the door. It acts as a normal telephone, but is also a means of communication to all rooms in the temple area, except those rooms and areas usually unoccupied. The intercom system works in this fashion:

On the phone's key pad, push the "#" button followed by the buttons representing the letters "C-O-M-I-N-F-O" (The number is 266-4636.). The telephone will ring twice and be answered by the security computer with the following message in English: "*What person do you wish to converse with?*" It waits for the caller to say the name (which must be in the same form as the names are given in the NPC descriptions). If the person exists in its files, it will respond. The truck driver, Donald Sims, and the three riksha porters, Fu Hsu, Ching Chan, and Hsien Yang, are not in the computer's directory and will not yield a positive response.

If the name is valid, the computer will respond with, "*I will connect you.*" The phone will ring at the desired person's usual location (or another site, if the computer has been instructed to reroute someone's incoming calls), and the conversation can proceed.

If the person named does not exist in its directory, the computer will send an alarm to the Security Office (see #24) and respond to the caller, "*I am sorry, but no one by that name exists in my directory. Are you sure that is the proper name?*" The computer will continue to repeat this question, or a very similar one, and will pause for several seconds between messages, buying time for guards to arrive at the caller's location.

It will take no more than 2 minutes for a guard to respond to a false phone call. The person dispatched to the site of the call will be one of the two console operators on duty in the Security Office at the time (50% chance for each).

CAMPAIGN RULES

If agents escape with the information they want, they only need to leave the area of the temple map (over the wall, through the gate, or through a manhole) in order to reach safety. However, if anyone is left alive inside the temple, the *Anfu* will seek revenge in the agent's future, through "Complications." If this adventure is used as a segment of a campaign game, the following guidelines should be used:

A. The TOP SECRET rules concerning "Complications" will be in use unless modified by the following.

B. In place of the complication tables

given in the rules, use these tables:

CHANCE OF REVENGE

40 or less: No revenge extracted; recheck after one month.

41-75: Agent's possessions (those not on person) are stolen.

76-80: One member of agent's immediate family is executed.

81-85: Agent captured by *Anfu*, which will attempt to execute the captive.

86-89: Agent is victim of attempted assassination, survives it if 50% of Willpower is equalled or not exceeded on percentile dice.

90: Automatic death of agent, no escape possible.

CHANCE OF INTERCEPTION

40 or less: No interception occurs.

41-75: Agent is captured; roll on "Capture By the Enemy" table in TOP SECRET rules.

76-89: Agent is shot; roll for damage. (No further pursuit.)

90: Agent is killed by pursuers, no escape possible.

If no complications occur, the agent in question gets away without a hitch and is free to continue functioning normally.

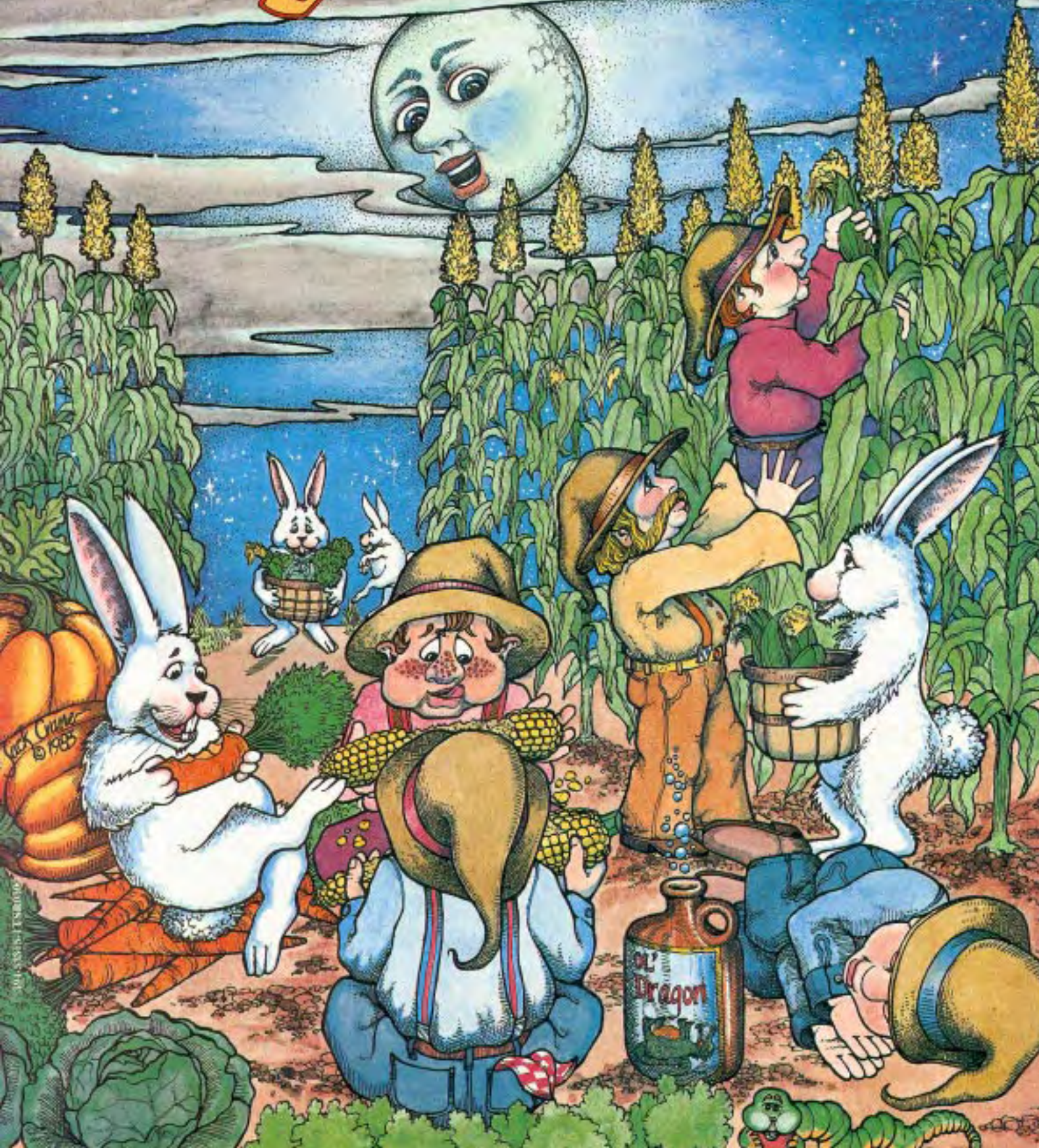
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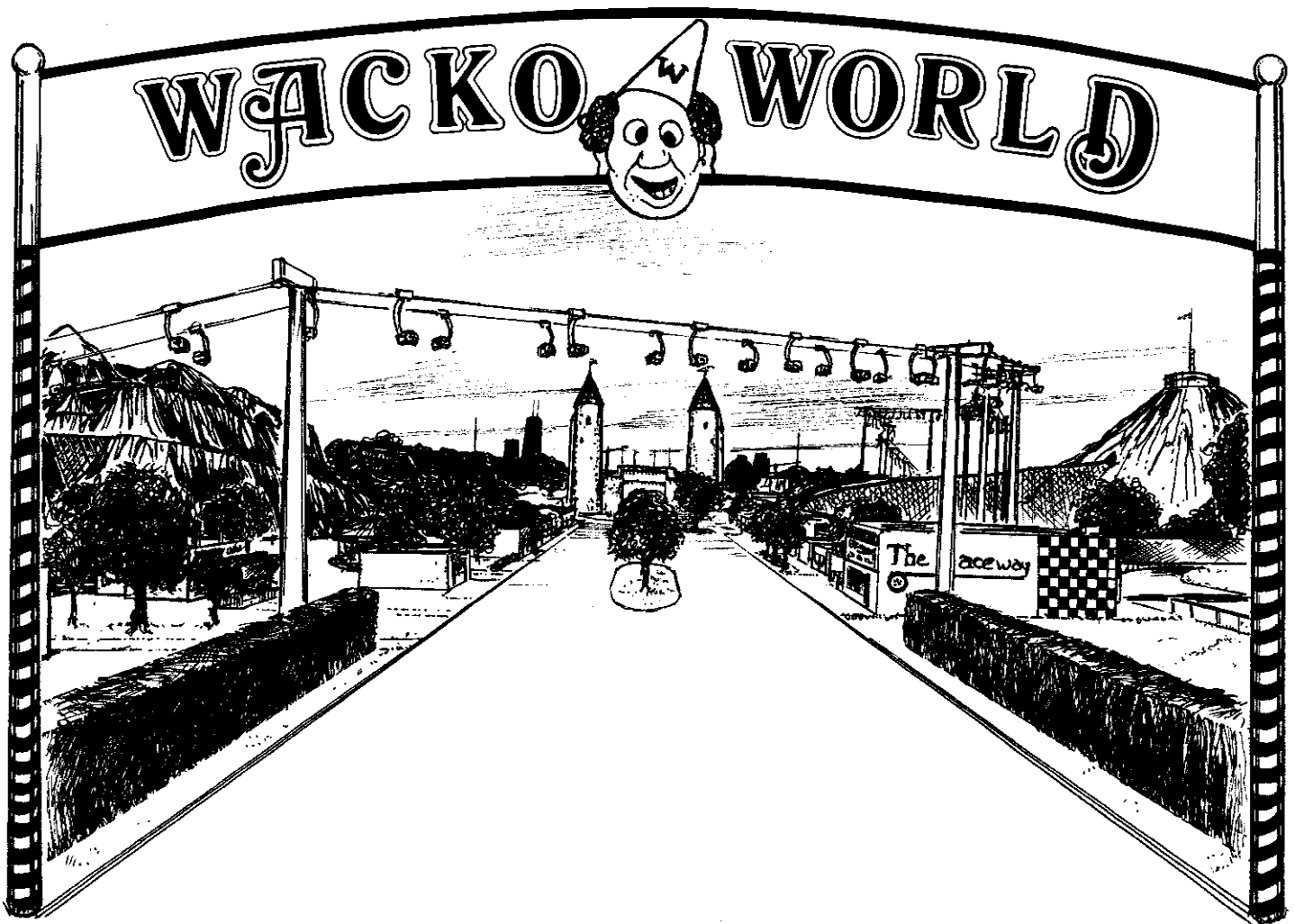
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TO: Investigation agents
FROM: Agency headquarters
RE: Hydra

For some time, this agency has been aware that a new criminal organization has been formed in Florida. This group, which calls itself Hydra (no relation to the CIA computer system of the same name), does not appear to have any political aspirations at the present time, and is primarily geared toward the extortion, sabotage, and protection rackets.

Recently, several owners of amusement parks in the state have contacted state and federal law enforcement agencies, asking for assistance. All had received threats from Hydra, stating that if the owners did not pay large amounts of cash to Hydra, their park facilities would be bombed at a time that would cause considerable loss of life as well as destruction of property. Because of the apparent far-reaching scope of this extortion setup, this agency has been asked to assist in preliminary investigations of all the parks that are involved.

You are one of the teams being sent to scout the amusement parks that have received extortion notices. The location of your assignment is a park called Wacko World, near the city of Orlando. As with all of the parks involved, it is possible that Wacko World is actually a front for Hydra's operations, but we have no conclusive evidence to support that suspicion.

Your mission is to uncover such evidence, if it exists, or to determine beyond a reasonable doubt that Wacko World is not directly involved with the extortionists. You will enter the park, posing as ordinary tourists, and perform whatever observation and surveillance you can undertake without revealing your actual identities. Do not instigate any direct confrontation with Hydra personnel, unless that cannot be avoided. This must be a "clean" mission in every way, to be accomplished without injuring anyone and without damaging or destroying any property. You have one day to collect whatever information you can before reporting back to headquarters. You will be issued special surveillance equipment and simple firearms, to be used only if your lives are in immediate danger. Good luck.

First place winner
Module Design Contest
Category T-3

Designed by
Al Taylor

A TOP SECRET® mission for 4-8 players

WACKO WORLD

This information for the Administrator's eyes only!

INTRODUCTION

WACKO WORLD is an adventure designed for a group of 4-8 TOP SECRET® agents, most or all of whom are working in the Investigation Bureau. The Administrator should read through the scenario carefully before beginning play, and should be thoroughly familiar with the physical layout of the park and the characteristics of the non-player characters who populate the scene of the action.

Two new traits for agents, Observation and Perception, are used in the administration of this mission. These skills were originally described in Module TS004: *Fastpass*, and are outlined below. Agents will need to make use of these skills in the adventure, and should be briefed on what the skills are and how they are employed.

Observation = (Willpower + Knowledge)/2

This trait reflects an agent's ability to notice and remember events and details. An agent with a high Observation score has sharp senses and an acute memory, pays close attention to the details of his surroundings, and has an "internal clock" that allows him to keep track of the passage of time.

An agent with an Observation score of more than 100 has a photographic memory and a sense of direction that functions even indoors or in darkness. Such agents seldom get lost, and can easily retrace their paths through complicated routes and passageways. All of an agent's physical senses are used in Observation, and the hampering of any of those senses may lower the agent's effective Observation score until the deficiency is corrected. An agent's Observation score cannot be increased by the use of a telescope, magnification device, or amplifier.

A player must inform the Admin each time an attempt is made to use the agent's Observation trait.

Perception = (Courage + Observation)/2

This trait is used to detect booby traps, hazards, camouflaged or concealed items, forgeries, counterfeits, and coded messages. It is also used to spot pursuing agents, disguised persons, the carrying of concealed weapons, lying, and cheating at games of chance. An agent with a high Perception score has a special sense for knowing when something is not right, or when a situation is dangerous.

If an agent is attempting to conceal or smuggle a weapon or other item on his person, the smuggler's Deception score is adjusted for the Deception modifier of the item before being compared to the Perception score of the observer. For example: If an agent with a Deception score of 45 attempts to conceal a .45 caliber U.S. Government revolver (Deception modifier 8) from a guard with a Perception score of 69, the percentage chance of discovery is $69 - (45 - 8) = 32\%$.

A player must inform the Admin each time an attempt is made to use the agent's Perception trait.

MISSION PREPARATION

Each agent on this mission will be provided with a special phone tap that transmits all conversations it picks up on a scrambled frequency to a tape recording system built into the car the agents will drive to the park. The tape recording system is activated by remote control and need not be manually operated by someone in the car, although a manual override is available and can be used if desired or necessary. The tap will also broadcast a signal to a special set of earphones which can be made to look like a headphone radio, hearing aid, or other everyday device. Each agent's tap broadcasts on a different frequency from all the other taps; the broadcasting range is one-half mile. These taps should be planted as promptly as possible once agents arrive

at the park. They may be disconnected and taken away at the end of the mission, but this is not necessary.

Agents will have access to other types of equipment, which can be supplied to them as desired by the Admin, or at the request of an agent. These items include the usual lock-picking kits, miniature tape recorders and microphones, cameras (which do not have to be concealed in a place like Wacko World, where many people carry them), and related investigative materials.

Each member of the mission team will be issued a small pistol with appropriate ammunition, and under no circumstances will they be allowed to take explosives, grenades, or automatic weapons into the park. Bulletproof vests are also not recommended, since they can be easily detected under clothing, especially the light attire that tourists would be wearing in the Florida climate. Personal communication devices (walkie-talkies, etc.) may be taken along at the agents' discretion. The Admin should remember, and should remind agents if necessary, that this is "only" an investigative mission, not a shoot-'em-up confrontation. Agents should be discreet, low-key, and unencumbered with heavy gear or bulky clothing.

The group will be given the use of an agency car containing the tape recording equipment described above. (If more than 5 agents embark on this mission, a second vehicle will be provided to avoid crowding everyone into a single car, but this second vehicle will not be specially equipped.)

The success or failure of this mission will depend in large part on how well the agents employ their skills of Observation and Perception. The Admin should take special care to explain those skills to agents before they begin, so that they fully understand them and are willing to use them.

ADMINISTRATOR'S NOTES

Of course, things at Wacko World are much more complicated than they might seem at first. In fact, the park is used as the main base of operations for Hydra, and some (but not all) of the park employees are members of that organization. The park manager, Alex Katakis, is the leader of Hydra; Donald Duckworth (also a Hydra employee), who holds the title of assistant manager, actually takes care of the day-to-day operation of the park. Wacko World is a publicly held corporation with a board of directors and stockholders, and Hydra isn't actually involved in the ownership of the park; however, the organization has infiltrated the park's operation, using it as a cover and as a source of revenue (skimming off some profits here and there).

Early in the morning on the day of their mission — before they arrive at the park, but after they've received all their equipment — agents will learn (from a news broadcast or some such source) that Wacko World will be visited by a foreign dignitary on that day. The celebrity is Lady Elenore Mayhall of England, who is in the United States on a special diplomatic mission (see below). Her intention to visit the park was not announced in the media until after the agents received their briefing on their mission. Lady Mayhall will be highly visible during the time she is at the park, because she has an entourage of aides and media representatives around her, and because she presents a striking image all by herself. She is an exceptionally attractive woman who dresses impeccably and stands out in a crowd — especially a crowd of informally attired tourists. While at the park, she will be continually accompanied by two women and a man (her personal aides), and will be trailed by a cameraman and a reporter from a local television station.

Also present at the park on this day, unannounced and unobserved by media, is Lt. Mohammed Abdul Ahmed, the young son of a Saudi Arabian oil magnate. Lt. Ahmed is on leave from Patrick Air Force Base in Florida, where he is taking jet pilot

training through the U.S. Air Force as a foreign national. He is in uniform, and is visiting the park simply to enjoy himself. An agent will recognize him on a successful Perception roll. (The lieutenant is included in this adventure only as a distraction for agents; he is in no way involved with Hydra, and knows nothing of the existence of such a group.)

Also at the park on the day of the agents' mission, unbeknownst to Hydra, the agents, or anyone else, is a plain-looking young woman named Mary Nolan. She is in her mid-30's, short and slight, with close-cropped brown hair. She is wearing jeans and a simple tank top, and when she enters the park she will be carrying a large shoulder bag.

Mary Nolan is an international terrorist. Her purpose for being at Wacko World is to kill Lady Mayhall in a spectacular manner that will draw attention to the cause of her group. Lady Mayhall came to the United States to campaign against certain "charity" organizations that use the funds they gather to purchase weapons and equipments for terrorist groups operating out of West Germany. Mary Nolan belongs to the British branch of one of these groups. She has been trailing Lady Mayhall and her party for the last few days, waiting for an opportune moment to make her presence felt — and today is the day.

Mary Nolan is well known to most intelligence agencies as "The Bombing Lady," and is universally regarded as fanatical and dangerous. Any agent with a Perception score of 60 or higher who takes notice of her will see that she seems somewhat paranoid in appearance and behavior, and is very protective of her shoulder bag, careful to not let anyone brush against it. Any agent who makes a successful Perception roll after noticing her will immediately recognize her, if she has not yet disguised herself. To determine what happens if she is disguised, see the following section on "Disguises."

Within two hours after the agents arrive at the park (see the "Timetable" section), operatives of Hydra will discover Mary Nolan's presence and will attempt to capture or kill her. Hydra

can easily guess at her reason for being in the park, and the group does not want face the federal investigation that would certainly follow if she gets a chance to blow up someone or something. Mary Nolan, being naturally paranoid and irrational, will do everything possible to avoid capture and accomplish her mission — up to and including suicide, as long as she can take Lady Mayhall with her when she goes.

DISGUISES

At Wacko World, there is a small stand called the Makeup and Magic Shop which, for a fee, will make facial disguises to order for customers. Although most of the disguises available are amusing and designed to attract attention (clown faces, for instance), customers can also request to be disguised in a more inconspicuous fashion, so that they don't look unusual but do look different from their normal appearance. This is the sort of disguise that Mary Nolan will request and receive when she enters the Makeup and Magic Shop during her stay at the park.

For agents involved in this mission, the chance of discovering and penetrating another person's disguise is determined by this procedure: Subtract the disguised character's Deception value from the observer's Perception value. The result is the percentage chance that the observer will "see through" the disguise. A result indicating success means that the observer will know that a disguise is being used, will be able to tell what the person's normal appearance is like, and will be able to know the identity of that person if that appearance is familiar to the observer.

TIMETABLE

This section lists the major events that occur at Wacko World on the day the agents come to the park. The Administrator should keep a careful account of the passage of time while agents are in the park, and should combine this information with movement rates and other factors to constantly keep track of the locations of agents and other important characters.



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If an agent is in the vicinity of a certain event when it is scheduled to occur, he will notice the occurrence if he attempts and makes a successful Perception roll. Exceptions to this would include detecting certain telephone calls, which only a properly placed phone tap will reveal.


- 8:00 Wacko World opens gates to public.
- 8:45 Player character agents arrive at park in car(s).
- 9:35 Lady Mayhall and company arrive at park in motorcade.
- 9:45 Lady Mayhall & co. go to Huck & Tom's World.
- 10:05 Mary Nolan and Lt. Ahmed arrive on bus at front gate of park.
- 10:10 Lt. Ahmed goes to Rocky Mountain Railroad; Mary Nolan goes on a slow stroll northward along central boulevard, looking for Lady Mayhall's group.
- 10:40 Lady Mayhall & co., on impulse, go to Skylift at southern end of park and ride to northern end.
- 10:42 Mary Nolan reaches entrance to Future Train ride and sits down on bench, watching crowd. Lt. Ahmed leaves Rocky Mountain Railroad and goes to Florida Fried Frog, where he encounters and speaks to a friend.
- 10:44 Lady Mayhall & co. disembark from Skylift at northern end of park, then look over their map of the park briefly before going to the Haunted House.
- 10:45 Hydra employee from Shooting Range, on break, recognizes Mary Nolan (still at Future Train area) and walks back to his booth to telephone his superior. Mary Nolan, correctly sensing that someone has been staring at her, quietly gets up and moves off southward.
- 10:50 Mary Nolan enters Makeup and Magic Shop, gets counter assistant to change her looks. Lady Mayhall & co. enter Haunted House.
- 10:57 Special telephone alert goes out to Hydra operatives around park to hunt for Mary Nolan; her location is unknown but a description (of her undisguised

appearance) is provided. Orders are to apprehend her and take her to the security post at King George's Castle. Situation described as "urgent."

- 11:05 Lady May hall & co. leave Haunted House, head south.
- 11:10 Lady Mayhall & co. enter King George's Castle; Lt. Ahmed walks off to Star Mountain and stands in line.
- 11:15 Mary Nolan, wearing heavy makeup and a cheap wig (from the Makeup and Magic Shop) and a different blouse (from her shoulder bag), leaves the Makeup Shop and heads north.
- 11:25 Mary Nolan reaches southern end of circular walkway around King George's Castle and sits on bench to wait. Lt. Ahmed enters Star Mountain ride, where he will be for the next five minutes.
- 11:40 Lady Mayhall & co. leave King George's Castle and are spotted by Mary Nolan, who gets up and follows the group at a distance of 50-75 feet, pretending to be looking at scenery.
- 11:53 Lady Mayhall & co. arrive at Rocky Mountain Railroad and get in line waiting to board; Mary Nolan stands a few feet behind group, clutching her shoulder bag.
- 12:02 Having seen all he wants to see, Lt. Ahmed walks south and leaves the park for the day.
- 12:14 Unless agents have acted prior to this time to prevent it, Mary Nolan will enter one of the railroad cars just after Lady Mayhall's group boards another car in the same train. She will drop her shoulder bag and push it under the seat, then pretend to be ill and attempt to leave the train quickly. Since their attention will be focused on Lady Mayhall's group, non-agents (including Hydra operatives) will not see this as anything unusual. Agents with a Perception value of 60 or more who are in the vicinity at this time will sense that "something is wrong" when Mary Nolan flees; any agents with a Perception score of 80 or more who are within 30 feet of

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the railroad car she boarded will immediately focus their attention on Mary Nolan and the direction she is running from. Unless some action is taken to prevent it, a large bomb in her shoulder bag will detonate shortly after this point in time; see the following section on Mary Nolan in "Major Characters" for more details. For information on what happens if the bomb goes off, see the "Aftermath" section.

MAJOR CHARACTERS

Alex Katakis, who serves as the park manager of Wacko World, is the leader of Hydra. He chose the name "Hydra" because the leaders of his organization have trained their underlings to take over for them in case they are incapacitated. In effect, when one "head" of the organism is cut off, another will grow up in its place. (For more information on Alex Katakis, see the description of area 22.)

Hydra was formed in 1981 by several dissatisfied members of an organized crime syndicate in Miami. They envisioned an opportunity to make big money by "going legit" through the operation of an amusement park, Wacko World, which was having serious financial problems at the time. The syndicate members managed to bail the park out of its money troubles, have a number of their own people installed as park directors and employees, and in time severed all connections with their parent syndicate.

For a criminal organization, Hydra is not very large. Though it uses terrorist-like methods, it is not political and is motivated entirely by the promise of financial gain. Hydra does not have access to "fancy" technology beyond what is currently and commonly available, but it will try to use its limited resources to the fullest.

Donald Duckworth, the assistant manager of Wacko World, is the highest-ranking Hydra official who actually knows something about how to run an amusement park. As such, he makes

most of the straightforward operational decisions. He was coerced into joining the organization because of his professional experience in park management, and has remained silent and subservient to Hydra out of fear for the safety of himself and his loved ones if he betrays or attempts to subvert the intentions of the criminal organization. If he becomes aware that agents are on the premises, and if he is confident that he can reveal himself to those agents without recriminations, he will agree to do whatever is in his power to get the agents the information they seek. (For more information on Donald Duckworth, see the description of area 23.)

Lady Elenore Mayhall is a pleasant, calm individual who doesn't panic easily. She has set out on a deliberate crusade against terrorist activities, particularly those involving British nationals or those that have intentions of affecting British territory or property. Although she has the full support of her government and the majority of American and European citizens, many observers feel that her outspoken nature and her forceful attitudes will eventually get her into trouble. In fact, she has received numerous death threats, but she has ignored them.

Mary Nolan is a member of the Red Dawn, a terrorist splinter group based in Liverpool, England. The group has accomplished little in its brief lifetime, but has now decided to try to thrust itself into the world spotlight by assassinating a public figure. Mary Nolan volunteered for the mission, and flew to the United States three days ago to pick up the trail of Lady Mayhall. During those three days, she has tried twice to get close enough to Lady Mayhall to plant and detonate the one-pound plastique bomb in her shoulder bag, but has been frustrated for one reason or another.

The bomb has a 30-second timer attached to it, and contains an amount of explosive sufficient to destroy all non-concrete or non-armored materials within a 20-foot radius, while causing great damage to objects out to a 60-foot radius or more. Any person within 10 feet of the blast center will be killed immediately

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unless that person makes a saving roll of 00 on percentile dice, indicating that the person somehow survived but now has an effective Life Level of 1. Those within 11-20 feet of the blast will take 10 + 1-10 points of damage, and those within the 21-30 foot range will take 1-10 points of damage each. Persons within the 31-60 foot range will each take 1 point of damage from flying splinters.

The only weaponry Mary Nolan carries besides the bomb is a .22 caliber self-load Beretta concealed in her boot. She will use this firearm in a life-or-death situation, or if it will help her escape or avoid pursuit. If she is approached by a Hydra operative or an agent, she will attempt to flee into a crowd of people, putting innocent bystanders into the line of fire. If cornered, she will draw her pistol and open fire, possibly using bystanders as hostages or shields. She cares little for anyone's life other than her own, but will also be willing to give her own life for "the cause," especially if the alternative is capture. Her first priority will be to escape, by any route and using any means at her disposal. If she hasn't had a chance to plant her bomb before being discovered, she would not mind using the bomb to help cover her escape and possibly kill her pursuers, although she would have to start the timer and then delay dropping the bomb until the last possible instant, while still giving herself time to run clear of the blast area.

AFTERMATH

If Mary Nolan fails to get her bomb planted, the Administrator can use the details given above to guide him in completing the scenario. But, if she succeeds . . .

The bomb explosion will immediately panic the crowd at the park, and most of the people within 150 feet of the blast will head for an exit as fast as they can. Mary Nolan will do all she can to escape in the confusion, pushing people aside if necessary in her haste to get to and through the front gate. (She will not be distinguishable by virtue of this, however, since at least dozens of other people will be pushing and shoving just as vigorously.) Any agent with a Perception score of 80 or more who is within 20 feet of her at any time during her attempted escape will sense something unusual about her hasty departure from the park, and may try to follow and/or apprehend her.

The explosion will destroy the Rocky Mountain Railroad shortly after it leaves its starting point, killing everyone aboard the train (a total of 42 people) *except* Lady Mayhall, who will be seriously injured and will require immediate treatment and hospitalization. This incident will only serve to further fire her desire to eradicate terrorism, perhaps leading to future adventures involving her and the player-character agents.

Some park employees — but only if they are not Hydra operatives — will rush to the scene of the explosion just after it occurs (just as many tourists will do, causing extreme crowding in the immediate area of the train ride). Within 10 minutes after the blast, a telephone alert will go out to all employees who are associated with Hydra, warning them to prepare to leave the

park shortly. They are to collect their papers, weapons, and portable equipment and make their way to the administration buildings at once. Contact with police and other (non-Hydra) park personnel is to be avoided. Any agent who is within 30 feet of a Hydra operative and makes a successful Perception roll will notice that some park employees, rather than trying to help at the disaster, are collecting belongings and heading in the opposite direction. If an agent uses his Perception skill directly on a Hydra operative, he will notice that the person in question is very nervous and appears to be watching for someone in pursuit.

Once all Hydra personnel have assembled at the administration area, they will be told to flee to a meeting point in Atlanta, Georgia. Each operative will take a different route to get there, according to a prearranged escape plan. This will put Hydra out of operation for at least two weeks, but the organization (being as small and flexible as it is) will be able to re-start its criminal operations fairly easily, provided that none of the leaders are captured or killed.

Local police will begin arriving at the park 10 minutes after the explosion, when one car bearing two officers will be admitted through the wide gate at the front entrance. Three other local police cars (two officers apiece) and two ambulances will arrive within five minutes thereafter. Two State Police cars and five more ambulances will arrive 20 minutes after the bomb goes off. The first goal of the police and ambulance workers will be to treat the wounded; at least 20 people, and perhaps as many as 40, will be suffering lacerations and abrasions caused by flying debris. The police will do nothing to prevent people from leaving the park; the officers aren't numerous enough to practice effective crowd control anyway. But they will make informal attempt to question people to find out what happened, and they will listen to anyone who is willing to talk (such as an agent, or a cooperative employee). If a gun battle or chase is in progress when police arrive, they will attempt to capture or incapacitate everyone involved and take them into custody for questioning.

About 30 minutes after the explosion, television and newspaper reporters will arrive on the scene to add more confusion to the surroundings. Reporters may hamper the efforts of agents or police who attempt to gather information by following anyone whom they think looks suspicious or is acting strangely.

WACKO WORLD: GENERAL NOTES

The park is surrounded by an 8-foot-tall chain-link fence with a small barbed-wire overhang at the top. The fence is normal in all respects (not electrified, equipped with sensors, etc.). If an agent tries to climb over the fence, the Admin should make Observation rolls for any Hydra operatives in the vicinity who might have a chance of spotting the intruder. If a fence-climber is seen, security guards will ask him to halt, and if that doesn't bring the proper response, they will fire over his head as a warning. Signs posted at 20-foot intervals along the outside fence announce that the park is patrolled at all times, and no admission to the public is allowed except through the front gate.

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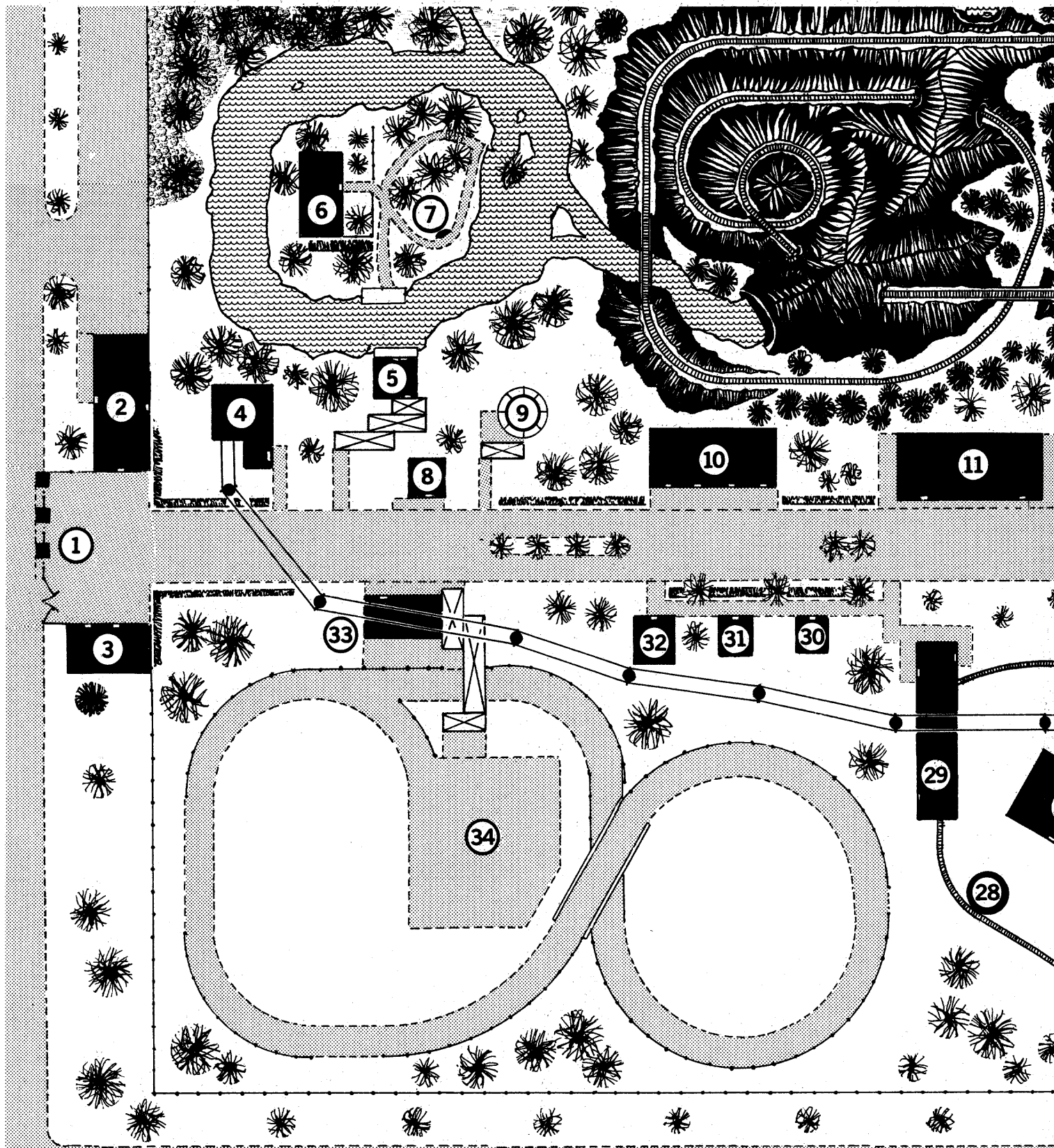
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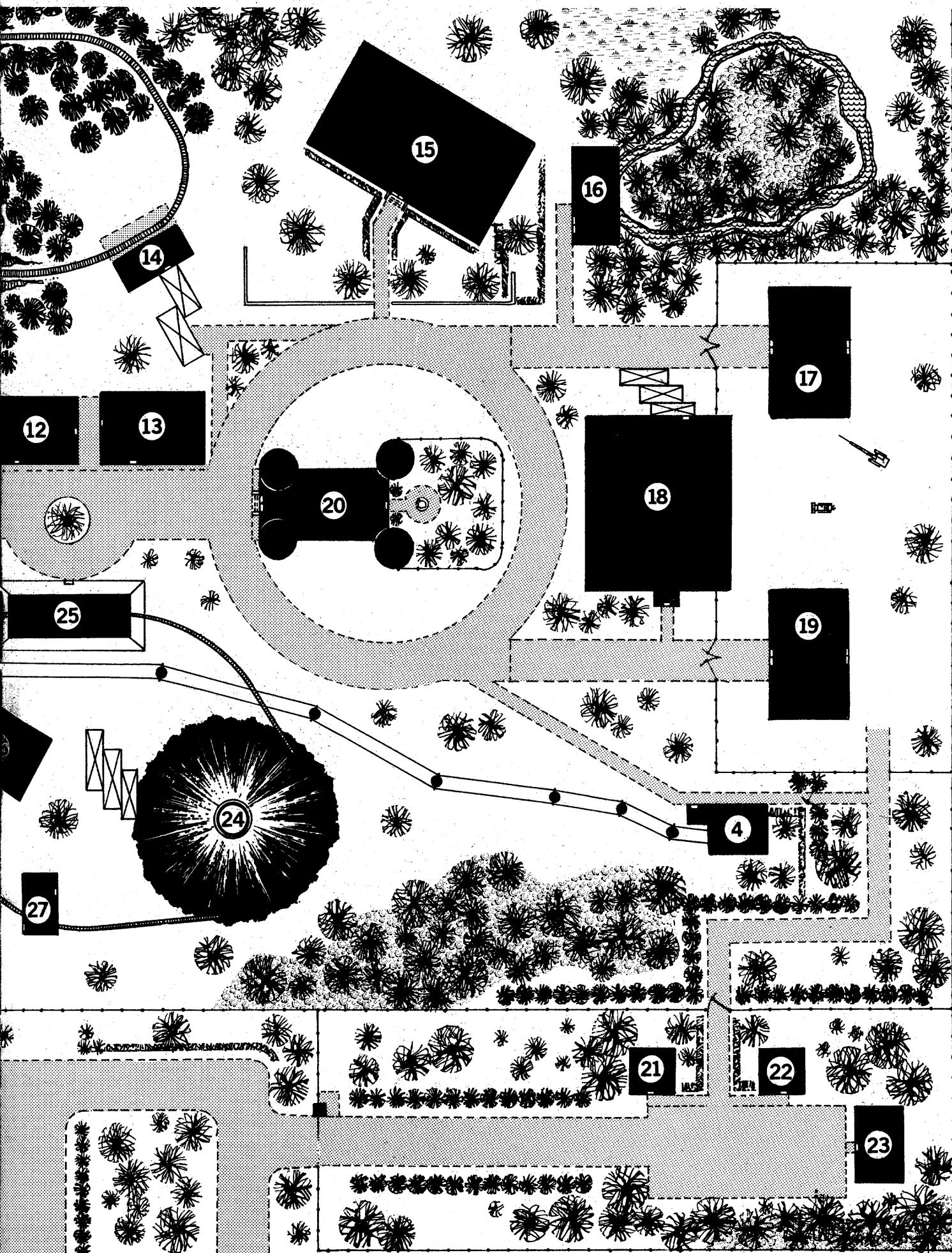
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WACKO WORLD

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All employees of the park who are not Hydra operatives are aware that some of the "regular" park employees carry guns and wear bulletproof vests. They have been told, however, that these workers are special plainclothes security men, and they are the only ones allowed to use the red telephones in the park (see the section on "Telephones and Taps").

Furthermore, normal employees have been ordered not to reveal to outsiders which of the park workers are undercover security men. However, if an agent presents some identification, a non-Hydra employee may be willing to identify some or all of the gun-toters for him. (Every park employee, Hydra and non-Hydra alike, wears a name badge with his or her correct name on it.) To determine the outcome of such an attempt to get information, compare the agent's and the employee's Charm traits and index the result on the Contact Reaction Table in the TOP SECRET rule book. If the agent fails to "fascinate" the employee he contacts, that employee will instead notify the "security" men that someone tried to get this information. Following that turn of events, a telephone alert to Hydra personnel will go into effect, and a Hydra operative will be assigned to follow the agent. Hydra wants to avoid a gun battle or other physical confrontation inside the park, and most Hydra operatives will go to considerable lengths to avoid this — up to and including "allowing" an agent to leave the park property before directly approaching that agent.

PARK EMPLOYEES

All regular park employees wear tan pants, a tan zippered jacket (very light fabric) with name badge and park emblem, and black shoes. Those who are obviously security men wear green pants and jackets, with walkie-talkies and gun holsters at their belts and bulletproof vests under their jackets.

The "special security" employees described above wear tan outfits, but with bulletproof vests and shoulder holsters under their jackets. An agent who makes a Perception roll while

observing such an agent will notice the telltale bulges and outlines of the vest and holster, and will recognize them for what they are. If enough of these people are observed, it should strike the agents as odd that so many employees are heavily armed and armored, seemingly far beyond any reasonable need for security.

The average statistics for non-Hydra park employees are found on the Master Characteristics Chart accompanying this text. All employees who are Hydra operatives are individually listed and described on the same chart.

TELEPHONES AND TAPS

Three kinds of telephones are inside Wacko World: normal pay phones, black "internal" phones, and red "security" phones. The pay phones (25 cents for a local call) are the only ones the public is normally permitted to use; park employees will not use them except in emergencies. The black "internal" phones are mainly for use by employees to contact another extension within the park, although they can be used for outside calls as well. Hydra operatives rarely use the black phones.

The red phones are for the exclusive use of Hydra operatives. They are "internal" phones much like the black ones, except that they can be made to all ring at once during an alert, or at a time when the park manager wants to contact all Hydra personnel simultaneously. If the number "00" (two zeroes) is dialed on any red phone, all other red phones will ring at the same time. Hydra employees often use the red phones for personal conversations, both within the park and to outside locations.

Each of the park telephones has its three-digit extension number printed clearly on the face. An adhesive sticker on each phone lists all other extensions in the park (both black and red phones). Black phones may be used to call a "red number," but only at the cost of a reprimand (or worse) for the employee who performs such an action.

There is a 50% chance that any park employee will allow a tourist to use a black telephone in a non-emergency situation (in

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the interest of good will) and upon request of the tourist. No employee, Hydra operative or otherwise, will permit the use of a red phone by a tourist, and all non-Hydra employees know better than to try to use the red phones themselves.

If agents attempt to put taps on park telephones (which they are expected to do, to perform their mission), the process of bugging one phone takes only 10 seconds. If a black phone is tapped, there is a 20% chance for each 10-minute period thereafter that it will be used and the conversation on that phone can be overheard and recorded. Nothing useful will be gained by bugging a black phone, although some interesting local gossip may be heard.

If any red phone is bugged, there is a 10% chance during each 10-minute period thereafter that the phone in question will be used. If a conversation takes place, the Admin may choose one of the three possible types of conversations listed below, select another topic altogether, or roll on the following table:

- | | |
|------|--|
| 1-3 | Hydra agent calling a non-Hydra park employee on unimportant business (what time is it, wanna go out with me, how about a card game tonight, etc.). |
| 4-8 | Hydra agent calling another Hydra agent inside park on unimportant matters; 50% chance that some passing reference to Hydra will be made. |
| 9-10 | Hydra agent calling another Hydra agent on a matter directly related to the organization (when's the next weapon-cleaning session, any word from Mr. Katakis on plans for the future, any money coming in from blackmailed parks, etc.). |

Whenever something unusual or threatening (fistfight, purse-snatching, etc.) occurs inside the park, a Hydra agent will use the nearest red phone to call the park manager's office and the security posts at King George's Castle and the front gate; dialing "123" will connect the caller to all of those sites at the same time. There won't be any unusual occurrences at the park on the day of the agents' visit, unless the agents themselves are the cause.

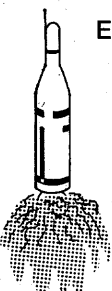
CROWD DENSITY

If a gunfight breaks out between Hydra and the agents (with or without Mary Nolan), it will be vital to find out how many tourists are in the way of the bullets. There are essentially three levels of crowd density in Wacko World, according to the following table:

Density	Locations	Effects on gun combat
Heavy	Near any ticket booth or entryway to a park attraction; around any restaurant or auditorium; anywhere children and adults would congregate	-10% to hit; any missed roll of 10 points over score needed to hit means bystander was wounded or killed
Moderate	Walkways, through the park; areas behind buildings	-5% to hit; any roll of 91-95 means bystander was wounded or killed
Light	The administrative section of the park; the parking lots; anywhere that few or no people would be around (off paths or away from park buildings)	Treat as normal gun combat

AREA DESCRIPTIONS

1) Main Gate: This is where the public enters and exits Wacko World. Tickets are purchased here (\$8 for adults, \$5 for children under 16). This is also the only checkpoint in the park; visitors are asked here to surrender all food, drinks, pets, alcohol, and drugs before entering. The possession of weapons in the park is, of course, illegal for anyone except security guards. Normally, no one is searched, and attendants at the gate give only a cursory once-over look at those entering (5% chance of spotting an agent's shoulder holster or some other abnormality). Anyone



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identifying himself as an agent will be referred to the security station adjacent to the main gate area. The four attendants at the front gate know nothing about Hydra, and the ticket booths do not contain telephones. (In the event of a disturbance, the security station is within easy shouting distance.)

2) Security Station and Pet Kennel: This station is manned by one receptionist (non-Hydra) and eight security guards, who are all Hydra operatives. The security men wear green uniforms (as described under "Park Employees"). At any given time, six of the eight guards will be wandering the park grounds individually, checking the fences and generally making sure all is well. All security men carry .357 snub-nosed revolvers and wear bullet-proof vests under their jackets; they are described by number in the Master Characteristics Chart.

The security station is divided into a pet kennel, a receptionist's area, a waiting room, and a security office where the guards rest and take coffee breaks. The security office has a red phone, a file cabinet, and a desk littered with paperwork, but none of the documents offers anything revealing about Hydra. A large map on the wall, however, contains markings that indicate that "Injun Joe's Caverns" is significant in some way; any agent who makes an Observation roll while examining the map will notice this. The security alarms in this building (Admin's choice of type) are turned off during the day.

3) Locker Rooms: This building contains hundreds of individual lockers that park visitors may rent for \$1 per day to store their personal valuables while they are at the park. It also has a pair of rest rooms and two public pay phones. Two park employees, one male and one female (both non-Hydra) monitor the locker rooms. Anything left unclaimed in the area for more than a week is turned over to park security.

4) Skylift: This is an elevated cable-car ride that goes from one

end of the park to the other. The lift sends one car out every 60 seconds, operating automatically, and it takes 4 minutes for a car to reach the other end of the park. The cars are lifted to a maximum elevation of 50 feet and maintain this height above the ground for most of the trip, making them excellent observation posts. Two employees work at each end of the lift; none of them are Hydra operatives. There is a black phone in each of the buildings at either end of the lift.

5) Huck and Tom's World: Visitors are taken on a short boat ride across a "river" to an island where life in the 1880's is depicted. Three employees work at the boat docks, none of them Hydra agents. A small workshop is in the building by the docks, containing rescue equipment, rafts, tools, and one black phone.

6) Fort Sioux: This is a large wood-and-fiberglass replica of an Old West army fort, with an ice-cream stand and gift shop inside its walls. Three of the eight people working here (Bruce, Dave, and Carol) are Hydra operatives. Each of the three carries a .357 snub-nosed revolver in a shoulder holster and wears a bullet-proof vest. The gift shop has three pay phones, one black phone behind the counter, and one red phone in a small alcove for employees only.

7) Injun Joe's Caverns: Essentially a man-made cavern dug out of a hillside, this attraction doubles as an armory for Hydra. A secret door, set in one wall of the cave, is protected by a security alarm. The door can be detected by an agent who searches the cavern and makes a successful Observation roll at a -40% penalty. This roll can be attempted once per turn for as long as the search continues. An agent who locates the secret door has a chance of finding the hidden alarm at the same time, equal to that agent's Observation score minus 30%. The alarm has an efficiency rating of 60%, so deactivating it requires a percentage roll of an agent's Deactivation score minus 60.

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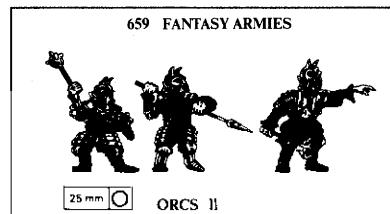
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If the alarm is triggered, it will set off small beepers on the belts of each of the three Hydra agents in the area (see the area 6 description). One of the operatives will telephone for assistance, while another gets on the intercom system wired into the cavern and asks everyone inside to leave quietly (claiming that there is some sort of ventilation problem). The third agent will stand near the cave entrance and look over the exiting tourists, ready to draw his or her weapon and fire if necessary. Once everyone has left the cave (or this seems to be the case), the three agents will enter the area and carefully examine it, then make a report to their superiors on the red phone inside Fort Sioux.

Beyond the secret door is a short tunnel leading to a 20-foot-square room stocked with various weapons, particularly a number of M-16 rifles. The serial numbers on these weapons, if examined and checked out, will be evidence of the fact that they were stolen from a unit at Ft. Bragg, North Carolina, about six months earlier. The Admin may add other weapons and ammunition to this stockpile as desired, within reason (no heavy artillery or nuclear weapons, of course).

8) Makeup and Magic Shop: For a price of \$5, visitors to this small building can have themselves disguised by one of the four employees inside (none of them Hydra agents). This price includes only the application of makeup; other disguise elements such as hair dye (easily washed out), wigs, and articles of clothing are available at additional cost. It takes five minutes for an employee to apply one simple makeup job, perhaps longer for more detailed requests. The building contains one black phone.

9) Merry-Go-Round: This ride has two attendants (non-Hydra) and, if examined, will be found to contain nothing of interest to agents. There is no telephone on the premises.

10) Sutter's Mill Gift Shop: This building contains a gift shop, a game room with video machines, a snack bar, and a first-aid station. Of the eleven people working here, only one (Dr. Barnes) is a Hydra agent. The doctor's nurse, Jane Blake, has noticed that the doctor keeps a gun in his desk but thinks nothing of it; she has also noticed that the doctor is quite distant and difficult at times, having to go away "on business" fairly often. Actually, the doctor is the "pick-up man" for some of Hydra's extortion schemes. There are black phones in the gift shop and snack bar, a red phone in the first-aid station, and three pay phones next to the snack bar. The doctor has a .22 small-frame revolver, fully loaded, and 11 extra bullets.

11) Mystery Maze: This is a building with a mirrored maze inside. It has one employee (non-Hydra) and no telephone.

12) Moon Walk: Two employees (both non-Hydra) work at this building, which is simply a giant inflated tent with air bags on the floor for visitors to bounce around upon. There is no telephone on the premises.

13) Shooting Range: Two Hydra agents (Fred and Manfred) work here, monitoring an electronic shooting gallery; the guns fire light beams, not bullets. Neither of the attendants is armed, but hidden under each of the side counters on either side of the range is a box containing six bulletproof vests, a loaded .357 snub-nosed revolver, and three boxes of additional ammunition. The area has one red telephone.

14) Rocky Mountain Railroad: This is a miniature train ride, one of the more popular features of Wacko World. A typical ride lasts for 4 minutes; during this time animated cows, cars, and bandits will appear on or around the ride to entertain passengers, and the route includes sharp curves and tunnels to add to the excitement. Two employees man the electronic controls for the train, and one other worker acts as the "engineer," supposedly driving the train. Actually, the "engineer" has no control over the speed of the train; all he can do is use the brakes to stop the train if someone tries to get off when it's moving. None

of the employees are Hydra agents. The control booth has a black telephone.

15) The Haunted House: A huge building with walkways built through it in the manner of a fun house, the Haunted House includes highlights such as meetings with famous monsters, a ride in buggies pulled by phantom horses, and the usual ghosts, skeletons, and vampires. Although there is nothing exceptional about the Haunted House, one of the workers (Ralph) is a Hydra operative. He has a careless habit of scratching at his bulletproof vest, adding +20% to an agent's chance of detecting that he's wearing one. He carries the standard "Hydra issue" .357 snub-nosed revolver, fully loaded. The work station here has both a red and a black telephone.

16) The Wild Jungle Ride: Visitors here can get into canoes and paddle around a small watercourse to be attacked by crocodiles, have monkeys drop Styrofoam coconuts on them, be sprayed by elephants, and have angry natives shout at them from the banks. All of the "perils" are mechanical, of course, and harmless. The canoes actually run on tracks just below the surface of the water, and cannot be forced to leave their courses. Anyone taking this trip will be drenched by spray from the mechanical elephants (which is one of the reasons that visitors are required to check their valuables at the front gate). Four employees (all non-Hydra) work here, and the area has no telephones.

17) Under Construction: This building and several others near it are not completed, and are not even finished enough to reveal what sorts of structures they are supposed to be. A mobile crane and a bulldozer are parked between this building and area 19; either vehicle may be started and operated by an agent with an AOK of 50 or more in either Construction, Mechanical, or Transportation Engineering. There are no workers here at this time (they are only present during off hours) and no telephones.

18) Pirates of the Bahamas: This attraction, a fun house similar to the Haunted House, has been closed for repairs since being damaged in a recent thunderstorm. There is nothing of interest to the agents on the premises; the building contains a red and a black phone, but both are disconnected for the time being.

19) Under Construction: See area 17 for details.

20) King George's Castle: The castle building contains a large auditorium, dressing rooms, bathrooms, a gift shop, a janitor's storage area, and a lounge that sells mildly alcoholic drinks. A kitchen and fast-food stand are also present, and each of those two areas has a black telephone. A "lover's lane" park with a fountain is behind the castle, accessible only by passing through the castle area.

A stairway next to the gift shop leads to the second floor of the castle, where an auxiliary security station for the park is located. This station is a single room, 30 feet by 40 feet, containing two desks, a red phone and a black phone, a 10-foot-square holding cell, and a rest room. The station is normally manned by three Hydra operatives, each outfitted with a .357 snub-nosed pistol and a bulletproof vest. One of the three, John Olsen, is the chief of park security and the second-ranking agent in Hydra behind Alex Katakis. The other two guards are Marac and Tom.

21) Employee Lockers: Park employees, both Hydra operatives and otherwise, store their personal gear in this building when they come to work in the morning. There are no guards on the site, but there is a 10% chance whenever the building is entered that someone (30% Hydra, 70% civilian) will be inside, either taking something out of a locker or putting something away.

All park employees have a key to the outside door of the building and a key to one of the lockers inside. They are required to have both keys in their possession at all times. The building is protected by a house-style, door-tripped alarm (as per the TOP

SECRET rule book). An agent can detect the alarm system before opening the door by rolling his Observation score, at a penalty of -15%. If it is tripped, the alarm is very loud and cannot be turned off except by putting a key in the outside lock. Nothing in the building or in any of the lockers will be useful to the agents as evidence. Each locker that is in use has a 30% chance of containing money or valuables worth \$10-100; all of the lockers are closed and locked, but only one third of them (32 out of 100) are presently being used. The building has no telephones.

22) Park Manager's Office: This small building contains a receptionist's desk, the manager's office, and two rest rooms. A black telephone is on the receptionist's desk and a red one in the manager's office. Alex Katakis will be in his office during the day, reviewing plans that Hydra has developed for setting up a drug-smuggling operation in the Caribbean. In his desk, behind locked drawers (to which only he has a key) are plans and notes relating to the currently operating extortion ring and several minor criminal operations that Hydra has pulled off in the past. Katakis uses a .45 revolver which is normally stored in one of his desk drawers.

Katakis' receptionist is Martha Collins, a Hydra operative who also has a .45 revolver (hidden in her purse). She wants to further herself in the organization, and has no intention of telling anyone the truth about Wacko World and Hydra. If anyone investigates and obviously doesn't have any hard information to go on, she will direct their attention to another nearby park, Clown Town, claiming that the manager of that park is the one behind the extortion scheme. She will plead with any agent she tells this to, asking that she not be revealed as the source of that information because she fears reprisals from the "criminals." She will not attempt to use her weapon unless someone draws on her first; then she will attack at first opportunity, shooting to kill.

Anyone who gets a close look around the manager's office will see that there is almost nothing about the environment that

seems to be concerned with the daily operation of the park, not even an openly displayed map or schedule of events.

The building has a sonic motion-detector alarm system that is turned off during the day when the site is occupied.

23) Administration Office: This building contains the office of Donald Duckworth, the assistant manager of the park, plus a receptionist's area, rest rooms, and an employee lounge with vending machines. No one except Duckworth and his receptionist is normally present for any length of time during a working day. The receptionist's desk has a black phone, and Duckworth's desk holds both a red and a black phone.

Nearly everything in Duckworth's office is related to the management of Wacko World. However, in one drawer of his desk (left unlocked by accident) are papers containing references to the extortion plot. If confronted with these papers by an agent, Duckworth will confess his involvement in Hydra and ask for help in getting "unstuck" from that organization. (See the other details about Duckworth under the "Major Characters" section above.) He has a .357 snub-nosed revolver in his desk, but won't use it. His receptionist is not a Hydra employee and is unarmed. The building has a sonic motion-detector alarm that is turned off during the day.

24) Star Mountain: A miniature roller coaster ride is set into a large fiberglass "mountain," and tourists are treated to many amusing scenes using animated dolls. At one point, the ride becomes completely dark, and passengers are then exposed to brilliant, multicolored lights. The ride lasts for five minutes. It is manned by four employees (all non-Hydra), and the ticket booth contains a black telephone.

25) Future Train: This is a slow monorail train ride, with the track 12 feet off the ground. The train holds up to 24 people at one time, and the ride lasts for 10 minutes, including scenic stops

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along the way. The monorail is completely enclosed, and no one can leave the train between the start and finish of the ride. The train passes through Star Mountain via a tunnel, and passes over several other areas of interest as well. The loading station is staffed by four employees, and two others ride the train, serving as engineer and announcer; all are non-Hydra. The booth at the entrance contains a black telephone.

26) Bumper Car Ride: An ordinary attraction of its kind, monitored by two non-Hydra employees. There is no phone.

27) Silversmith: Future Train riders can look on as four young craftsmen (all non-Hydra) practice the art of silversmithing in this elevated building. It contains no telephone.

28) The Swinging Vines: This is a carousel-like ride using passenger chairs suspended by ropes from a revolving wheel. Two non-Hydra employees work this attraction; it has no phone.

29) "Admin's Choice": This amusement area has been left "undeveloped," for the Administrator to add a personal touch to the park. No Hydra agents work here, and the Future Train makes a stop here before returning to the station. The area contains one black phone.

30) Movie House: Although this theater can seat 250 persons, rarely are more than 40% of the seats occupied for a show. Today's film is "Our Friend the Alligator." The movie runs for 25 minutes, and shows start at half-hour intervals. The marquee promises that next week's movie will be "Those Incredible Walking Catfish." Four ushers and a projectionist work this area, none involved with Hydra. The projectionist's booth has a black phone, and there are two pay phones in the lobby.

31) Empty Booth: This appears to have been a cotton-candy vendor, but it now contains no personnel and only a couple of pieces of machinery. The park management has plans to install some other attraction here soon.

32) Florida Fried Frog Restaurant: "Lip-Lickin' Good!" reads the motto, although tourists and agents may feel differently about that. The area has five employees (non-Hydra) and a black phone.

33) Raceway Car Show: This building displays eighteen race cars, mostly either Indy-style (open-wheel) or stock cars. Three civilian employees and two Hydra operatives work here. One of the Hydra agents, Jamie, carries a .45 revolver and wears a bulletproof vest under his jacket. Neil, the other operative, carries a .357 Police magnum and also has a bulletproof vest. If an agent draws a gun on either of these persons, they will both pull out their weapons and fire at once, then try to flee the park as quickly as possible. Any agent making a Perception roll when seeing either of them will recognize the person in question as a professional killer; they are wanted in Washington, D.C., and Kentucky, respectively, for murder. The building has one red and one black phone.

34) The Raceway: This is a special raceway track for tourists to drive midget "race cars" on. The racers cannot exceed a speed of 10 mph, and can only be driven by adults. The area is monitored by Larry, a Hydra operative who has a .45 revolver and a bulletproof vest. He will react like Jamie and Neil (see area 33 description) if someone draws a pistol on him. An agent who makes a Perception roll when viewing him will recognize Larry as a hired gun who is wanted in Kentucky. He is also a master of martial arts.

MASTER CHARACTERISTICS CHART

	SX	PS	CH	WI	CO	KN	CD	OF	DP	EV	DE	OB	HH	SU	PR	MV	LL
Alex	M	70	94	86	83	98	79	81	89	87	89	92	158	176	88	235	16
Donald	M	56	63	60	73	85	41	57	68	52	63	73	108	120	73	157	12
Martha	F	58	50	89	94	83	59	77	72	55	71	86	113	127	90	206	15
Guard #1	M	94	83	64	74	79	99	87	79	92	90	72	186	171	73	352	16
Guard #2	M	69	40	72	88	61	73	81	61	57	67	67	126	118	78	214	14
Guard #3	M	89	93	99	99	75	69	85	87	81	72	87	170	168	93	251	19
Guard #4	M	79	62	75	46	43	83	65	54	73	63	59	152	127	53	237	15
Guard #5	M	76	44	76	52	71	58	55	49	51	59	74	127	100	63	206	15
Guard #6	M	46	78	92	38	94	42	40	58	60	68	93	106	118	66	176	14
Guard #7	M	93	51	87	71	91	63	67	59	55	77	89	148	114	80	243	18
Guard #8	M	62	52	77	80	76	45	61	66	47	61	77	109	113	79	180	14
Dr. Barnes	M	37	48	79	75	70	40	58	62	44	55	75	81	106	75	156	12
Average (non-Hydra) employee	M or F	50	50	50	50	50	50	50	50	50	50	50	100	100	50	150	10
Lady Mayhall	F	31	97	98	97	85	67	82	97	82	76	92	114	179	95	196	13
Lt. Ahmed	M	92	83	87	82	65	88	85	83	86	77	76	178	169	79	267	18
Mary Nolan	F	68	70	00	96	72	98	97	83	84	85	86	152	167	91	266	17
Bruce	M	51	62	37	30	93	48	39	46	55	71	65	106	126	48	136	09
Dave	M	70	89	45	88	56	65	77	89	77	61	51	147	138	70	180	12
Carol	F	46	46	68	61	50	80	71	49	63	56	59	109	119	60	194	11
Fred	M	96	64	96	96	31	74	85	80	69	53	64	165	149	80	266	19
Manfred	M	85	93	73	71	40	98	85	82	96	69	57	181	178	64	256	16
Ralph	M	52	55	85	65	50	54	60	60	55	52	68	107	115	67	191	14
John Olsen	M	89	44	65	90	43	85	88	67	65	64	54	154	132	72	239	15
Marac	M	86	31	32	00	98	72	86	66	52	85	65	100	118	83	152	12
Tom	M	40	45	80	60	80	92	76	53	69	86	80	109	122	70	212	12
Jamie	M	96	94	93	99	89	85	92	97	90	87	91	186	177	95	274	19
Neil	M	90	93	98	97	99	91	94	95	96	95	99	186	191	98	279	19
Larry	M	99	00	90	96	86	00	98	98	00	93	88	199	193	92	289	19

SX: Sex
PS: Physical Strength
CH: Charm
WI: Willpower

CO: Courage
KN: Knowledge
CD: Coordination
OF: Offense

DP: Deception
EV: Evasion
DE: Deactivation

OB: Observation
HH: Hand-to-hand Value
SU: Surprise Value

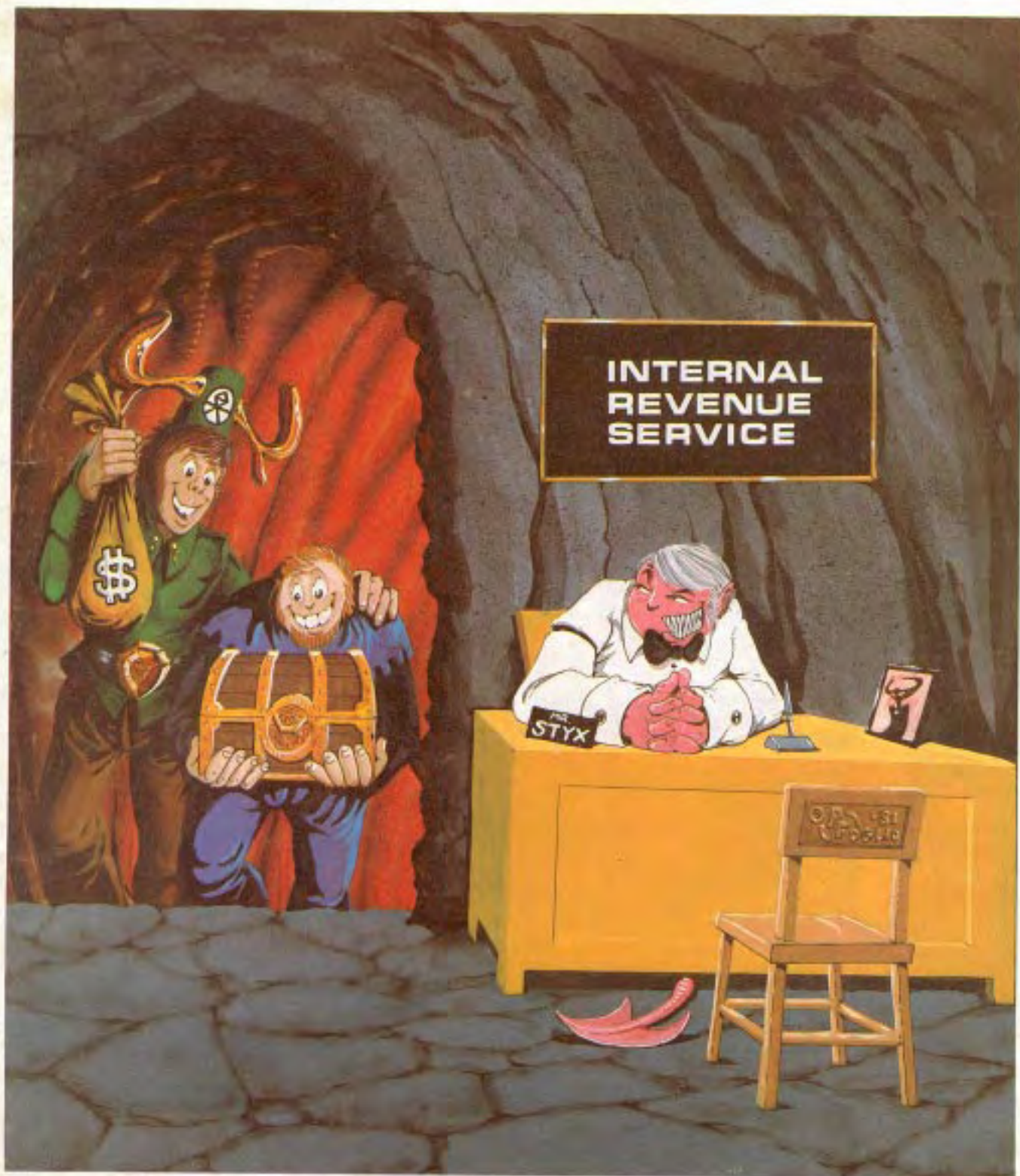
PR: Perception
MV: Movement Value
LL: Life Level

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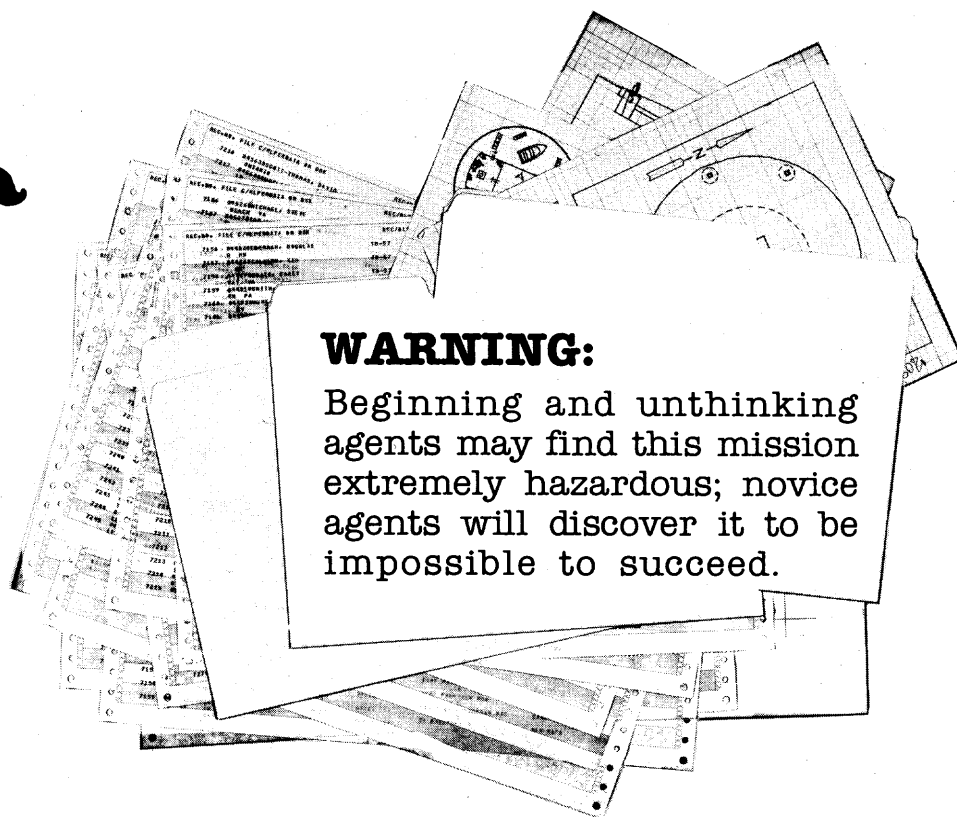
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DOCTOR

YES



THE FLOATING ISLAND MISSION

by Merle Rasmussen
and
James Thompson

"Looks like a floating death trap, if you ask me," observed Major K.

"I say swim in at night and blow the submarine doors," suggested Zebra Seven. "What do you think, Alpha?"

Alpha studied the map, glanced at her watch. "Too dangerous for one," she said. "I'll have my strike team assembled at once. Never been down under before . . . they say the fishing is superb."

So begins "The Floating Island Mission," an espionage adventure for the TOP SECRET™ espionage role-playing game. This is a complete mission for one to eight players. The mission can be a one-time adventure, or can serve as a small part of a much larger campaign designed by a gamemaster (Administrator). All that is needed is a TOP SECRET rulebook, an imaginative Administrator who has read the mission thoroughly, and approximately a half-dozen willing (suicidal?) players (agents) to participate.

Players are allowed to bring in their own, pregenerated characters on the mission, plus any equipment they have which they think will be necessary. As an added bonus, all players are supplied with an agent map (found on page 44 of

the TOP SECRET rulebook). As long as there is lighting and the agents can see, they may refer to this map throughout the execution of the mission. From time to time the Administrator may describe or reveal characters or hardware encountered within the complex.

Reconnaissance Briefing

Located within a pocket of the Great Reef is a mobile island hideout. It is believed that the original plates used to print several denominations of Swiss francs (recently stolen from that government) have been spirited here. If someone were to produce mass quantities of counterfeit francs indistinguishable from the legal tender, the resultant effect upon the Swiss economy would be catastrophic. Also, the stabilizing influence of the Swiss franc is unquestioned; its demise as a viable medium of exchange would cripple other more erratic monetary systems such as the U.S. dollar, the British pound, and the Soviet ruble.

The architect, builder and owner of this floating island is a person known as Doctor Yes. The doctor's origins and current, as well as past, affiliations are unknown. The purpose of stealing the plates, whether it be blackmail or the

destruction of the world's economy, is also a mystery. Due to the limited information we possess, it is necessary to infiltrate the complex, ascertain if the plates are actually there, and if they are to recover them. The arrest of Dr. Yes and the other inhabitants of this complex for interrogation would be necessary.

The recovery of the plates is vital; therefore, a frontal, military-type assault on the complex would jeopardize the success of the mission. The inhabitants could be expected to destroy the plates in such a situation to keep them from being recovered.

Embarkation

Agents approach the island in any way they deem appropriate. It is recommended that the team should reconnoiter this complex from a distance first. Also, the team's approach should be subtle, so as not to alarm the inhabitants until the last possible moment: The recovery of the plates is vital.

A player/agent who plans to accept this mission should read no further. The information, maps and diagrams that follow are FOR THE ADMINISTRATOR'S EYES ONLY. Players stop reading now!

DOCTOR YES

**For Administrator's
eyes only!
Player agents
read no further**

ADMINISTRATOR MEMORANDA

Contained in this module are the Administrator's maps, a list and description of the personnel that populate the island complex, and some drawings and statistics of the various ingenious devices invented by the inhabitants, plus a plot that weaves these elements together.

The environment in which this mission takes place is based on the maps found on page 44 of the TOP SECRET rulebook. It is left up to the Administrator whether or not to reveal this information to the players before the mission. The use of the maps is recommended, to prevent the Administrator from having to verbally describe all the basic features of the floating island, but it is not mandatory if the Administrator wants to keep agents as much in the dark as possible about what they are encountering.

If the TOP SECRET maps are revealed to the players, it would be logical to depict them as secret blueprints which came into the hands of the agents in a mysterious manner. The maps on page 44 do illustrate most of the essential physical features of the complex, but do not include any information as to the actual contents of any given room or chamber, and do not include many special features which are depicted on the Administrator's maps and described in the text which follows.

Agents should provide a specific time at which they are making their attack so the location of the characters within the complex can be known. Agents should be aware that leaving the area defined by the map by any means will end the mission for that particular character. The specific point of attack, especially the setting of an explosive or the cutting of a bulkhead, should be specified exactly, because this affects possible flooding and the status of internal hardware.

The agents' drop and pickup locations and methods should be specified before the mission because this may affect sighting, moment of detection, and strategy of defense if the invaders are seen on security screens.

Agents (and other characters) with a Fitness rating of Weakling cannot swim. Agents and others can hold their breath for as many seconds as their Willpower

trait value. Heavily encumbered swimmers will sink, except that buoyancy and drag must be taken into account. All communication between divers underwater *must* be non-verbal. If a writing slate is used, the reader must be at short range. Expensive underwater speakers can receive voices from a surface location up to 1,000 yards away, but agents should be warned that use of such speakers may be detected by hydrophones located outside the island complex.

Agents may use any of the three types of scuba gear, but the following limits apply:

Closed-circuit systems make no noise and emit no bubbles but may only be used for thirty minutes at thirty feet depth or less. Semi-closed-circuit systems emit a constant stream of bubbles. Open-circuit, demand-type scuba gear only releases bubbles when the diver exhales. A trail of bubbles cannot be seen by cameras on the island, but bubbling may tip off guards in the complex once some chambers are flooded and agents are hiding in them. Agents wearing flippers will have to remove them if they intend to walk within the complex. All equipment will have to be carried on belt hooks instead of in a bulky backpack. Flashlights may be needed.

Agents may work for up to 35 minutes on the ocean bottom below the complex

before needing to decompress. The following chart shows how long an agent can be underwater without needing to undergo decompression:

Depth in feet	Time limit* in minutes
33 or less	no limit
35	310
40	200
50	100
60	60
70	50
80	40
90	30

*Total elapsed time between leaving surface and beginning ascent, not just time at great depth.

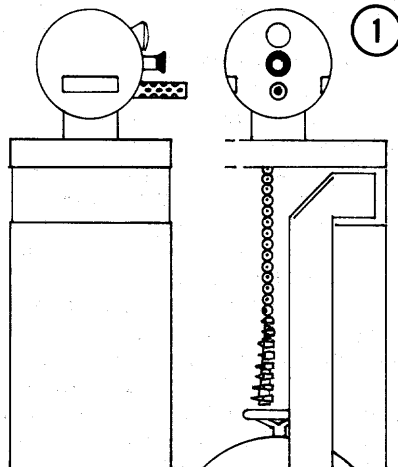
If an agent must undergo decompression, his/her ascent is limited to one foot per second = 60 feet per minute.

In warm waters such as these, agents may be in the water for 3-7 hours before there can be a chance of exhaustion or unconsciousness. Death because of prolonged exposure in water of these temperatures is unheard of.

PHYSICAL DESCRIPTION (Exterior)

The island (see Administrator's Maps), if approached by day, appears to be a circular, sandy island (diameter: 140 ft.) with no vegetation. The sand slopes up slightly towards the center where a 25' x 25' x 15' metallic gray shed stands with two large solar panels serving as a roof. On the south side of the island is a rectangular inlet (25' x 55') that leads to a 15' double door. Equally spaced around the perimeter of the island are six sandy-colored outposts (See figure 1).

At night, each of the six outposts emits a powerful searchlight beam that completes a 360-degree rotation every minute. At 99 yards from the island, if the team is struck by the light, there is a 1 percent chance of being seen. Each yard closer to the island increases the chance of being observed by 1 percent (e.g. at 50 yards, the percent chance of being seen is 50 percent). The camera rotates with the light (as well as the gun). During daylight hours, every yard advanced closer than 99 yards increases the chance of being observed (by the camera) by two percent. Modifiers such as camouflage, size of craft, and the height of



waves must be taken into account. Cameras and periscopes can ordinarily see from sea level to the eaves of the roof on the shed, a height of 15 feet above sea level. Guns can be lowered or elevated in an arc of 90 degrees centered around horizontal, or 45 degrees in either direction. If the island is approached from the south at night, it will be seen that the inlet is well illuminated by an underwater light located in the wall beneath the door of the shed.

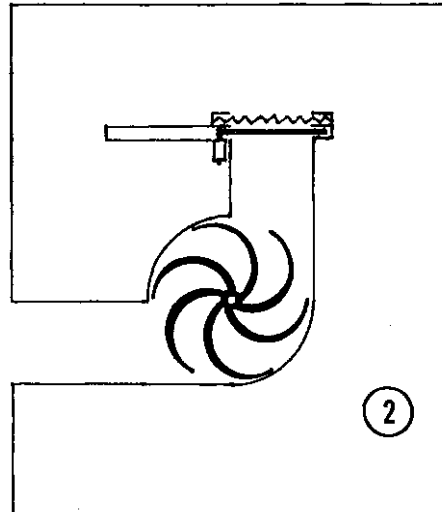
An underwater approach would reveal to the agent a gigantic cylinder with walls of two-inch-thick plate steel, the bottom of which is more than sixty feet from the surface. During the day, sunlight easily illuminates the cylinder's entire depth through the clear water. On the top of the cylinder rests a large circular plate. Jutting out from the cylinder like spokes are six L-shaped pipes 8 feet in diameter and 2 inches thick. The surface of the cylinder is featureless except for the submarine doors (two swinging doors 12' wide) on the north side, and the seven 10' x 15' adjoining bulletproof glass panels on the south side. At night, light pours out of these windows; the glow is easily seen from the surface and even the air (from the right angles, of course). If an agent looks into these windows refer to the Living Area, Level six.

The ocean floor is twenty feet from the bottom of the cylinder. The area beneath the cylinder is covered with staghorn coral (a pointed variety) and sponges, and laden with brightly colored tropical fish — plus an occasional shark that will only be interested if the water is bloodied.

On the bottom of the cylinder is a large square elevator protrusion (See figure 2). This 25' x 25' structure extends 5 feet below the sixth level, allowing room for the elevator raft to descend and for the water pumps to be housed. On the west

side of this structure is a port 3 feet in diameter for water input and there is another 3-foot-diameter port on the east side for the output. There is a ten percent chance per each ten minutes that water is being sucked in through the intake port. If an agent is within five feet of the opening and his Movement value is less than 300, he/she will be unable to resist the suction and will be drawn to his doom inside.

The outflow hole also has a ten-percent chance (per ten minutes) of func-



tioning; if an agent is within ten feet of the opening he will be repelled five feet. Inside each hole (input or output) there is a pump something like a paddlewheel that regulates the flow of the water. All pump housings and major components are at least inch-thick steel plate. If the current pulls or pushes someone through the pump, he/she is crushed to death. The intake pump cannot operate at the same time as the outflow pump. Once having been drawn inside the intake port, no one can resist the current. A

check for the pumping action must be made every ten minutes (intake port first). When the pumps are not in operation the opening inside the paddlewheel is closed off by a solid metal plate (inch-thick). The plate serves as a valve which automatically opens when the pump is running. Behind the plate is a filter, similar to a chain-link fence, to keep out larger objects which may be sucked through the paddlewheel.

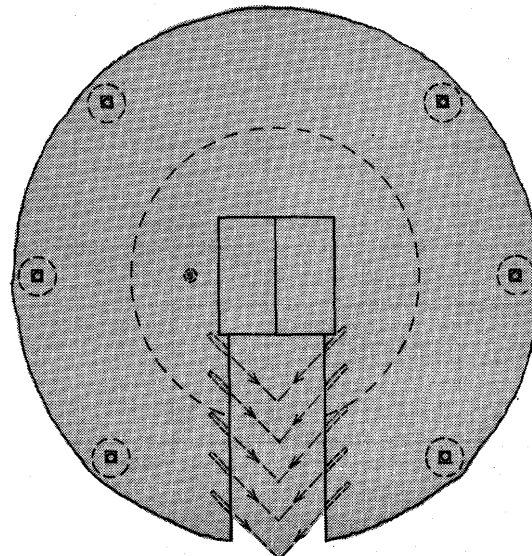
Also on the bottom of the cylinder are four slight indentations, one corresponding to each of the air locks. The hatches are 2-inch-thick armor plate (steel). If the agents attempt entry here, refer to the section on the airlocks.

Because of the curved metallic structure of the complex, several strange effects occur:

1. Mine and metal detectors are ineffective since they are constantly registering a metallic presence.
2. Radio transmission and reception from inside the complex to the outside is impossible. Transmission and reception between points within the complex is frequently poor, but possible.
3. Thick-walled, curved metal hallways cause bullets, shotgun pellets, and especially flames and explosives to follow the curve of the wall. 90-degree ricochets are possible.
4. The sounds of explosions and loud noises are transmitted through the metal walls laterally and from level to level. The exact origin of a sound from another level cannot be determined, but those hearing it can tell if the sound is from above or below them.
5. Electricity will travel along the path of least resistance from its source to the salt water surrounding the complex and short circuits will generally stay within the metal walls.

TOP VIEW
Surface Level

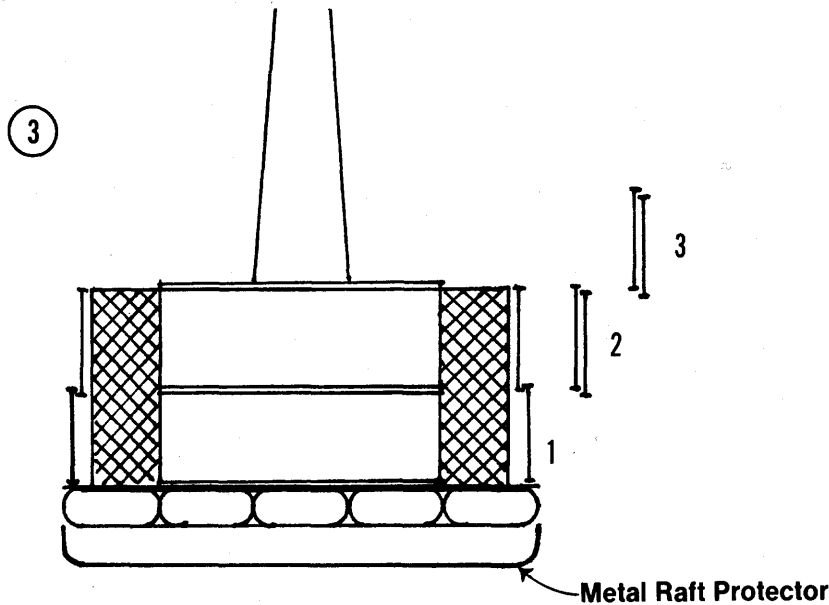
- Gun Emplacement
- Secret Hatch
- Ceiling Hatch Above Furniture
- Floor Hatch
- Sliding Door



- Harpoon Tube
- Walk-Through Hatch With Controls
- Glass Wall
- Ladder
- Swinging Doors

HARDWARE DESCRIPTIONS

The Outposts: (See figure 1) 3 x 3 x 6 ft. Each of the six spheres atop the outposts possesses a camera, periscope, heavy machine gun, and a searchlight. The sphere makes a complete rotation every minute. A bulletproof glass window six inches wide allows the periscope inside the outpost to be used for manual surveillance if the camera ceases to function. Because of the rotation of the six outposts, all areas of the island and the surrounding water are covered at any given moment by at least one camera/gun emplacement. Because the



When the elevator is fully raised, there is a five-foot space between the roof of the elevator and the ceiling of the shed.

The Elevator: (See figure 3) This is an engineering marvel designed by Doctor Yes. It is powered by water, and it floats on sea water, the level of which is controlled by the pumps below. When the elevator ascends, the valve below lets in water, the pressure pushes the elevator up the shaft until the desired level is reached, and then the valve closes. To make the elevator descend, water is pumped out the other valve at the bottom of the shaft; when the desired level

inside of the top half. The two sections can then be shoved up until the bottom of both is even with the ceiling of the cage, which is also chain-link. (See numbered sequence in figure 3) Lifting these doors is not a problem, since they operate on a system of pulleys.

The floor of the elevator consists of 70 sets of rollers which rotate east and west. These rollers aid in the loading and unloading of large objects. The guards and other inhabitants of the island have learned to stand on these rollers without falling, but agents with a Coordination of less than 50 must make a coordination roll. Rolling a number less than Coordination will result in 1 point of damage to the agent. There is a 25-foot-long rope coiled on the elevator floor. In the southwest corner is a control panel for the elevator. There are seven buttons, marked with the word "Surface" and the numbers 1-6, and an on-off switch.

When the elevator reaches the desired level, the door in the shaft wall will open automatically when the cage door on the side of the elevator is raised. The only exceptions are the control room and bedroom doors on the sixth level, which can only be opened normally from the room side.

To summon the elevator from inside the complex all that is necessary is to press the button located on the wall to the right of the elevator shaft door. The shaft door will not open until the elevator arrives. It will take fifteen seconds for each level the elevator is distant for it to come to the level desired. For example, if an agent was on level 2 and pressed the button when the elevator was on level 6 it would take 15 seconds x 4, or a minute, for the elevator cage to arrive. The shaft door will open and close automatically but the cage door must be manually raised and lowered. The elevator will not travel unless both the shaft door and the cage are closed. There is a single light source in the middle of the cage ceiling which is always on. If the elevator switch is flipped off, the elevator will stop immediately, even between floors.

guns can only fire in a 45-degree angle lower than horizontal, a man could hide right next to an outpost and not be in the path of fire from that gun.

Each heavy machine gun (PWV 95; PB 0; S-2; M-30; L-80; WS S; R 10.) is operated from the control room. A hand grenade landing within five feet of an outpost has a 30% chance of knocking out its camera, and a 20% chance of knocking out its searchlight at the same time or by a subsequent explosion.

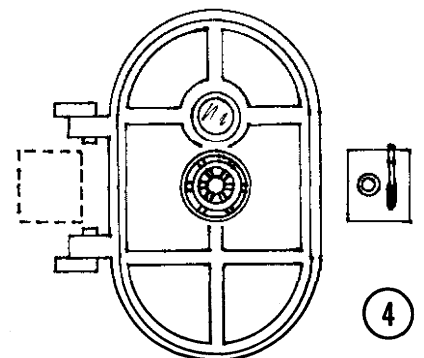
An agent with a Physical Strength of at least 85 can knock over an outpost, which would reveal a horizontal hatch in the sand below it. This 30-inch-diameter hatch can be easily opened from the outside, and leads to a 10-foot-wide, 15-foot-deep circular chamber with a ladder. The upper end of the periscope extends 5 feet out of the sand beside the hatch. Knocking an outpost over will bend the periscope beyond use.

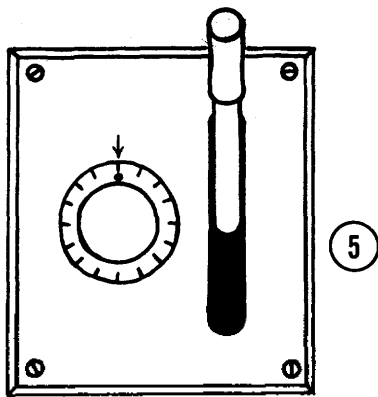
The Shed: It is constructed out of corrugated gray metal 25' x 25' x 15'. Two solar panels comprise the roof. In the attic is a crane motor with two cables leading down, a confusing array of copper wiring, an electrician's tool box, and a hammer with some nails. The space below the attic is the elevator shaft.

is reached, the pump stops and the valve shuts. Underneath the elevator itself is a buoyant, 2-foot-thick "raft" that supports the cage and prevents water from splashing inside the cage. Attached to the roof of the cage are two cables that lead to the crane in the attic. The crane is used only as a safety device and stabilizer.

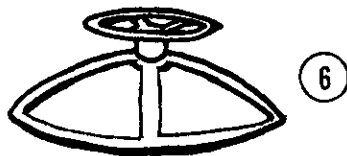
The entire complex is hooked to the bottom of the ocean by four chains. These chains not only anchor the complex but also prevent the island from bobbing up and down when great amounts of water are being pumped in and out of the shaft. If two adjacent chains are cut when under the greatest tension (when the elevator is down and the shaft empty of water) then the side of the complex which was cut free would bob up out of the water about eight feet. If two or more chains are cut under the least tension (when the cage is in the shed and the shaft filled with water), then the island would bob upward only slightly. If all four chains are cut, the island will float safely out to deeper water within 60 minutes.

Each of the four sides of the elevator is a chain-link door. These 25-foot-wide doors consist of two five-foot-high sections. The bottom half slides up on the





The Airlocks: (See figure 4) To gain access to any of the airlocks it is necessary to go through a special hatchway. These hatchways resemble those seen in submarines, featuring a wheel with spoke-like handles that must be spun several times to open the hatch and to fasten it shut. Opening or closing a hatch takes 5 seconds. There is a small window with bulletproof glass in the door providing a view of the airlock. On the right side of the exterior of each hatch is a control panel for that airlock. These panels consist of a switch and timer. (See figure 5) When the switch is up water drains out, and when the switch is down water is let into the room from a



six-inch-square grated opening in the center of the floor. The timer is for decompression purposes; it can be set for up to an hour, although it is only necessary at the maximum depths in these areas to decompress for a minute and a half. The airlocks can fill up or empty out in a minute. Each airlock has a circular hatchway in its floor leading to the outside. (See figure 6) These hatches are 30 inches in diameter, have a wheel on the inside only, and no window. The hatch to the outside opens inward and is only left open when guards are outside and the airlock is filled with water. All airlocks may be controlled from the Control Room. All hatches must be opened or closed manually. Small arrows on the Administrator map indicate which way each hatch opens.

Sliding Doors: These doors slide open automatically when approached. They stay open for five seconds and then close. If something solid blocks them from closing, the doors will bounce open away from the obstruction every five seconds. There are sensors on the floor of each room which detect footsteps

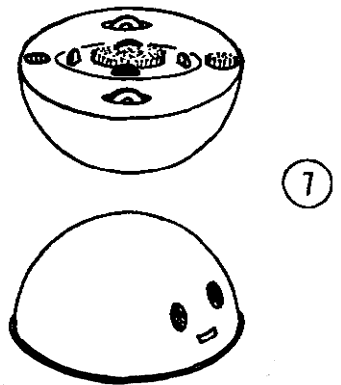
approaching a door, and other sensors which detect any significant amount of water in the room. The footstep sensors are 5 feet from the door. If the moisture sensors are activated, the doors will not open unless overridden by the control room. The doors are one inch thick and can not be deactivated unless a cutting torch is used to melt a hole in the wall to expose the wiring. Some of these doors are slightly curved. Arrows on the Administrator map indicate which way each door slides to open.

The Bernies: (See figure 7) This device is a combination vacuum cleaner, trash compactor, and stereo. It also mops and waxes the floor. The mechanism resembles a three-foot-tall silver beetle. The "eyes" are not for seeing, but in reality are the cloth covering for the stereo speakers, and what appears to be a nose is actually a slot for eight-track tape cartridges to be plugged in. Prying open the nose slot will reveal a tape. Removing it will stop the music. There is a 75% chance for each Bernie encountered to contain a tape and be playing music. Tapes from other Bernies are interchangeable. Around the bottom edge of the hemisphere is a rubber bumper; kicking the bumper will cause the Bernie to turn to the right at a 90-degree angle to the point of impact.

Bernie is impervious to all but armor-piercing bullets, and when such a bullet hits the device, it will stop 80 percent of the time and 20 percent of the time will be unaffected. If a Bernie is bombed by a hand grenade it will not be hurt; however, all other explosives will destroy it (a grenade exploding at the front of one will knock out its speakers). Smoke and sleeping-gas capsules will have no effect on the Bernie. The machines' batteries are well protected so they will continue to operate even in a flooded chamber.

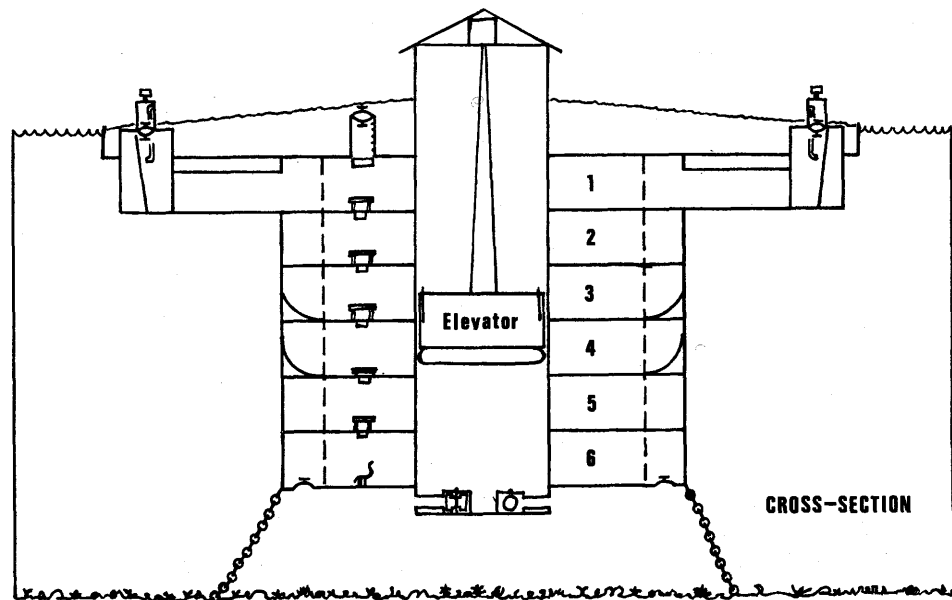
Bernies do not float. They are unaffected by power outages.

If an agent flips a Bernie over (Physical Strength 85 or better), the six wheels on the bottom will whirl in every direction. The agent will also see several holes of various sizes, a circular brush, and a hole in the center with a cylinder-shaped brush revolving. Air is sucked in through the center hole.



There is one Bernie per level; each room (excluding the airlocks and the elevator) has a ten percent chance of having a Bernie when an agent enters it. Once the agents find a Bernie on one floor they will find no others (except for the repair shop) on that floor. They will always find one in the last room they explore on a certain level, if a Bernie had not been previously found on that level.

The Bernies move (roll) at a normal walking pace. Usually, they will move at random, bouncing off walls and going down hallways; however, they will tenaciously follow any trail of dirt, water, or blood to its source. Upon contact with any solid obstacle, they will bounce and turn a different direction.



The Escape Route: The control room, laboratory, kitchens, tools and storage area, and the generator room are all connected by an emergency escape route. Each room has a table with some sort of mat below it and a light fixture on the ceiling directly above it. The tables are 30 inches high. When a person stands on the table and turns the light fixture counterclockwise, the fixture folds down revealing a 30-inch-diameter circular opening, and the table rises another 30 inches. (See Figure 8) Whoever is standing on the table is now five feet off the ground and his feet are five feet from the ceiling. The underside of another table can be seen through the circular opening. With a short jump, the person can pull himself up to the floor under the table on the next level. The only exceptions are 1) on the 6th level where there is a chair with a hydraulic pedestal instead of a table (See figure 9); 2) on the 4th level where the table is on the floor; it folds up from the floor on hinges revealing a five-foot-high step-ladder (See figure 10). The stepladder pops out either manually from the 4th level or automatically from the 5th level if the light fixture on that level is turned (leaving room for someone to crawl up from below); and 3) opening the light fixture on the ceiling of the generator room reveals a crawlway to a hatch on the surface. This hatch is lightly covered by sand and has a wheel on both sides. It opens upward. (See figure 6) All the inhabitants have memorized a path to the ocean which avoids land mines planted under the sand. Remember, escape is attempted upward and out of the complex if it should be infiltrated or flooded. Traveling downward through the Escape Route is difficult at best.

The Submarine: This minisub has room for two persons in its cockpit. Only the

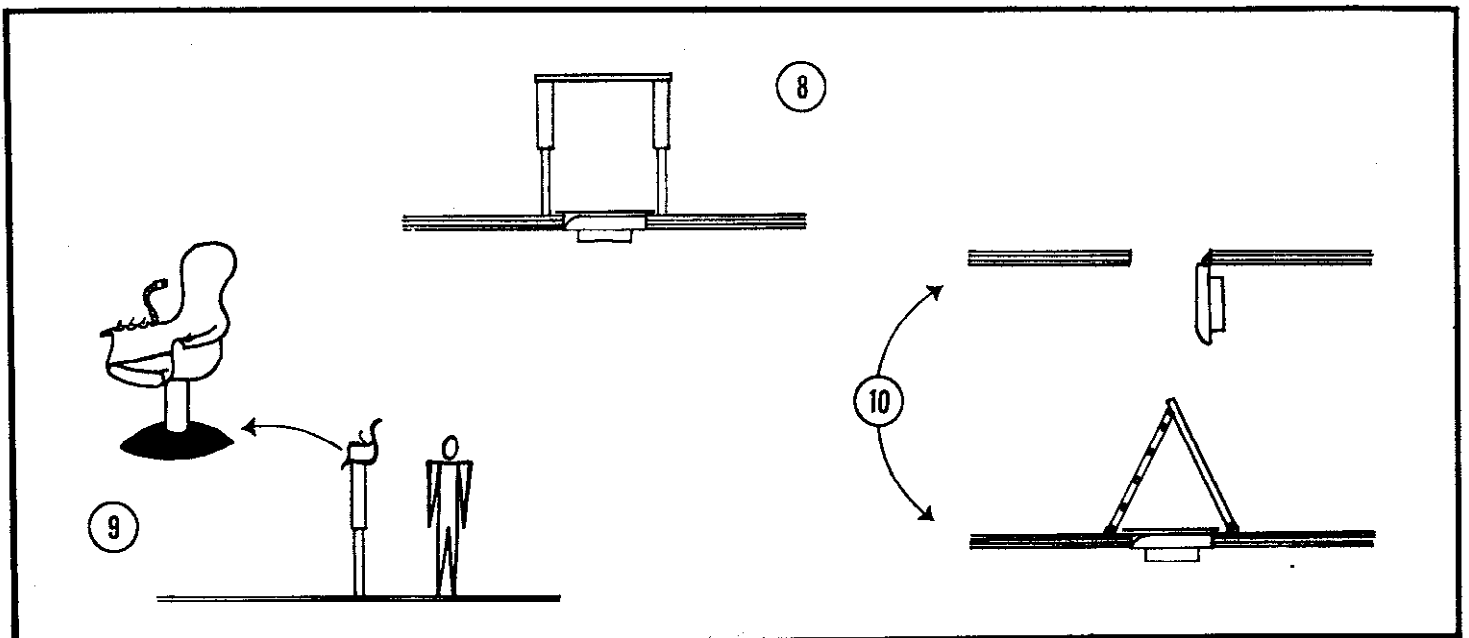
person in the forward position can pilot it. Underwater the sub will travel 290 feet in 5 seconds, or 370 feet in the same time on the surface. The cockpit can be pressurized, forcing water out. The glass top is bulletproof and latches from the inside. A control switch on the dashboard will electronically open or close the sea doors on level 6 when the sub is within 100 feet of the doors. To hang onto the sub from the outside, an agent must have a Coordination of more than 100 due to its streamlined design (very few hand holds and foot holds). Armament includes six pneumatically fired harpoons with explosive heads, an oil reserve, and a pointed ramming nose. Two of the harpoons are mounted to fire behind the sub, usually through the released dark oil cloud. The harpoons each have a PWV of 2, a point-blank modifier of +4 and a short-range modifier of -50. With the explosive head, they inflict a +6 on damage when they hit. The ramming nose has PWV of 0, and can only be used at point-blank range with a -6 modifier on damage. However, as long as the minisub can maneuver it can attack swimming agents in this manner. The harpoons and oil cloud can be activated by either occupant. Harpoons that miss their target continue on their path for 50 feet and then drop to the bottom, where they explode on contact. Only armor-piercing shells or at least 2 ounces of plastique will damage the minisub. Ten feet of chain or wire in the propellers will stop its forward motion. See page 41 and 42 of the TOP SECRET rulebook if the vehicle is attacked. Personnel from the complex will not surface within 3000 feet of the island, which is the range of the heavy machine guns on the outposts. There is enough charge in the batteries for an hour of travelling but only enough air in the cockpit for 15

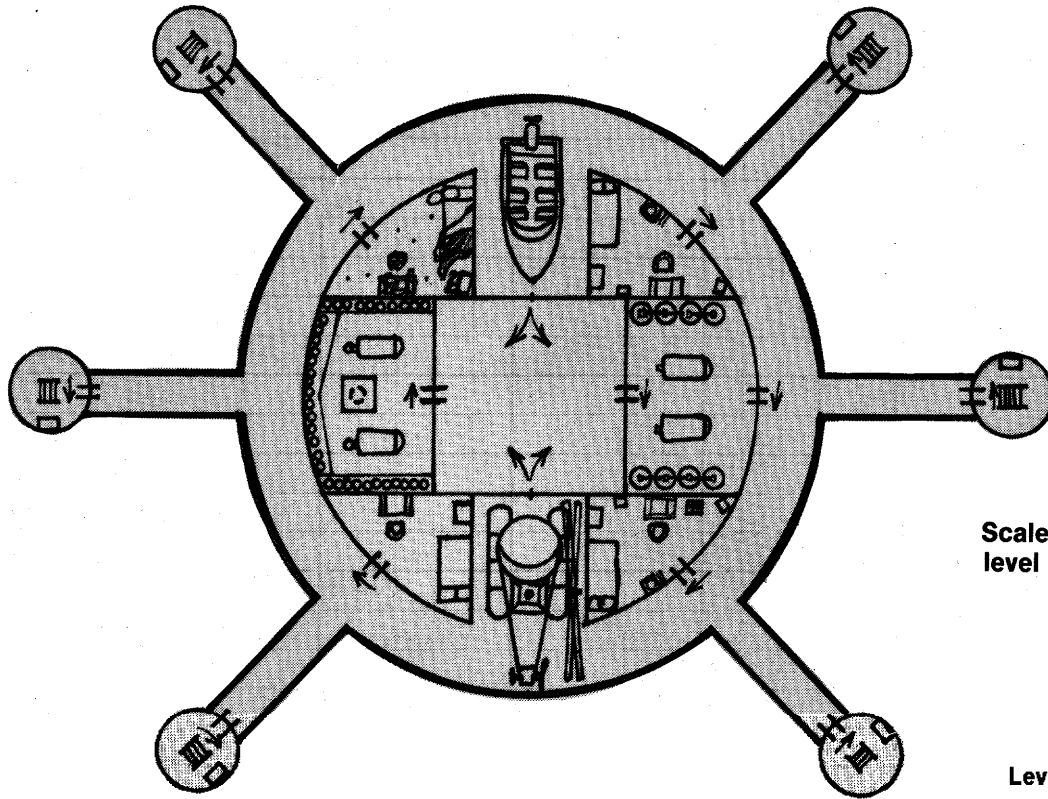
minutes. Most occupants carry an air tank and wear scuba gear. If the engine ignition key is not in the lock, an agent with a 75 or better in Electrical or Transportation Engineering can hotwire the sub in 60 seconds.

Air Tanks: An air tank containing compressed air is a potentially dangerous weapon. For this adventure an air tank filled with one hour's worth of air (based on 71.2 cubic feet per tank at one atmosphere of pressure) will behave as follows: If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the tank *valve* there is a 90% chance that the tank will become an unguided missile with an effective range of at least 50 feet. If unconfined, the tank will be propelled along a straight path, covering 50 feet in about one second, and will then fizzle out and drop to the floor. If in a confined space, the tank will ricochet randomly off the walls, ceiling, and floor, smashing normal furniture, equipment, and glass in its path. Any character in the tank's path will not be able to stop it and will suffer 1-10 points of damage to a random body location. The tank will continue to ricochet until it has travelled at least 50 feet altogether, possibly hitting a person more than once in the process.

If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the body of the tank there is a 90% chance it will explode. The explosion will be equivalent to 20 ounces of plastique. Anyone within the blast radius should treat the fragmentation of the tank as a grenade.

Bloodthirsty Administrators may want to double the force of a one-hour tank to 100 feet and 40 ounces of plastique. Partially used tanks will have a reduced effect.





LEVEL DESCRIPTIONS

Puncturing the ceiling of Level 1 (with a hole big enough for a person to move through) will cause sand to pour down from the surface. This quickly forms a sand pile on the interior floor which agents with a Movement value of less than 300 will be unable to climb out of.

The six-inch-thick floors and ceilings of the complex are filled with masses of hydraulic lines, electrical conduit, moisture sensors, pressure sensors, ventilation tubes, hot and cold water pipes, and propane gas leads.

There is at least one light source in every chamber. The light switch to a chamber or hallway is always inside the door to the right after one has passed through the doorway. Sunlight filters down through the level 6 living area windows during the daytime.

The interior walls, ceilings, and floors are covered with buffed steel plate, generally one inch thick except near doors. At doors the inner and outer walls are each one inch thick and separated so the doors can slide between them. Near hatches the interior walls are two inches thick. The walls of the elevator shaft are also doubly thick (two inches) to withstand outside water pressure and to reinforce the entire structure.

Surface Level: There is not much to add to the initial surface description except for the land mines. There is a 20% chance for every 10 feet an agent walks

that he will set off a land mine that deals out 1-20 points of damage. (For a description of the gun emplacements see the Outpost section.) The escape hatch from the generator room is lightly covered by sand but cannot be located with a metal detector (nor will the mines be detectable, due to the metal of the island itself). If agents, for some reason, dig in the 5'x5' area the hatch is located under, they will automatically find it. It can be opened from either side but it hinges upward. (See figure 6) The five-foot-deep crawlspace ends at a hinged light fixture (See the Escape Route section).

LEVEL ONE

Periscope, Camera, and Gun Emplacements: These six ten-foot diameter chambers are unlit and seldom visited. They are connected to the main complex by 20-foot-long tubes eight feet in diameter.

Inside each 15-foot-tall chamber is a sealed wooden box containing 200 rounds of .60 caliber belted ammo for the heavy machine gun above. (See figure 1) A metal ladder in the center leads up to a hatchway beneath the sphere atop the outpost. Video cables and electric cord run across the ceiling from the hatchway into the wall. The lower end of a manual periscope extends down beside the hatchway and can be swivelled to view the surface level above by a person standing on the ladder. The periscope cannot be raised or lowered, and pro-

vides a view from sea level to 15 feet above sea level.

Opening the hatchway will reveal the inside of a sphere, where a belt of ammo will be hanging from the gun. Video cables and an electric cable trail down beside the upper end of the periscope. The 30-inch-diameter hatch has a wheel on both sides and hinges upward. (See figure 6)

The emplacements are named Northeast, East, Southeast, Southwest, West and Northwest. The guns can only be operated (fired) from the control room and if detached from their mountings will be too cumbersome to use.

Boat Area: A new speedboat resting on a two-wheeled trailer is stored here. There are five gallons of gasoline in the tank of its outboard motor. Elevator doors form one side of the chamber. Moving the wheeled trailer requires a Physical Strength of at least 65. The ignition key is generally not present but an agent with a 75 or better in Electrical or Transportation Engineering will be able to hotwire the boat in 60 seconds. Anyone can pilot the craft once it is on the surface.

Northeast Quarters: This is the private room of Bruce Nee, a security guard. It contains a single bed, 4-drawer dresser, chair, drawerless desk, and mirror, plus several kung fu-type wall posters and photographs of Nee in action. He also has a stereo, two speakers, and a collection of Oriental albums.

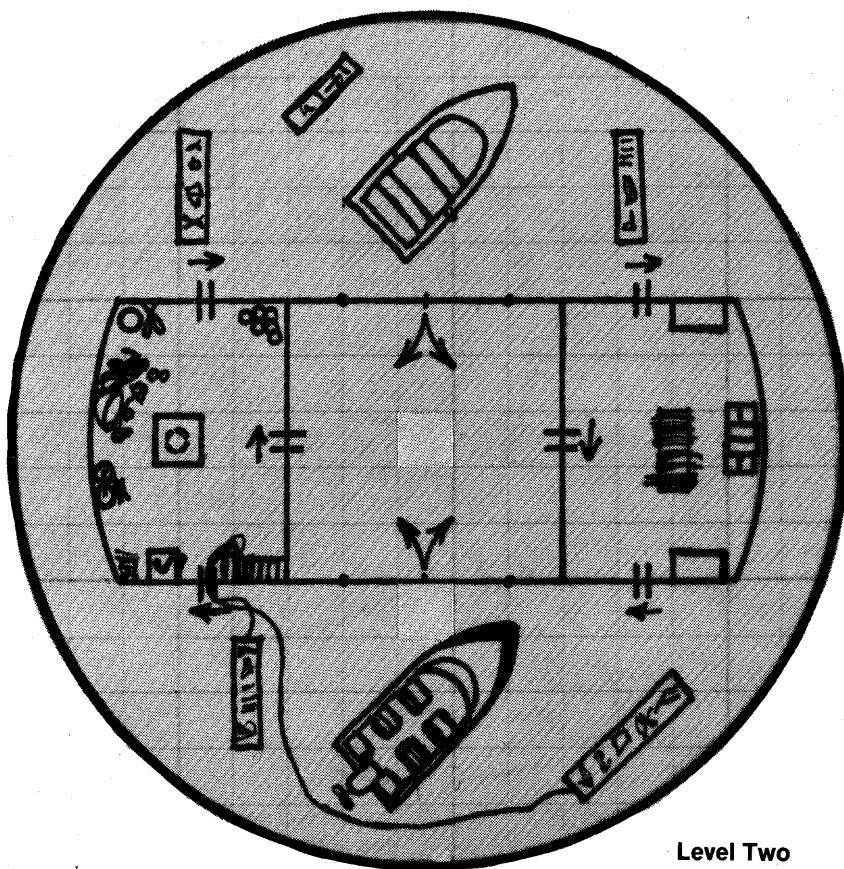
Fuel: The outer door to this room has a sign on it that says "Danger: No Smoking in this Area" in English. The north and south walls are each lined with four five-foot-tall liquid propane tanks. There is a 25% chance that an open flame against it or an armor-piercing shell hitting it will ignite one of these tanks, setting off a chain reaction. A tank adjacent to one which has exploded has a 50 percent chance of also igniting. Each tank will explode separately with a force equal to plastique ranging in quantity from 10 to 100 ounces. Two propane-powered standby generators are located in the center of the floor. If the main power supply from the generator room is disrupted, both of these generators will automatically start after five seconds of darkness. The north generator powers all the lights and the elevator. The south generator powers all other electrical devices in the complex. Electric cables and propane lines crisscross the ceiling and walls. An elevator door is found on the east wall of the room. An agent with an Electrical Engineering knowledge of more than 75 will be able to short out either generator separately.

Southeast Quarters: Security guard Chuck Morris rooms in this smelly, musical cubicle. Besides a single bed, desk, chair, dresser, and mirror, Morris keeps an odorous pet gerbil in a cage on the floor. A clock on the desk is set ten minutes fast. His stereo is on and is playing "outer-space" music.

Helicopter Area: A pontoon helicopter on rollers stands in this space in front of the elevator doors. Its rotor is detached and is resting on the floor beside it. It takes only five minutes for two people to attach the rotor once the copter is out of doors. There are twenty gallons of gasoline in the gas tank. Two persons can be seated in the cockpit. Moving the copter over the rollers requires a Physical Strength of at least 75. An agent with a Transportation or Aeronautical Engineering knowledge of more than 75 will be able to pilot the two-passenger craft once it is out of doors. There are no keys in the ignition lock, but an agent with 75 or better in Electrical, Transportation or Aeronautical Engineering can hot wire the copter in 60 seconds. Once on the surface and assembled, the copter can be started. It takes at least two minutes for the rotors to warm up before takeoff can be achieved without crashing.

Southwest Quarters: Spartan neatness is exemplified in guard Mark Johnson's private quarters. There is only a single bed, the clothing in the drawers is folded, and there is a cleaning kit for a Luger in his bottom dresser drawer.

Generators: Unknown to the player characters using the maps on page 44 of the rulebook, there is only one door to this room. This door is from the elevator only. The hallway outside the room Vi-



Level Two

brates with an electric hum unless the generators are disrupted.

Three of the room's walls are covered with shelves of silver solar battery canisters. These are all wired together and directed to either the north or south electrical generator near the center of the room. The north generator powers all the lights and the elevator. The south one powers all other electrical devices in the complex. If these generators are stopped or destroyed the standby generators (in the room on the other side of the elevator) will kick in after 5 seconds of darkness. Hot-water pipes enter the west end of each generator from the ceiling.

Anyone tampering with the electrical wiring or hot-water pipes who has a Coordination or Electrical Engineering knowledge of less than 75 will be shocked and harmed with W type of light damage to the hand or arms. An agent with a 75 or higher in Electrical Engineering will be able to short out the system safely.

In the center of the room is an immovable, four-legged, square metal table with a rubber mat underneath it.

Northwest Quarters: A sign on this

door reads in English, "Disaster Area! Enter at your own risk!" This cluttered pit of a bedroom is the residence of Dale Craig, a security guard. Instead of the usual fluorescent white light, this room is lit with purple and ultraviolet (black light) tubes. Scattered papers and clothing glows eerily on the floor. On the ceiling above the bed is a full-length poster of James Pong shooting a gigantic revolver, autographed, "To Dale, an agent with potential. James Pong." The poster is worth \$5000 unmarred, less if defaced.

The single bed is unmade; the dresser is crammed with wrinkled clothing. The chair is stacked with science-fiction books, and the mirror is smeared with fluorescent red and green paint which says "James Pong Fan Club" in English. Anyone with a Willpower of less than 75 who enters the room will get a mild headache from the ultraviolet rays. The headache will last for 1-10 minutes. Sixteen handballs lie scattered on the floor and anyone with a Coordination of less than 75 who enters the chamber has a 25 percent chance of stepping on one. If one is stepped on, there is a 10% chance of the victim falling to the floor.

LEVEL TWO

North Boat Repair: A rowboat on a two-wheeled trailer is stored here. There are three workbenches nearby which can be moved and contain all types of woodworking tools: hammers, planes, chisels, saws, and drills. Moving the trailer with boat or any of the workbenches onto the elevator requires a Physical Strength of at least 55.

Weapons: This arsenal would be expected to be well guarded — but the doors are not even locked. Inside, stacked against the east wall, are six wooden crates, each containing 200 rounds of .60 caliber belted ammo for heavy machine guns. These full crates will not float. On a wooden table in the middle of the room are twenty spears, five unloaded double-barreled spear guns, and two unloaded .16 gauge shotguns. Under the table are two flamethrowers complete with propellant tanks. All one needs to do to operate one is to strap it on, turn on the gas, and light the tip. The flame will travel for 50 feet including curves, which amounts to less than one quarter of the way around the outer hallway (outer circumference 235 feet). In a metal cabinet on the north wall are ten boxes

of fifty shells each, of all of the following calibers: .22, 9mm, .357 magnum, and .45. Excessive heat in the area will cause bullets to explode. There is a 40% chance of one bullet hitting any agent in the room, a 30% chance of two bullets, 20% for three bullets, 10% for four bullets, and a 5% chance of five bullets striking any given agent in the room.

In the metal cabinet on the south wall are 4 unloaded .357 Police Magnums, one 9 mm short Walther PPK selfload, and a gun-cleaning kit.

South Boat Repair: A new speedboat with an outboard motor is stored here on a two-wheeled boat trailer. There are five gallons of gas in the mounted outboard motor. Moving the trailer with the boat on it requires a Physical Strength of at least 65. Two movable workbenches in the area contain wrenches, pliers, hammers, drills, and there is an extension cord stretching from each of them into the tool room. Anyone can pilot the speedboat on the surface but without an ignition key it must be hotwired. An agent with knowledge of more than 75 in Electrical or Transportation Engineering can do the wiring.

Tools and Storage: This room has a square, unmovable table in the center of

it which is piled high with disassembled mechanisms awaiting attention. Under the table is a square rubber mat. Running from a socket in the south wall are two extension cords which stretch out to the workbenches in the South Boat Repair. The sliding door is pinching the cords and may have worn away the insulation.

The disassembled mechanisms include two .60 caliber heavy machine guns which are too heavy to fire since they are unmounted, plus a dissected Bernie, a broken bicycle, a twisted floorlamp, and a mangled boat propeller.

Also in the room are two pairs of oars for the rowboat, six cans of motor oil, a five-gallon drum of slippery hydraulic fluid, a 200 lb. welding machine, a welding rod, and a portable cutting torch. Assorted nuts, bolts, nails, washers, and insulators are in a bin along the south wall. The cutting torch acts like a flame thrower at point-blank range only.

Flat floors covered with oil or hydraulic fluid will cause running characters with a Coordination of less than 75 to fall 50 percent of the time. The oil or fluid can only be ignited by open flame, not a bullet or an explosion. Remember, oil floats on water!

LEVEL THREE

Outer Hallway: This 10-foot-wide concave hallway floor leans toward the center of the complex at a 30-degree angle, appearing as a continuously banked curve. The floor is wooden and gives slightly when stepped on. It is used as an indoor track for jogging.

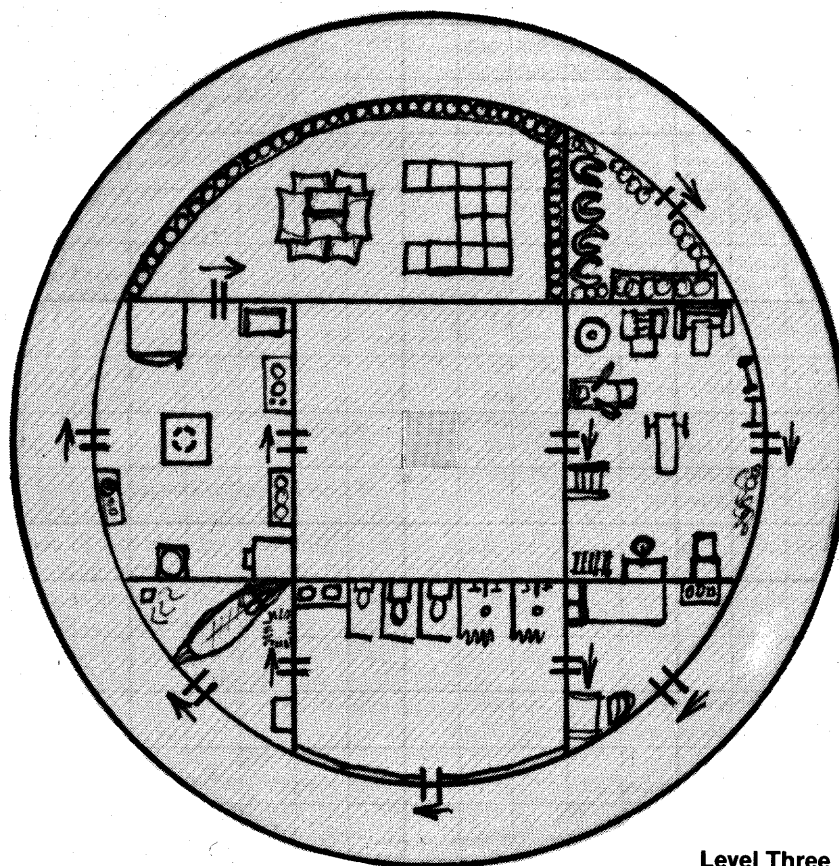
Food Storage: This dry storage area is lined with shelves of canned foods of all types imaginable. In the middle of the room are stacked boxes of cereal products and 50-pound sacks of sugar, flour, beans, coffee, potatoes, and salt.

Unmarked Northeast Chamber: This is a freezer full of hanging sides of beef, sausage, cheeses, poultry, fish, vegetables, pork, lamb, hamburger, steak, pork chops, and ice. The room has a thermostat control above the light switch which is currently set at 0 degrees Fahrenheit but will go from 5 below to normal room temperature.

Recreation: This is where employees can work off their frustrations and keep their muscles in tone. There are weight machines, barbells, a bench, 6 jump ropes, punching bags, and 3 sweaty towels thrown around the room.

Southeast Quarters: "Sweetbeam" Leotard rooms, here. In the room on his dresser are 3 boxing trophies, empty pop bottles, and a pair of boxing gloves. The single bed, desk, chair, and mirror are unremarkable. Yellowed newspaper clippings from his earlier boxing days are taped to the northern wall.

Bath: This common bath has shaving mirrors on the south wall with sinks,



Level Three

showers, toilets, and towel storage along the north wall.

Southwest Quarters: Mohammed Chang, a security guard, lives in this metal hovel. Instead of a single bed he sleeps in a hammock. His few personal belongings and clothing barely fill the top drawer of his dresser. The other drawers are empty. He has no desk, chair, or mirror in the room as the other

guards do. The room smells of burning orange blossom incense and the incense burner throws flickers of orange light across the dark metal walls. The light switch doesn't work. On the north wall of this bizarre apartment are two posters, one of the Ayatollah Khomeini and the other of Confucius. A prayer mat rests on the floor near the eastern wall.

Kitchen: Aside from an unmovable

square metal worktable in the center of the room with a rubber mat under it, the room is filled with customary conveniences. There is a microwave oven, a propane stove, a cabinet full of china plates, bowls, and cups. Also, there is a refrigerator full of milk, eggs, butter, cheese, lunchmeat, fruit, vegetables, and sausage. Near the refrigerator is a sink, a dishwasher, and a full trash compactor.

LEVEL FOUR

Unmarked Northeast Chamber: This is a refrigerated walk-in wine cellar. Along the west wall are racks of sake, cognac, champagne, and rare wines. The racks against the south wall contain bottles of beer, red dinner wine, white dinner wine, vodka, tequila, and carbonated mixers like tonic water and soda. Vodka and tequila can be ignited but do not generate much heat. The room is chilled enough that an occupant's breath will condense as a white cloud. The thermostat above the light switch is set above freezing but can be lowered to 20 degrees Fahrenheit or raised to room temperature.

Recreation: This nearly empty room has dark spots speckled on the four white walls. One handball lies in the middle of the room. The room is an improvised handball court.

Southeast Quarters: This is the bedroom of Scotty Sparks. In addition to his single bed, desk, chair, dresser, and mirror, he keeps on a small workbench a pile of electronic parts. On the desk are several diagrams and circuit boards as well as a soldering gun (HTH value of 50).

Bath: This steamy room contains two large cedar tubs. The east one is full of hot (120 degrees F.) water, the west one contains cold (40 degrees F.) water. Wooden benches surround the tubs and drip condensed steam onto the slightly concave floor. The entire room is a sauna. There is also a sink, toilet, towel storage, and a shaving mirror.

Southwest Quarters: Ian Graves used to live here. The room is as he left it: bed unmade, dresser drawers open. The desk and chair are unremarkable. The mirror is cracked.

Kitchen: This room appears to be an eating area as well as a kitchen. The square metal table with six-inch-high legs has a hinged edge and a woven mat beneath it. (See figure 9) The room is decorated in Oriental Modern. Instead of chairs there are four cushions on the floor. An electric wok, chopsticks, a fondue set, authentic china dishes, and a miniature gong are stored in a cabinet along the south wall.

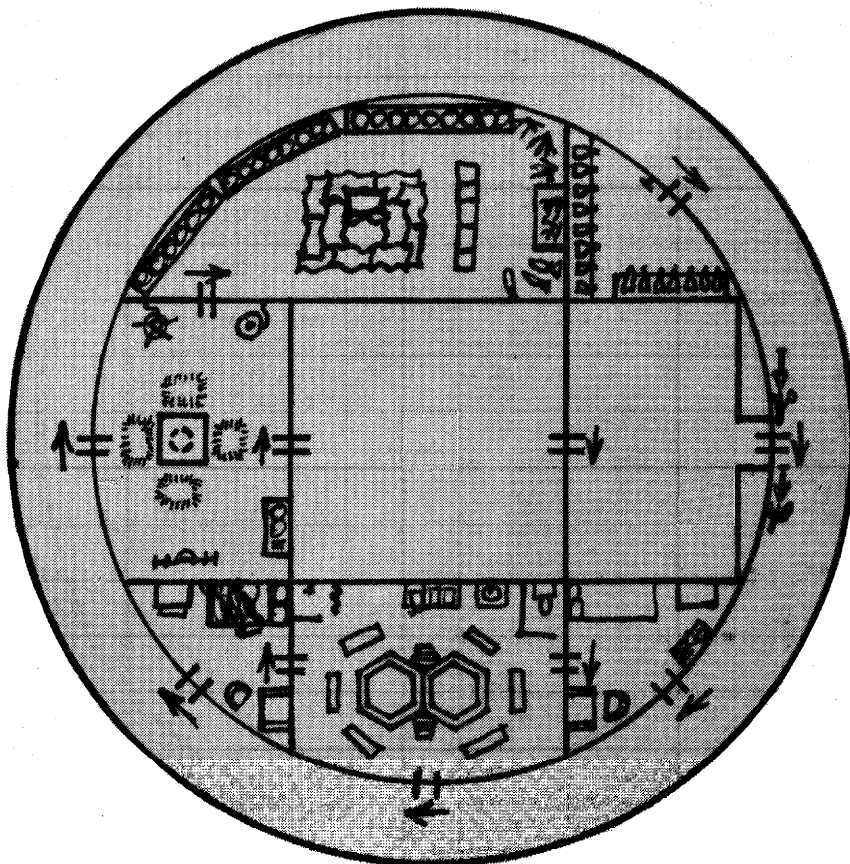
Food Storage: This dry storage area is filled with vegetables, sacks of rice, bags of egg noodles, canned fruit juices, water-cress, chestnuts, beans, bean sprouts, and warm rice wine. Dried octopus and fish hang from the ceiling. A lighted five-gallon aquarium along the east wall contains six live lobsters and a multitude of live snails.

LEVEL FIVE

Storage: Stacked in boxes and bins throughout this area is a potpourri of supply items for the entire complex. These items include fluorescent light tubes, electronic parts, 24 one-gallon cans of motor oil, 24 one-gallon cans of hydraulic fluid, spark plugs, rubber hosing, metal pipes, clamps, circular brush-

es, nonflammable floor-cleaning solvent, twelve-volt battery packs, a clothes washer, a clothes dryer, bed linen, towels, toilet paper, lumber, and one-inch-thick metal plates.

Library: This quiet, carpeted area doubles as a meeting room. A long table surrounded by ten chairs is centered in the room. The west wall is lined with technical books, leisure magazines, and maps. The maps are of Australia, Switzerland, and the world's ocean bottoms. Along the curved east wall are a microfiche reader, a cabinet full of technical and engineering microfiches, a video console for gaming or education, and a small table holding an instant coffee maker, sugar, cream substitute, and styrofoam cups.



Level Four

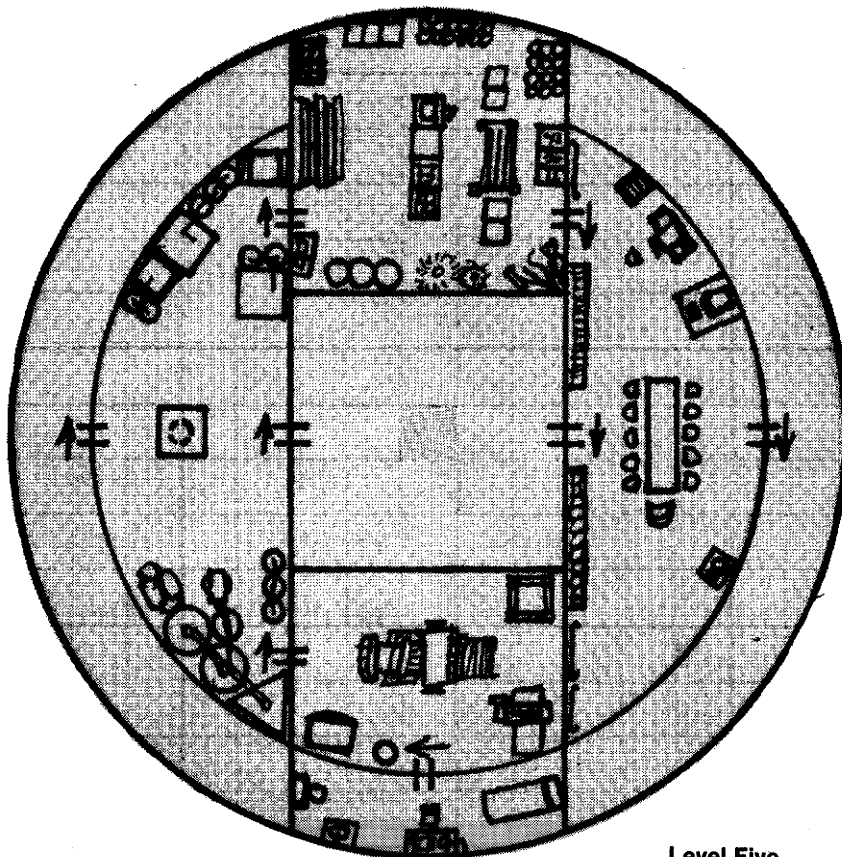
Print Shop: This room is set up to print counterfeit money. A large printing press, a hydraulic paper cutter, a horizontal drying rack, and a tall storage cabinet nearly fill all the floor space. In the storage cabinet are reams of special unprinted currency paper, 4 tubes of colored ink, extra ink rollers, five one-gallon cans of flammable ink solvent, and flattened corrugated cardboard boxes. There is a wastebasket near the door to the south, which leads to the brig. In the bottom of the basket, covered with crumpled paper, are the eight plates for printing Swiss Francs. Something is definitely wrong with them though. Running across the surface of all eight plates are deep fractures as if the plates had been dropped. Close inspection of the crumpled paper will show inked impressions made with the cracked plates. The uncut counterfeit bills are obviously worthless and unusable. The plates ordinarily would have brought a \$5,000 reward from the Swiss government, if returned in mint condition. In damaged condition like this, the plates would be worth a substantially smaller reward (\$2,000) — but a reward nonetheless.

Brig: The door to this chamber is locked. Inside this room is a single bed, a chair, a toilet, and a sink. On the desk are novels by Ian Fleming, an ashtray filled with cigarette butts bearing three gold bands, and a reading lamp plugged into a wall socket behind the desk.

Laboratory: This area contains the life support systems for the complex. In the northern third of the room are tanks of oxygen, filter chambers, and air-conditioning units which make up the closed recycling system. Any agent with a Civil, Electrical, or Mechanical Engineering knowledge of more than 85 will be able to operate or shut down the system. Gas sensors within the ventilation system will automatically shut the system down for 30 minutes if any nonbreathable gas is introduced. These many sensors cannot be deactivated. The system cannot be restarted in less than 30 minutes.

In the southern third of the room are tanks, pumps, sediment chambers, and trickle filters which make up the closed water-recycling system. Any agent with a Civil, Electrical, or Hydraulic Engineering knowledge of more than 65 will be able to shut down the system. Salt water can be desalinated here. Fresh water can be cooled or heated at this location also.

In the center of the room is an unmovable square metal table. Underneath it is a square rubber mat. The cluttered tabletop contains an oscilloscope, unfinished electronic circuit boards, one wire rack with a dozen colors of wire, two soldering guns, a 2-way wrist radio which is tuned to the guards' frequency, and a small carbon-dioxide fire extinguisher.



Level Five

LEVEL SIX

Airlock: For full description, see passage under HARDWARE DESCRIPTIONS. In each chamber is a full scuba suit, with flippers, mask, an air tank with an hour of air, a waterproof searchlight, and a depth gauge/compass wrist mechanism. Ian Grave is tied up in the west airlock.

Submarine Dock: Poised on rollers in this humid compartment is a mini-sub with room for two. The glass top is usually open when the sub is unoccupied. A pair of metal sealed doors on the north side of the room open into the sea, creating a 25-foot-wide passageway. A control switch within the mini-sub electronically operates the sea doors. There is no access to the elevator from the lock.

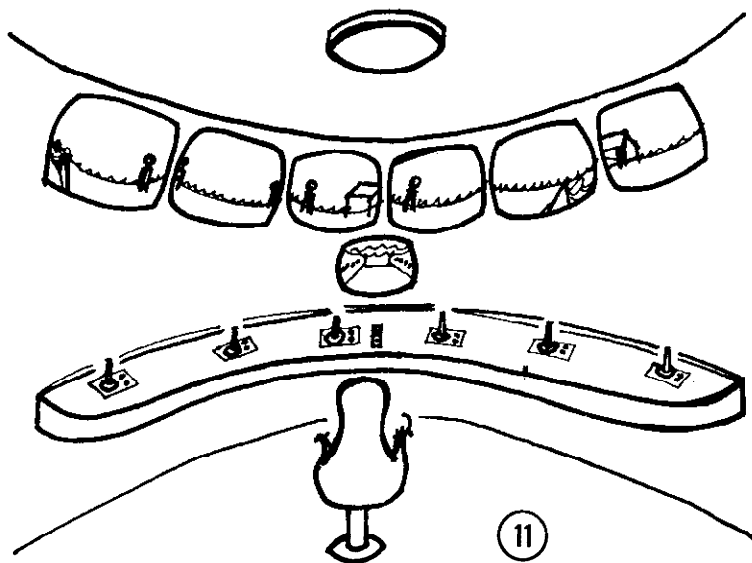
Bath: Mirror tiles cover the walls and ceiling of this white-carpeted private bath. In the northern most corner is a white triangular tub. On the west wall is a white toilet and sink. On the east wall is a counter top with shelves for towels and toiletries underneath. The only door leads from the Wardroom to the south.

Wardroom and Bedroom: Dominating the center of this plush, dark-carpeted slumber room is an eight-foot-wide circular bed. The water bed is made of strong transparent vinyl, and a dozen

tiny goldfish dart to and fro inside it. Above the bed is an ornately carved wooden Swiss cuckoo clock. To the north of the bed is a vanity with a lighted makeup mirror and a short chair. The vanity's two drawers are filled with cosmetics. On the west wall are four wooden clothes closets full of women's clothing. To the south of the bed is a writing table and chair. One of the drawers contains writing instruments. The other contains an envelope. In the envelope is a short note in English reading, "Dear Doctor: thanks for the blueprints. They'll be put to good use in my rulebook. Thanks again, MMR."

Living area: This is the private work and entertainment area of Doctor Yes. Seven thick panes of clear, bulletproof glass cover the floor, revealing the colorful coral on the sea floor twenty feet below the complex.

The area contains a well-stocked bar with five stools, a round card table with four overstuffed chairs, an eight-foot pool table with accessories, a foosball table, a six-foot couch with end tables, and a lit drafting table. In the four drafting table drawers (from the top down) are: drawing instruments, blank paper, preliminary sketches, and finished drawings for larger islands and floating city structures.



Control Room (See figure 11): A central swivel chair attached to the floor faces banks of monitors and controls on the west wall. (See figure 9) There are three colored switches and a microphone on the right arm of the chair and one white on the left. A red switch turns the lights in the control room to red. The blue switch turns on the microphone so the operator can speak to anyone in the mini-sub up to 3000 feet away. The yellow switch turns on a compressor to flood the control room with air at a great enough pressure to force any seawater out for 15 minutes. If the room is still watertight when this occurs, all occupants breathing room air will take 1-6 points of pressure damage. The white switch activates the hydraulic pedestal beneath the chair, raising it five feet straight up toward the light fixture. The chair will begin to rise immediately and reach its peak in 5 seconds. Flipping the switch back will lower it just as fast. The white switch cannot be operated when the chair is in motion.

All controls are marked in English. Any agent with a Knowledge rating of more than 70 should be able to activate and operate each device in the room. A single well-aimed bullet will destroy one

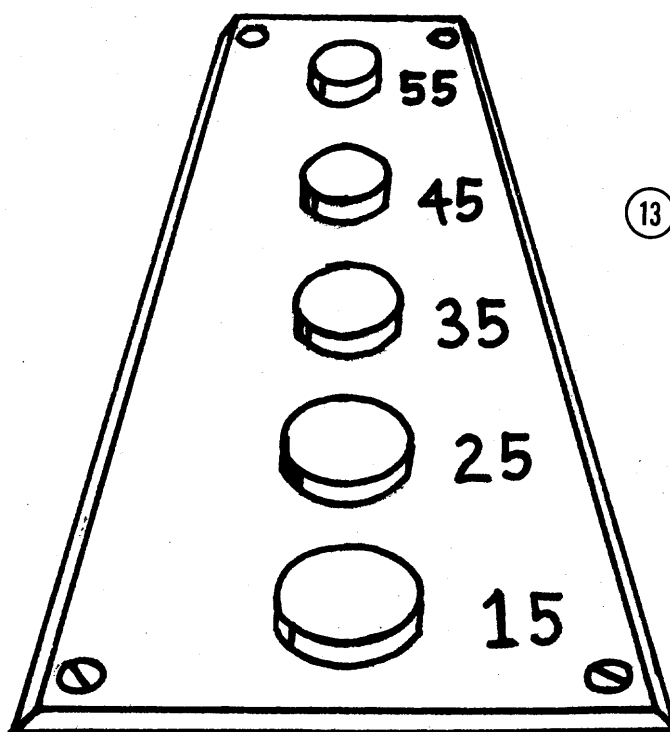
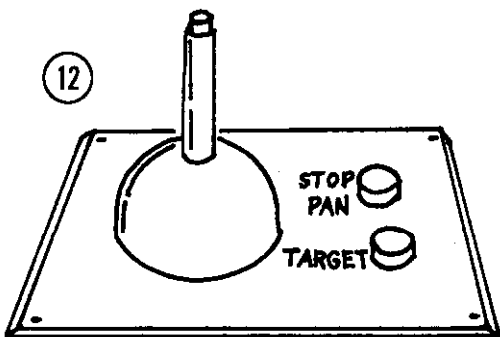
device or control. Six television-type screens dominate the upper part of the west wall. They each have a revolving view of the sandy surface of the island as seen from a camera in one of the outposts. Directly in front of each screen on the console is a joystick with a pair of buttons. (See figure 12) The "stop pan" button locks a camera onto a viewed target on the surface stopping the camera's circular rotation. The camera's motion is now controlled by the joystick. Pressing the "Target" button magnifies the image on the screen and places it on a crosshair grid for targeting with the joystick. The joystick is topped with a

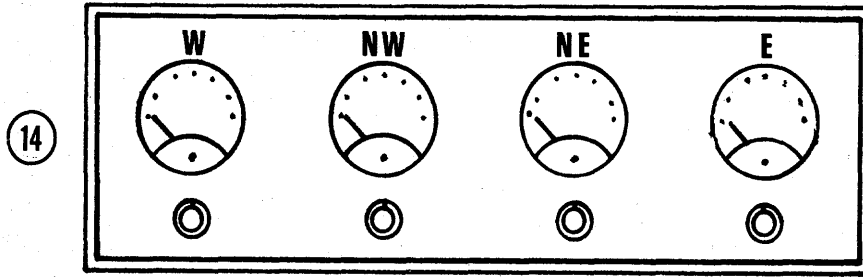
red thumb button which if pressed will fire a continuous stream of .60 caliber ammo from that outpost's gun for as long as it is pressed. All six outposts could be controlled simultaneously if enough people were inside the control room.

A seventh smaller screen centered beneath the outpost screens shows an underwater view of the 25' x 55' inlet. Instead of a joystick for this screen, there is a panel with five buttons. (See figure 13) Pressing one of these buttons will fire two harpoons at a 45-degree intersecting angle toward the center of the inlet. (See the Top View, Surface Level map for details) The pairs of harpoon tubes are spaced ten feet apart and their position is fixed. Each harpoon has a PWV of 2, a point-blank modifier of +4, and a short-range modifier of -50. Due to the narrow inlet and camera angle the harpoons are no good at medium or long range. They are barbed and inflict +2 points of damage when they hit.

On the east wall of the control room, north of the narrow elevator door, are four airlock master controls which allow any airlock to be flooded with water or filled with air up to 7 atmospheres in pressure for decompression use. A knob with a gauge above it controls and indicates the exact pressure in an airlock. (See figure 14) Any agent with a rating of more than 60 in Medicine/Physiology will be able to properly decompress someone in an airlock. Anyone else will inflict 1-10 points of damage to them.

To the south of the elevator door is a master elevator control board which indicates which floor the elevator is on. It can override the controls inside the elevator





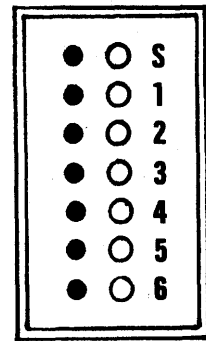
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and other floors and force the elevator to go where the operator in the control room wishes it to go. (See figure 15)

Further south on the east wall is a master door and lighting control switch board. All switches are labelled. Refer to level maps and level descriptions for names and locations of chambers within the complex. Each chamber has a separate switch. Any elevator, chamber or hallway door may be electronically locked or hydraulically opened and closed anywhere in the complex as long as the main or auxiliary generators are still working. All doors and (including the escape route) hatches ordinarily have a 130 difficulty to deactivate and then a difficulty of 40 to force open. This is only after the one-inch plate metal has been cut away from the mechanisms in the doorframe. The entire escape route or any segment of it may be opened or sealed shut with the flick of one of six

switches. As long as there is electrical power any functioning light in any chamber, hallway, or elevator shaft may be turned on by using this master lighting panel. From the panel, power can be cut to any chamber or hallway device including the recycling systems and the escape route hydraulic system. Battery-powered Bernies are unaffected by any power shutoff. Airlock and gun emplacement hatches are always operated manually.

Prep Room: Departing and incoming aquanauts often use this chamber to dress in. Along the northernmost curved wall are six double-shot pneumatic spearguns loaded and ready to fire. Along the westernmost curved wall is a high-pressure compressed air system for filling air tanks. An agent with knowledge of 85 or better in Mechanical Engineering will be able to turn on the compressor and operate the mechanism. In lockers along the east wall are stored two wet suits,



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two sets of scuba gear with one-hour tanks (full), two sets of flippers, two weight belts, two diver's knives (-9/-6), two wrist-worn depth gauge/compass mechanisms, and two portable underwater searchlights.

FLOODING

When any chamber below water level is punctured or opened it becomes susceptible to flooding. Three factors have to be considered each time a chamber wall is punctured or a door or hatch is opened:

1. Is the chamber adjacent to the outer perimeter of the complex or adjacent to a previously flooded chamber?
2. How far below the surface of the ocean is the chamber?
3. How large an opening was made into the chamber?

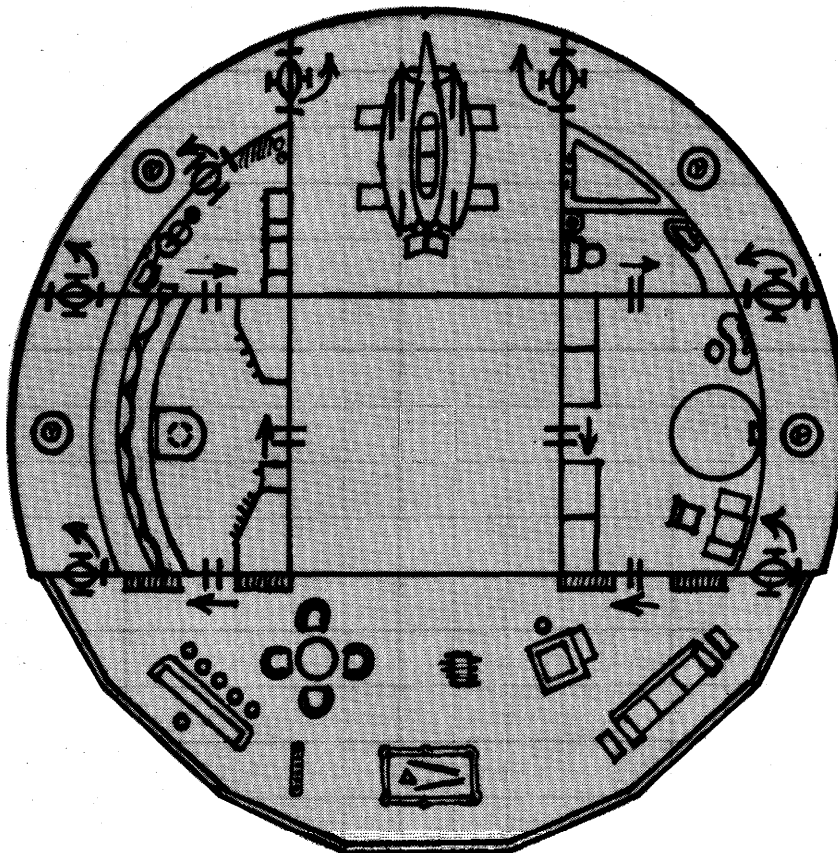
A flooding chamber will fill to either the top of the opening which caused the flooding or to the height given below, whichever is deeper. Trapped compressed air against the ceiling prevents water from coming in further.

Chamber flood depth

If the complex is still afloat, maximum flood depths for rooms and chambers is as follows: Level 1, 2 feet, 10 inches; Level 2, 4 feet, 2 inches; Level 3, 5 feet, 2 inches; Level 4, 5 feet, 10 inches; Level 5, 6 feet, 4 inches; Level 6, 6 feet, 8 inches. (Ceiling height on each level is 10 feet.)

If the complex is on the bottom or sinks after being partially flooded, all flooded areas will accumulate water beyond the "afloat" flood depth: Level 1, 5 feet, 2 inches; Level 2, 5 feet, 10 inches; Level 3, 6 feet, 4 inches; Level 4, 6 feet, 8 inches; Level 5, 7 feet; Level 6, 7 feet, 2 inches.

Remember that water flows downhill, and opening a flooded chamber from below will cause that water to pour down the lower chamber. Due to moisture sensors in each chamber, flooding will cause doors and ventilation shafts to automatically seal shut. There is always a 10% chance that the salt water in a flooded room will be electrified, causing 1-10 points of damage to an agent's body. Electrical devices used in a flooded chamber or taken from that chamber only operate 10% of the time.



Level Six

The speed at which a chamber floods to its maximum depth depends on the size of the opening made into it. If the chamber is adjacent to the outer perimeter of the complex, the depth affects the rate at which the water flows in. Flood time is in seconds and is calculated as follows.

Using the map containing the chamber being flooded, count all the full floor squares and partial squares (more than half of one) which the room includes. Using this number as a base figure, incorporate any of the following multipliers which apply:

Size of opening:

Hatch-sized (man-sized)	x1
Smaller than hatch-sized	x2
Larger than hatch-sized	x.5

Location of opening:

(First multiplier used if complex is afloat; multiplier in parentheses used if complex is on bottom.)

Level 1	x1.3 (x1.5)
Level 2	x1.4 (x1.6)
Level 3	x1.5 (x1.6)
Level 4	x1.6 (x1.6)
Level 5	x1.6 (x1.7)
Level 6	x1.6 (x1.7)

Note: These multipliers are only used for flooding which involves penetration of the outer perimeter of the complex's exterior walls. The first set of multipliers (for size of opening) is used to determine flood time for newly flooded compartments created by a rupture in an interior wall. The multipliers for location of the opening only apply when the opening is on the outer perimeter of the complex.

Example: Agents place 40 ounces of plastic explosive outside the brig on the fifth Level, six inches above the floor. They ignite it electronically and it punctures a man-sized hole in the two-inch-thick metal perimeter. From the Chamber Flood Depth information, the Administrator knows the chamber will fill with water to a depth of six feet, four inches. To find out how fast it floods, the Administrator applies the formula as follows: Number of squares in brig (5) x man-sized puncture factor (1) x Level 5 flood time factor (1.6) = eight seconds until room is flooded.

Example: Agents ignite 20 sticks of waterproof dynamite on the top edge of the outer doors to the submarine chamber on level 6. The explosion creates a larger than man-sized puncture in the two-inch-thick doors. The entire chamber will flood since the puncture is near the top of the door next to the ceiling. The time to flood the entire chamber is 25 (number of squares) x 1/2 (opening larger than a hatch) x 1.6 (Level Six flood time factor) = 20 seconds.

SINKING:

The entire complex will sink twenty feet to the bottom when 25 or more chambers and hallways of any size are

flooded. This does not include the elevator shaft.

It will take two and a half minutes for the half-flooded complex to hit bottom. The complex will remain upright. During this time all flooded chambers will slowly fill to their maximum "bottom" depth. The floor hatchways in the four airlocks will be sealed against the ocean bottom and cannot be used. The mines buried in the sand on the surface level will float up out of the sand filling the surrounding waters with approximately 35 live explosives. Rescue craft in the area as well as craft from within the complex will have to dodge these deadly hazards. Use the same odds for exploding these mines as when they were buried in the sand.

UNDERWATER ACTIONS

As explosions rip open the complex walls and chambers flood with sea water, within seconds the entire complex will rock and vibrate. On occasion, opening a hatch or door to a chamber will cause pressure changes which may affect your hearing. Releasing air from a flooded chamber will cause the water to rise to the top of the opening connecting it to the unflooded chamber. Water will try to fill the next chamber. The weight of water behind or above a hatch must be considered when agents attempt to enter a flooded chamber or exit the submerged complex from an air-filled chamber.

Throat mikes and electronic equipment will have a 75% chance of fizzling out each time they are immersed in water unprotected. Reduce this chance to 50% if waterproofing precautions are taken. Powder-firing weapons which get wet are extremely unreliable and even when waterproofed will only fire 25% of the time after immersion. If a shell fails to fire treat it as a misfire as explained on page 25 of the TOP SECRET rulebook. Condensation inside plastic sacks or wax after 15 minutes has the same effect as water on bullets and powder explosives. Remember to review the Explosives and Underwater Combat sections in the TOP SECRET rulebook.

SHARKS

If any agent or character bleeds in the water at any time there is a 10 percent chance per person per minute that 1-10 sharks will attack that agent or others in the water. Sharks may enter flooded chambers (one shark at a time) if blood streams from inside the complex and there is a man-sized or larger hole for them to enter. Each explosion will have a 25 percent chance of attracting 1-10 sharks. Each shark will have a Life Level of (1-10) +9 and an attack value of (1-10)+9 as the number of injury points it will inflict per attack. Agents cannot harm sharks with their bare hands but rolling their Offense value or less on percentile dice for each shark will drive

that shark away or toward another person. Anyone attacked may only fight against two sharks at a time, all others getting a free bite. If someone injures a shark, one other shark will attack the injured one and will no longer be interested in humans. Once a shark attacks successfully, it will attack only that certain victim and will not also attack another person. A human cannot outswim a shark.

Sharks attack savagely, tearing chunks of flesh from the victim by thrashing their heads from side to side. Only about 20 percent of those attacked have survived. Heavy bleeding from gaping wounds and shock cause death in most cases.

Of the more than 225 known species of shark only 10 percent are believed to be dangerous to divers. They are especially dangerous off the coast of Australia, where this floating island is located. Naturally curious, cannibalistic, and possessing a rather one-track mind, they should be avoided when possible.

It is believed sharks are attracted to shiny objects, light-colored articles, splashing on the surface, explosions, but most of all...blood!

PERSONNEL

All personnel within the complex, including the prisoner in the brig, will know what each chamber is and how to operate all hardware and devices. All personnel except the prisoner will know about the escape route and the safe path across the minefield to the edge of the island. They will also know which quarters are assigned to each person and each person's duty schedule, even during an alarm. Everyone *except* the prisoner will know that the plates were ruined by Ian Grave and he's being tortured by decompression in the west air-lock by Doctor Yes. Each person will know the contents of his or her own quarters. Only Doctor Yes and the prisoner in the brig know that the prisoner is the Doctor's son, who infiltrated the complex single-handedly. All the guards will know that Dr. Yes will try to escape during an alarm via mini-sub. Mark Johnson and Chuck Morris each carry a key to the helicopter, and of all the personnel only they or Doctor Yes can pilot it.

Doctor Yes is the only one carrying a key to the mini-sub, but any personnel member may pilot it. Doctor Yes and the four guards each carry matching keys to the speedboats. Anyone may pilot these vehicles. Doctor Yes, Scotty, and the guards each wear a wrist radio (See Personnel Alarm Reactions). All personnel carry the equivalent of 1-100 dollars on their person at all times.

All personnel can swim. Guards will possess weaponry, protection, and ammunition randomly determined from page 16 of the TOP SECRET rulebook. Roll for each guard separately.

Personal traits of floating island's personnel

	PS	Ch	W	Co	K	Cr	O	D	E	HV	WV	SV	LL
Dale Craig	85	85	85	97	81	93	95	91	90	175	180	181	18
Mark Johnson	99	80	84	59	97	90	75	70	85	182	171	153	18
Chuck Morris	90	68	85	93	94	98	95	80	83	173	185	163	18
Bruce Nee	84	76	100	64	68	100	89	70	89	173	173	159	18
"Sweetbeam"													
Leotard	96	97	105	94	47	126	110	96	112	208	206	208	20
Mohammed Chang	50	50	50	50	50	50	50	50	50	100	100	100	10
fan Grave	63	37	50	33	84	23	28	35	31	94	91	66	11
Scotty Sparks	82	63	31	27	180	87	57	45	75	157	139	120	11
Doctor Yes	37	120	113	80	163	67	74	100	94	131	111	194	15
Prisoner	115	156	128	157	142	158	158	157	157	272	273	364	24

PERSONNEL DESCRIPTIONS

The Guards

Dale Craig: Height 5'9"; Weight 160 lbs.; Nationality British; Race Caucasian. Very long brown hair, blue eyes (usually covered with mirrored sun glasses). Often wears blue denim jacket with silver chain over right shoulder. Across the back of his jacket is stenciled "THE EXTERMINATORS". He is a very sloppy dresser and looks generally unkempt. In his wallet there is no money (his currency is kept in a front pants pocket), but there is a card which says "James Pong Fan Club". When cornered with no way out he will threaten that his friend Pong will avenge his death. He doesn't like taking prisoners. Reward: \$3500 alive.

Mark Johnson: Height 6'1", Weight 165 lbs.; Nationality British; Race Caucasian. Short blond hair and blue eyes. Shy and reserved, he detests Dale Craig but functions well with others, except perhaps Doctor Yes. There is a streak of humanity in him but it doesn't run too deep. He doesn't take prisoners. He is also extremely neat and punctual. No reward offered.

Chuck Morris: Height 5'8"; Weight 195 lbs.; Nationality British; Race Caucasian. Medium-length brown hair, green eyes. He likes to order the others around, but usually does so without success. When the action starts he uses his head and sets traps against his opponents. He'll rarely be surprised and his back is usually towards the wall. Chuck enjoys capturing prisoners and interrogating them. The other guards consider him strange but do respect him. He sometimes wears a blue denim jacket with "THE EXTERMINATORS" stenciled across its back. Reward: \$3500 alive.

Bruce Nee: Height 5'10"; Weight 155 lbs.; Nationality British, Race Caucasian; Short brown hair, blue eyes. Often goes around the complex wearing shorts and nothing else. He often fakes punches and kicks towards the other guards; sometimes he will playfully punch Dale Craig in the arm. Although he irritates the other guards occasionally, he is

accepted by them. When he does wear clothes he will put on his Exterminator jacket. In his shorts pocket are the keys to an automobile (obviously not on the premises); Reward: \$3500 alive.

"Sweetbeam" Leotard: Height 5'5"; Weight 122 lbs.; Nationality Canadian; Race Negroid. Bald, deep brown eyes. The natural leader of the guards and the personal favorite of Doctor Yes. His language is never filthy, but his spontaneous comments often insult the other guards; his easy smile and quick hands make everyone very reluctant to fight him. He is very nostalgic about his boxing days. Sweetbeam enjoys killing and never takes prisoners. No reward offered.

Mohammed Chang: Height 6'6"; Weight 163 lbs.; Nationality Swiss; Race Caucasian/Mongoloid. Long black hair, hazel eyes. He has been with Doctor Yes longer than anyone else on the island. Mohammed is a very withdrawn person and does not associate with the others frequently, although his admiration for Sweetbeam is very high. Doctor Yes seems to feel very protective toward Mohammed and looks upon his ambivalence with amusement. Mohammed rarely makes decisions and tends to follow the others around. No reward offered.

The Others

Ian Grave: Height 5'10"; Weight 177 lbs.; Nationality Swiss; Race Caucasian. Crewcut silver hair, brown eyes. He's currently in an air lock by the control room. His hands are bound and he is suffering from decompression sickness (the bends). He is doubled over and is in too much pain to communicate. If the agents help him to recover, fan will tell them that he was being executed for accidentally dropping all the plates and rendering them worthless. He will reveal that the cracked plates are currently in the wastebasket in the print room. Ian will also plead with agents not to kill his good friend Scotty Sparks. If the agents do not bring Ian back to normal slowly, he will be in too much agony to talk and will soon thereafter die. Ian Grave was the intended printer of the counterfeit currency. No reward offered.

Scotty Sparks: Height 5'8"; Weight 145 lbs.; Nationality United States; Race Caucasian. Blond hair, blue eyes. An electronics genius, a coward and a very depressed man, Scotty Sparks has been unable to function since his close friend fan Grave was sentenced to die by Doctor Yes. He is impervious to the charms of Doctor Yes, but fears her instead. Scotty is usually in his bedroom or the laboratory, moping. When agents find him he will react very lethargically; however, Scotty will act much differently if he is taken to the sixth-level air lock in which his friend is imprisoned. Scotty will beg the agents to save fan, and if they do not he will risk his life in an attempt to rescue his friend. He does know how to operate the decompression equipment from the control room. Reward: \$6500 for safe return.

Doctor Yes: Height 5'5"; Weight 118 lbs.; Nationality Swiss; Race Caucasian. Long white hair, pink eyes. Albinism apparent at short range even when she is in scuba gear. Her albinism and lisp seem to enhance her beauty rather than hinder it. This could be said about her age also; her sixty years have not marred her looks. Her anonymity in the outside world is due to her brilliance as a criminal. Not once have the authorities even suspected her in the many highly successful escapades she has masterminded. On this caper, however, luck has finally gone against her. The plates were destroyed by clumsiness, and her name is connected to the theft of them. She is in a foul mood and is usually in the control room, personally perpetrating and supervising the slow execution of fan Graves. If not there, she will either be in her bedroom or in the Living Area doing drafting work. Reward: \$10,000 alive. Weapon: She will be armed at all times with a .22 pocket self-load Beretta. Engraved on the grip in English is "From J.B. to Mom with love."

The Prisoner: Height 6'0"; Weight 167 lbs.; Nationality British; Race Caucasian, Black hair, blue eyes. He possesses a cruel-looking mouth and often pops out with subtle puns. Under his left arm is an empty chamois holster. His clothes fit well, and agents may note a certain arrogance in his actions. This man shows no fear when a gun is pointed at him and will usually joke about it. If there are any female agents in the group they will feel a very strong attraction toward this man. If a female agent is attractive, she will notice him eyeing her approvingly and he will try to engage her in conversation. In his shirt pocket is a package of cigarettes which bear three gold bands and in his pants pocket is a set of keys to a Bentley automobile. When this man is left alone with a single agent he will try to obtain possession of the agent's weapon. This prisoner will call Doctor Yes "Mother" if he comes upon her unex-

pectedly and will be definitely uneasy in her presence. If the agents will trust this man, he will aid them to his full ability. He will not give out his name. Reward: \$11,000 alive (from the British Secret Service).

Personnel locations

The following information will provide the locations of each member within the complex during any given eight-hour period:

12:01 a.m. to 8 a.m.: Craig and Johnson in control room, Level 6; Morris in library, Level 5; Nee in Recreation area, Level 3; Leotard in Southeast quarters, Level 3; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes in Wardroom and bedroom, Level 6.

8:01 a.m. to 4 p.m.: Craig in Northwest quarters, Level 1; Johnson in Southwest quarters, Level 1; Morris and Nee in control room, Level 6; Leotard in Recreation area, Level 4; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

4:01 p.m. to midnight: Craig in Kitchen, Level 3; Johnson in Library, Level 5; Morris in Southeast quarters, Level 1; Nee in Northeast quarters, Level 1; Leotard and Chang in control room, Level 6; Sparks in Laboratory, Level 5; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

At all times, fan Grave will be located in the west airlock, Level 6, and the Prisoner will be in the Brig, Level 5.

Personnel Alarm Reactions:

All guards, Scotty, and Dr. Yes communicate in English via two-way wrist radios. Due to the small size of the staff, all members recognize each other's voices.

As soon as the alarm is sounded (when anyone with a wrist radio notices an invading agent and alerts all staff members), the following actions take place:

1. Doctor Yes will immediately head toward an airlock, put on scuba gear, and attempt to escape via mini-sub. She will only return when she has received the coded signal, "The goldfish are swimming their little hearts out." A staff member must send this message from the control room. All staff members know this phrase.

If her submarine escape is thwarted she will attempt to swim out through the sea doors or a hatchway wearing scuba gear. If this is not possible she will try the escape route.

2. Guards located in the control room will try to hold that position at all costs and will direct the other staff members. Guards located on Levels 1 through 3 generally are sent to protect the genera-



tors and fuel room on Level 1. Guards located on Levels 4 through 6 generally are directed to the Living area and Bedroom on Level 6. Guards without ammo will head for the weapons room on Level 2.

3. Scotty Sparks will remain in the chamber he occupied when the alarm was sounded and will not be aggressive. If taken to the sixth level he will try to free Graves as described above.

4. Ian Grave and the Prisoner in the Brig will both be yelling for help in English. They can only be heard by someone on the level they occupy.

OPTIONAL RUMORS

At the discretion of the Administrator, rumors (both true and false) may be told to the players before the agents' assault begins. Each player should be taken aside and told one of the 10 rumors listed below, determined randomly. Players may share their rumor information with other players if they so desire. In the list below, rumors 3, 4 and 9 are false. Additional false rumors may be substituted for true ones on the list by the Administrator.

1. A high-ranking British agent has been captured by Doctor Yes. Reward \$11,000.

2. The only known picture of James Pong, an assassin to be killed on sight, is located somewhere in the complex. It is worth \$5,000 to the U.S.

3. It has been heard that Van Gogh's ear is somewhere on the island. It is worth \$8,000.

4. An extremely rare species of tropical fish is possessed by Doctor Yes. It is worth \$8,000 alive.

5. Scotty Sparks, an electronics genius, is on the island. \$6,500 will be paid for his safe return to his home government.

6. Doctor Yes is a woman.

7. There are secret hatchways linking the levels.

8. The guards race bicycles on Level 4.

9. All the printed Swiss francs are located on the submarine.

10. "The Exterminators," a terrorist group, form part of the guards. They are worth \$3,500 if any one is captured alive.

EPILOGUE

Escape is defined as swimming, boating, or flying off the boundaries of the map on page 44.

If any agents escape with the plates, other valuables, or personalities, they receive their appropriate rewards and experience.

If agents are unsuccessful; (all killed, captured, or escaped without reward) the floating island will reappear somewhere else in the world one game week later. All captured agents will suffer the same fate as fan Grave. They will be placed in a chamber which will be pressurized for ten minutes and then suddenly depressurized. This will cause 1-10 points of damage each time it is performed. Decompression sickness is extremely painful, especially in the major joints of the body. Dizziness and nausea accompany severe cramps which will double over a victim in excruciating pain. So much for those who visit the floating island of Doctor Yes!

CREDITS

Initial Concept: James Thompson. Module Design and Development: James Thompson and Merle M. Rasmussen.

Helpful Suggestions: Mark Elliott, Christian Johansen, Mark W. Johnson, Scott Nelson.

Playtesters: Frank Clatterbaugh, Eric Crawford, Mark C. Bowerman, Howard E. Bell Jr., Dave Bowerman, Chris Laizik, Michael Spoto, Donald R. Simmons Jr., Eric Nelson, Christian Johansen, Scott Nelson, Mark Elliott,

Art: Merle M. Rasmussen.

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FF 9	Carbuncle	1.79	FF44	Salaman Warrior at ready w/pike98
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FF12	Assassin Bug98	FF47	Salaman Trooper w/lance & axe mtd on Giant Strider	2.98
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FF14	Cyclops	1.79	FF49	Giant Spider	1.79
FF15	Hill Giant swinging club	1.79	FF50	Giant Scorpion	1.79
FF16	Giant Troll w/spiked club	2.98	FF51	Tentacled Crawler	1.79
FF17	Minotaur	1.79	FF52	Skeleton Warrior98
FF18	Wraith98	FF53	Ogre	1.79
FF19	Werewolf98	FF54	Wyvern	2.98
FF20	Goblins w/swords & shields (3)	1.79	FF55	Young Dragon	2.98
FF21	Goblins attacking w/axes (3)	1.79	FF56	Giant Frog98
FF22	Goblins firing bows (3)	1.79	— 57	Giant Snakes (3)	1.79
FF23	Goblins advancing w/spears (3)	1.79	FF58	Vampire98
FF24	Red Orcs in chainmail w/swd (3)	1.79	FF59	Wight98
FF25	Red Orcs attacking w/swords (3)	1.79	FF60	Mummy98
FF26	Red Orcs in armor w/swords (3)	1.79	FF61	Giant Wyvern	6.49
FF27	Red Orc w/sp on Giant Tusker	2.98	FF62	Female Red Orc98
FF28	Red Orc in c/m on Giant Tusker	2.98	FF63	Red Orc Children (2)98
FF29	Red Orc in p/a on Giant Tusker	2.98	FF64	Female Goblin98
FF30	Zombie98	FF65	Goblin Children (2)98
FF31	Satanic Angel	1.79	FF66	Skeleton Rider on Horse of Hell	2.49
FF32	Golem98	FF67	Giant Boar98
FF33	Great Fire Dragon	6.49	— 68	Goat-Headed Ogre	1.79
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Carrying a heavy load?

Let a mule do it for You!



by Robert Plamondon

Many players of fantasy role-playing games have their characters take mules with them on adventures, hoping to fill their empty saddlebags with loot. Few players think of putting more than a few arrows and an extra bottle of wine on the mule for the trip in; mules are for the journey home.

This often turns out to be a fatal mistake, for a mule can carry an enormous amount of gear to keep the party going in unexpected circumstances. If you've ever run out of light and arrows in the same expedition, a well-laden mule is probably just what you need.

One method of arriving at the optimum assortment of gear for your faithful pack animal is to try everything and then throw out the stuff you never use. This is the method I used with my thief, Black Bart, who was fortunate enough to run in a world where mules could carry amazing loads due to DM leniency. In a stricter dungeon, this method would undoubtedly lead to overloading the mule and reducing its movement rate, as well as leaving no extra carrying capacity for treasure. We therefore need to arrive at a more efficient system for sorting out the useful gear from the rest.

Probably the most common type of equipment to load onto the mule is consumable goods; stuff that will be used up in the course of an adventure, such as food, torches, arrows, and beer. These are the kinds of items that the characters probably don't want to carry around themselves, at least in large quantities, and since they gradually get used up the mule will have more and more room for treasure as the adventure progresses.

Another major category for dungeon gear is replacement items. Such things as lanterns and axes tend to get broken when used as makeshift molotov cocktails and iron box openers, respectively. Items which tend to get broken or mangled on

expeditions should have backups on the mule. This also applies to weapons in general and bowstrings in particular.

Special-purpose equipment can be very important if you can correctly predict what you need to take. This category includes all of those crazy things you think just might come in handy, such as rope and pulleys, mining tools, or a battering ram. In many dungeons some of these things would be considered essential, while in as many others they would be totally worthless. Special-purpose equipment is usually selected after finding out the specifics about the area of the adventure, although chaotics might decide to bring along all sorts of junk in any circumstances, on speculation.

Another important class of items, at least to low-level characters, is "repellants," which include garlic, belladonna, wolfsbane, mirrors, and holy water. Evil characters might add poison to the list. Repellants are rather poor as offensive weapons, but they discourage certain opponents (wolfsbane disgusts were-creatures, while garlic and mirrors turn vampires off), or even kill them, such as when a mirror reflects back a basilisk's gaze or holy water destroys one of the undead. Belladonna is included as a repellent because it's a sort of vaccine against lycanthropy, and because it doesn't fit any of the other specific categories.

Note that holy water is quite a powerful weapon against the undead; unless there is a powerful Cleric in your party, your only real chance to overcome the nastier undead creatures is to shower them with holy water. If you have a negative armor class and magic weapons you might try single combat with the next vampire that turns up, but when you get six levels drained off before you kill him I'll be right there saying, "I told you so." Any cretin can throw holy water, and vampires and the like are often much more vulnerable to half a dozen people hurling vials at them than to a single fighter with a bright sword.

The last categories are tools, mule gear, and miscellaneous.

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WHITEOUT

A TOP SECRET[®] game adventure

by Merle Rasmussen



OPERATION: WHITEOUT

YOUR OBJECTIVE: GET THE GOODS ON CON

— AND DON'T CATCH COLD DOING IT

AGENT FILE

CHRISTCHURCH, NEW ZEALAND MISSION BRIEFING

GEOGRAPHY: Whiteout Base is located on a flat, icy island at 64 degrees 15 minutes south, 60 degrees 30 minutes west, ten miles away from Camp Perez. It is situated on property claimed by Great Britain, Chile, and Argentina. Estimates of its human population range from 80 to 120.

HISTORY: In 1947, President Gabriel Gonzalez Videla of Chile established several research stations to reinforce his country's claim to the Antarctic peninsula. Although geothermal activity was detected very close to the site in question, the station was abandoned after two years because the Chilean government was unwilling to finance its continued operation.

The site lay dormant and unoccupied until 1971, when Atlantis Enterprises contacted Salvador Allende Gossens (the new president of Chile) and offered to buy the station. Both Argentina and Britain protested the sale of the station on the basis of the international treaty of 1959 which stated that no person, organization, or government may own land in Antarctica until 1989. Allende ignored their protests and sold the station to Atlantis Enterprises.

Beginning five months ago, routine satellite reconnaissance of Antarctica showed evidence of construction and expansion at the Atlantis site. Best information suggests that Atlantis Enterprises has revived an old association with an ultra-survivalist group, the Children of Neptune (CON). This group has been connected with subversive activities including drug trafficking, the selling of military secrets, and the counterfeiting of Swiss francs.

Only in the last year has any detailed information surfaced about CON. The agency has thwarted two CON operations (the Floating Island Mission and the Mercenary Atoll Mission). The purpose behind the construction of a floating island and a nuclear-powered floating drydock can only be guessed at. Plans and blueprints belonging to CON have been discovered for entire floating cities and submarine cities. Now, it is apparent that CON is on the way to assembling one of these future-survival cities in Antarctica.

Atlantis Enterprises has ignored all attempts at contact by the Scientific Committee for Antarctic Research (SCAR) and governmental agencies of several countries.

Each time an aircraft approaches the research station and requests landing instructions, the pilot is informed that the airfield is under localized whiteout conditions and is advised to fly to another nearby research outpost if the craft must set down. (Localized whiteouts are not uncommon in Antarctica, but the reported whiteout conditions at the Atlantis base have become so prevalent that the research station is known to outsiders as "Whiteout Base.")

It is known that research is carried on at Whiteout Base, even though exact discoveries and experiments have not been reported to the scientific community. Outside researchers hypothesize that the residents of Whiteout Base are involved in agricultural and geothermal energy research.

CURRENT STATUS: Responding to the urgings of SCAR members, the UN Security Council decided to inspect the research station. A little more than two weeks ago, a plan was conceived to have a team of SCAR scientists, including a representative of the Security Council, fly to the research station in an effort to open a line of scientific communication between the station and other Antarctic bases.

The scientific team embarked, flew toward the research station, and requested landing instructions. The pilot was informed that severe whiteout conditions over the airfield made landing impossible. The scientists feigned radio failure, approached unchallenged, and landed safely — under clear skies.

The scientists were greeted at the airport by a guard who was efficient but not hostile. He transported them to the research station, which looks from the surface like a cluster of greenhouses.

The team stayed in the complex as visitors for about 24 hours. They were given tours by qualified personnel of certain areas of the complex, and were politely but firmly denied access to other locations. They were under constant personal supervision by at least one guard, in addition to any tour guides.

When the scientists tried to question personnel about the "whiteout" ruse, everyone claimed to know nothing about it except the leader of the outpost, who identified himself as William Billeter, Canadian by birth, and the head administrator of the complex called Atlantis II. Billeter explained that airport personnel are instructed to discourage casual visitors by claiming a whiteout exists, because the station's work is centered around self-sufficiency, and too

much interaction with the outside world would defeat the purpose of their research. Billeter assured them that when visitors do land, they are treated cordially but encouraged to leave fairly promptly.

The leader explained further that Atlantis II was involved in researching agriculture in polar regions, with the intent of achieving self-sufficiency. He said the project is funded by Atlantis Enterprises.

The scientists identified themselves and explained the reason for their visit. Billeter agreed to their request to set up a temporary outpost about 500 yards southeast of Atlantis II to conduct their own research, and allowed the team to maintain constant radio contact from their base.

The scientists used the outpost to keep 24-hour surveillance on Atlantis II. Activity outside the complex was almost negligible, much less than would be expected for a base of its size. No aircraft or ground vehicles arrived or departed during the surveillance period, which lasted more than 11 days. During this time, the scientists made brief, scheduled visits to the complex every three days to exchange meteorological data. Their requests for other information were refused.

On day 12 of the surveillance, geiger counters at the scientists' camp detected significant levels of radiation emanating from Atlantis II. They contacted the base, asked about the cause, and were told that information was privileged. The scientists detected the source as a cloud of radioactive steam that was airborne and beginning to drift. They requested permission to leave the base, and were told that their plane would be ready for takeoff in one hour.

They abandoned camp, keeping all their surveillance records and notes on the complex, as well as maps and photographs they had procured at Atlantis II. Just after taking off, they contacted the UN Security Council and sent a coded radio message concerning the radioactive cloud. Shortly thereafter, the Ellsworth base had this contact with the SCAR aircraft, at 1000 hours on June 2:

"Ellsworth, this is Penguin One. Come in, Ellsworth. Over."

"This is Ellsworth. We read you, Penguin One. Over."

"Ellsworth, we are airborne from Whiteout Base. Prepare to receive a complete report as soon as we land at Ellsworth. Our ETA is 1200 hours. Over and out."

"We'll be ready for you, Penguin One. This is Ellsworth, over and out."

One hour later, this message was received from Penguin One:

"Ellsworth, this is Penguin One. Do you copy, Ellsworth? Over."

"We copy, Penguin One. This is Ellsworth. Over."

"Ellsworth, we are having fuel problems. We've just passed our PNR [point of no return] and the gauges are dropping fast. We'll try to put her down on the Filchner Ice Shelf. Our current position is 73 degrees South, 47 degrees West. We're going down."

There was no further contact.

ASSIGNMENT

Because of the mystery about what happened to Penguin One, the Security Council has decided to increase the intensity of its investigation of Atlantis II. SCAR intends to send an investigative team to Atlantis II to discover the source of the radioactive steam, the complete plans of William Billeter, and his intended means of achieving his goals. The group has contacted your agency to assemble such a team. Violence is to be kept to a minimum.

Your team and its equipment will be transported from Christchurch, New Zealand, to Ellsworth Base, Antarctica. At Ellsworth your team is to immediately

report to Dr. Michael T. Jameson for supplemental verbal instructions. Jameson can be found in the base library. He is an agency contact working for the UN Security Council.

It is suggested that your team transport all issued equipment from New Zealand, since Antarctic bases are poorly equipped for espionage missions. A limited supply of cold-weather equipment, food, water, and vehicles can be obtained from any Antarctic base.

Agent player character list

Choose one of the following agents to play. The Administrator will give you an AGENT DOSSIER after you have chosen an agent to play.

Assassination bureau

"The Mugger," a vengeful vigilante. Stalks lowlife criminals with a large-caliber handgun.

Olga, former trainer for an Olympic wrestling team. Likes to crush her opponents with her bare hands.

Confiscation bureau

"Klepto," picks up souvenirs unrelated to missions. Has large collection of tools and clothing.

Will B. Driver, getaway driver. Enjoys tailing and high-speed chases with any vehicle.

"Paper Chaser," bureaucratic paper-shuffler with piloting skills. She enjoys adventure and danger.

Investigation bureau

Miss Ecoute, interpreter and language arts specialist. She speaks English-92, French-90, Spanish-88, German-40, and Russian-91.

Pierre Piton, French mountain climber. Carries his own crampons and 50' of nylon rope.

"Dynamo," fast-talking, fast-acting natural leader; at least he thinks so. Enjoys conversation.

Ellsworth Base

Supplemental verbal instructions

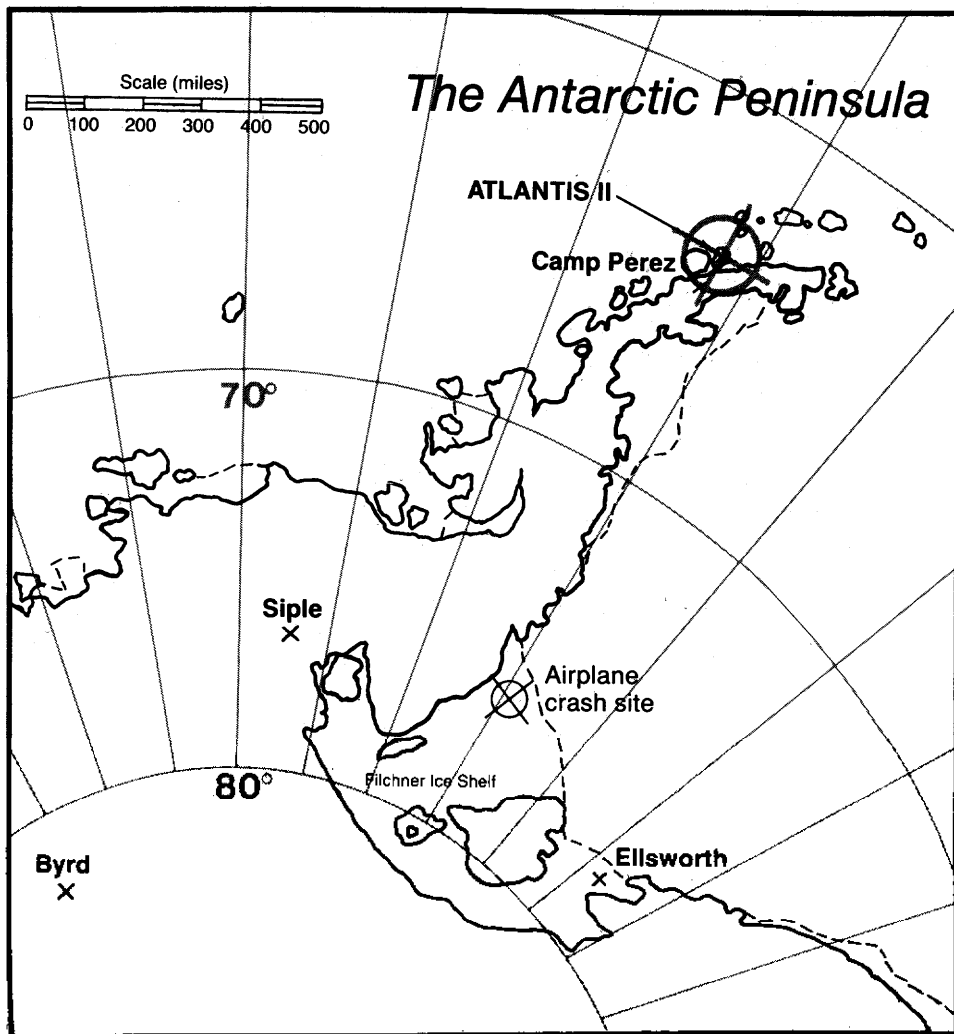
"It has been determined that Penguin One crash-landed on the Filchner Ice Shelf. The Soviets recovered the bodies of the SCAR scientists and the aircraft's 'black box.' The bodies and the black box were turned over to the Americans at Ellsworth. No maps or photos were reported found by the Soviets. It is assumed that the maps survived in a special flameproof container now hidden under snow or wreckage at the crash site.

"Your team must decide how to proceed. You may fly to the crash site to assist in the search for the maps and evidence, or you may set course for another base. Under the treaty of 1959, any base in Antarctica is accessible to you, since no base can refuse permission for a plane to land. This should also apply to Atlantis II.

"Once you arrive at Atlantis II, the exact means of penetration is left up to you. The agency suggests that your team feign aircraft engine trouble and make a forced landing on the Atlantis II airstrip. From there you are to attempt to infiltrate the main complex, collect data, and return to base to report your findings. At no time are you to reveal your true assignment to Atlantis II personnel.

"If chemical, biological, or radiological (nuclear) warfare devices are encountered in the field, you should make no attempt to disarm or contain the devices. Proper authorities (decontamination or bomb disposal units) should be notified at once, even at the risk of jeopardizing a delicate mission. Caution supersedes any political or national allegiances.

"It is currently winter on the continent, which means there is continual darkness in most places south of the Antarctic Circle. The average temperature on the coast is -40 degrees Fahrenheit. Any overland traveling is extremely hazardous. The extreme cold tends to jam conventional weapons. Trigger guards prevent mittened hands from pulling triggers. Bare flesh begins freezing after one minute of exposure to sub-zero temperatures, and bare skin freezes to metal. The agency recommends that agents avoid outdoor battles entirely."



ADMINISTRATOR'S FILE

Adventure preparation

Information in the AGENT FILE should be given to players in the order it is presented here. First, they should read the Christchurch, New Zealand Mission Briefing. Then players make their character selections based on the brief descriptions (or use their own characters), and they depart for Ellsworth Base to finish organizing supplies and receive their final verbal instructions.

A player who chooses a pregenerated character should first determine the bureau classification of the character he wishes to play. Next, he should either choose an available character from that bureau, or select one randomly. In any event, the player's choice is made without knowing details such as the character's exact ability ratings. One of the eight Agent Dossiers will be given to the player by the Admin once the player's decision is made. The personal traits of the characters are fixed, and may not be adjusted upon receipt of a dossier.

Once the players have completed their preparations for the game, the referee finishes setting the stage by bringing the player characters from the mission briefing to the place where the mission is to begin. This is usually a matter of providing a brief narrative (such as, "After obtaining supplies and getting organized, your group is taken via transport plane from Christchurch, New Zealand to the United States Base, Ellsworth.").

Plot synopsis

The Children of Neptune (CON) began as a survivalist group dedicated to insuring the survival of its members in the event of a world war or other global tragedy. At that time, the Children of Neptune practiced natural food farming, supply hoarding, outdoor survival, weapon use, and other survivalist techniques. The group seemed relatively harmless until William Billeter became their leader.

Billeter, a former Arctic explorer, is a popular, dynamic speaker and businessman. Under his leadership, group membership and revenues increased throughout the world. Billeter contacted several investors to provide capital to form a natural food franchise. This franchise became incorporated under the name Atlantis Enterprises.

Soon afterward, the Children of Neptune began planning their own colony. The idea of Atlantis II was born in 1970, and the search for a natural undeveloped building site began. In 1971, Atlantis Enterprises purchased a plot of land on the Antarctic Peninsula where a Chilean research station once stood. In 1981, Atlantis Enterprises purchased 72 prefabricated, heavily insulated housing units and the components for a geodesic dome. Thousands of feet of pipe, hundreds of fuel oil barrels, sixteen Quonset huts, and tons of assorted non-perishable supplies were shipped to Chile.

One year ago, supplies and CON personnel began congregating in Chile before being shuttled by plane and ship to the Antarctic Peninsula. Two runways were built with two hangars and temporary housing. A pipeline was driven deep into geothermal rock. Slush pumped down the pipe became superheated steam to supply power for the base. During the brief warm season, trenches were bulldozed in the sun-softened snow. Seventy-two prefabricated housing units were placed in the trenches. Corrugated metal was used to form curved snow roofs over the subsurface passageways; the snow froze in position, and the curved corrugated metal was removed. Clear acrylic Quonset huts were built on the surface of the snow between the snow-roofed passageways. The Quonset huts were connected with plywood hallways. In the center of the buildings and tunnels, a 60-foot-tall geodesic dome was constructed. The dome is 150 feet wide and is composed of 665 transparent, triangular panels supported by an aluminum skeleton.

CON personnel wasted no time moving into the finished base and setting up housekeeping. A meteorological tower and a radio antenna were raised. Live plants, food, clothing, and laboratory equipment arrived by the plane. Housing units became mess halls, storage areas, maintenance shops, and laboratories. Atlantis II became the long-awaited colony of the Children of Neptune.

In the meantime, CON has evolved from a survivalist group into an ultra-survivalist faction planning world domination after the superpowers mutually annihilate each other. With Atlantis II as its headquarters, CON plans to rule the survivors of the earth's northern hemisphere, using a fleet of floating islands. These islands are to be constructed in nuclear-powered floating drydocks. At present, CON has constructed Atlantis II in Antarctica, a floating drydock in the northwestern Pacific Ocean, and a floating island in the Great Barrier Reef.

In recent years, CON activities came to the attention of the world's peacekeeping authorities when CON became involved in crime to raise money for construction. In what is referred to as the "Floating Island Mission," international authorities financed a small team of agents to retrieve stolen Swiss franc printing plates. Once the manufactured floating island had been invaded and secured, an intensive investigation of the premises followed. Vague references hinted at CON's involvement in the counterfeiting scheme. It is conjectured that CON was intending to produce counterfeit Swiss francs in order to finance the construction of Atlantis II. Apparently, CON personnel had no intention of flooding the world's financial market or extorting money from the Swiss government.

Agents investigating the activities of Colonel Martin "Mad Merc" Strikewell at

a small atoll in the Northwest Pacific uncovered another CON construction. A floating drydock used to construct floating islands confirmed the existence of CON and increased the possibility of additional floating islands. The Mercenary Atoll Mission also hinted at the existence of another CON construction in Antarctica.

CON is attempting to make Atlantis II self-sufficient for two major reasons. First, to insure the continued survival of their members in the event of a supply-halting world holocaust or a blockade against them on the part of outside countries, they must be prepared to provide themselves with the necessities of life.

Second, in 1959, twelve countries proclaimed a treaty that prevented any territorial claims in Antarctica from being settled for 30 years. Although the Children of Neptune have staked out a large tract of land, neither CON nor any country owns land in Antarctica. In 1989, CON hopes to claim and own part, if not all, of Antarctica. CON bases its hopes on the fact that although several countries have permanent scientific outposts and military bases in Antarctica, none of the countries have a truly self-sufficient colony. CON's claim will have at least some validity, since entire families have taken up residence at Atlantis II. Also, most Antarctic bases depend on food, fuel, and supplies from home countries. Atlantis II hopes to grow its own food supplies, use naturally occurring geothermal energy, and manufacture all it needs to function as an independent community.

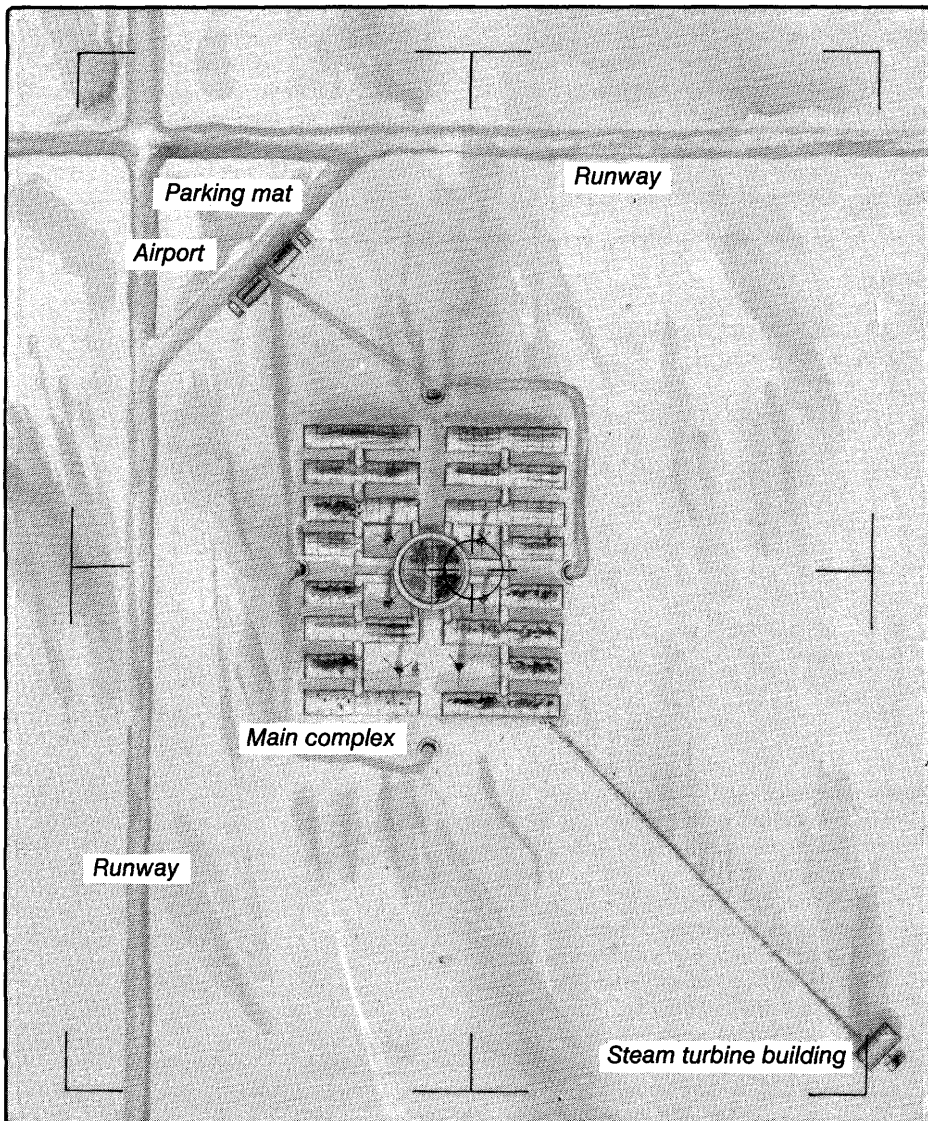
However, now that CON's crimes have been made known to the world, Billeter feels the group's survival is threatened. He has instituted a new offensive plan. A team of CON engineers has begun constructing small nuclear devices designed to destroy the other Antarctic bases. Billeter hopes that setting off a single nuclear explosion at a United States or Soviet base will cause an international crisis. If one side blames the other, a war could break out, increasing Billeter's chances of continental or world domination. If a war does not break out, Billeter plans to claim responsibility for the bomb and threaten to destroy other Antarctic bases unless Atlantis II is recognized as a political entity and given land of its own in Antarctica.

Recently, while workers were building one of the nuclear weapons, an "accident" occurred in the laboratory. This incident forced radioactive dust up an exhaust pipe to the surface. The laboratory was not contaminated, but the outside snow and the pipe were.

Most of the residents of Atlantis II are ignorant of the outside world's discovery of the floating island and the drydock, and are not guilty of any wrongdoing except their devotion to Billeter. They are intentionally kept ignorant of outside events by Billeter and his small group of advisers, who make all the policy decisions.

A small secret group of dissenters, calling themselves "625," want to flee Atlantis II.

Atlantis II aerial view



If Billeter captures any agents, members of "625" may help the agents get away — if the agents agree to take them along.

Plot directions

It is impossible to accurately predict the activities of player-character agents assigned to a free-form adventure. The adventure is riddled with clues, rumors, characters, and objects intended to provoke action and steer the agents. At certain points in the plot, they must make vital decisions. It is important that the agents be reminded of the urgency of their mission from time to time so that their actions are self-motivated, even if incorrect.

The action should begin with the agents being called to a Mission Briefing at a United Nations Security Council safehouse in Christchurch, New Zealand (see the AGENT FILE). The agents may be attacked by thugs in a car waiting outside the Christchurch safehouse. These thugs are not associated with the mission, but the action will get the players in the mood for later fast action during the investigation. The thugs can be armed with any hand-held weapon the Admin chooses. The thugs'

character traits are left for the Admin to determine as well.

At Ellsworth Base, the agents meet their contact for the verbal briefing and then decide how to set out. They may refuel their plane immediately at Ellsworth and fly themselves to either the crash site, Camp Perez, Atlantis II, or someplace else. A pilot will not go with them, which means that at least one agent in the group must have piloting skill. The agents may choose to park their aircraft and proceed on foot or by other means, but this is ill advised for distances of more than a few miles. If agents want to embark on an overland trek, remind the players of the time and distance factors involved that make this impossible.

Agents won't find anything important if they visit the site of the Penguin One crash — no map case, no radiation on the wreckage. Based on the reports made by the surveillance team when they were still on the island, the agents should realize that they can probably get into Atlantis II easily, so they don't need maps and photographs beforehand.

Camp Perez is 10 miles from Atlantis II. The characters may choose to refuel and fly

themselves to Atlantis II from there, or proceed on foot or by land vehicle across the ice floe. If the team flies in and asks for landing permission at Atlantis II, personnel there will tell them that the landing strip is currently under whiteout conditions and the aircraft cannot be safely directed to land. (Actual weather conditions depend on what was rolled for the current six-hour game period.)

The Children of Neptune will welcome anyone who lands at their airstrip, and will offer the agents mechanical assistance and fuel. If the agents don't want lodging, they will be expected to stay at the airport until their plane is ready to fly again (which would make this a short mission).

If the agents landed the plane because of alleged engine or mechanical trouble, Yang will offer to inspect and repair the aircraft; it will take him 1 - 10 hours to discover that nothing is wrong. He will report this fact to Billeter, who will instruct him to "Snow-bank" the aircraft. (See the section on Code Names.)

Yang will only attempt to sabotage the aircraft if all the agents leave the airport area. To cover the time he needs to spend alone with the plane, Yang will tell the agents that he could not find any engine trouble or control problem with the aircraft, but discovered structural wing damage. Repairs can be made in 1-10 hours (Admin's choice or random), and in the meantime they are welcome to stay as guests in the main complex. Agents may be forced to stay because of approaching nightfall or bad weather. Of course, they can simply accept the invitation (and probably lose the services of their aircraft) as a means of getting inside the complex. When they enter, the male agents are housed in Unit #23 and female agents in Unit #8.

If the agents approach overland in vehicles, they will be detected on radar one mile away. Yang will approach them in a Sno-cat to find out where they are going and invite them into the main complex.

Agents who approach on foot won't be detected by radar, but will be seen 80% of the time on the base's infrared surveillance equipment. Two guards will come out on open snowmobiles to investigate. If the agents are discovered and remain friendly, they will be invited to stay in Unit #23 and Unit #8. If agents are unfriendly, they will be hunted by guards and shot at by Atlantis II personnel using heavy machine guns placed inside empty fuel oil barrels around the surface of the complex.

An agent who commits a crime at Atlantis II will be considered armed and dangerous. Guards will attempt to arrest the agent(s) without harming Atlantis II personnel. Captured agents will be turned over to SCAR for legal action. Agents who escape the complex and attempt to leave via their own aircraft will discover their aircraft has been sabotaged — when it crashes an hour after they're in the air.

WEATHER

The climate of Antarctica affects play directly. Temperature and wind combine to create deadly weather conditions. Agents who do not take the weather into account may be injured or killed.

Weather conditions should be checked once every six game hours. Roll two ten-sided dice, and find the number rolled on the first die in the left-hand section of the

Weather Conditions and Damage Chart in either the coastal or interior column. ("Coastal" is any place within 50 miles of the sea; "interior" is the rest of the continent.) This number corresponds to wind velocity and determines what row of the temperature chart to consult. To use the temperature chart, add +4 to the second die roll if agents are in an interior location, and then find the resulting number in the top

horizontal row of the temperature chart. This number corresponds to the air temperature. By cross-indexing the temperature result with the wind speed result, the Admin can find the base number of Injury Points a character will receive in every ten minutes of exposure under these weather conditions. Agents who travel on foot or in unheated vehicles will be subject to the full dangers of the Antarctic cold.

WEATHER CONDITIONS AND DAMAGE CHART

WIND CHART

First die:

Coast	Inter.	Conditions	Speed (mph)
1	1	Calm	0-1
	2	Light air	1-3
2	3	Light breeze	4-7
3	4	Gentle breeze	8-12
4	5	Moderate breeze	13-18
5	6	Strong breeze	19-31
6	7	Fresh gale	32-46
7	8	Whole gale	47-63
8	9	Hurricane	64-96
9	10	Hurricane	97-138
10		Hurricane	139-208

TEMPERATURE CHART (degrees F.)

Second die: (may be modified)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
+10	0	1	2	3	3	4	4	5	5	6	6	7	7	8
0	1	2	3	3	4	4	5	5	6	6	7	7	8	8
-10	2	3	3	4	4	5	5	6	6	7	7	8	8	9
-20	3	3	4	4	5	5	6	6	7	7	8	8	9	9
-30	4	4	5	5	6	6	7	7	8	8	9	9	9	9
-40	5	5	6	6	7	7	8	8	9	9	9	9	9	9
-50	6	6	7	7	8	8	9	9	9	9	9	9	9	9
-60	7	7	8	8	9	9	9	9	9	9	9	9	9	9
-70	8	8	9	9	9	9	9	9	9	9	9	9	9	9
-80	9	9	9	9	9	9	9	9	9	9	9	9	9	9
-90	9	9	9	9	9	9	9	9	9	9	9	9	9	9
-100	9	9	9	9	9	9	9	9	9	9	9	9	9	9
-110	9	9	9	9	9	9	9	9	9	9	9	9	9	9
-120	9	9	9	9	9	9	9	9	9	9	9	9	9	9

Whiteout

Any **boldface** result on the Weather Chart indicates the potential for real whiteout conditions. Sometime during the next six hours (Admin's discretion), snow will begin falling or blowing so hard that the horizon will become indistinguishable from the foreground. These conditions will last for 1-100 minutes (roll percentile dice). Visibility becomes very limited at best. Small open crevasses become hidden from view (see the Terrain rules below). Attempting to travel overland or in the air without a compass will cause the travelers to become lost (Admin's discretion). Any aircraft caught in a whiteout should not try to land or take off. If either of those maneuvers is attempted, refer to the Explosive Use Against Vehicles Chart on page 37 of the TOP SECRET® Game Rulebook.

Weather damage modifiers

When calculating weather damage, the number of Injury Points to be subtracted from a character's Life Level may be modified by one or more of the following conditions:

Character is:	Modifier
Standing, lying, or inactive.	.+3
Walking or moderately active	.+0
Running or extremely active.	-.3
Immersed in water or wearing wet clothes	.+5
Missing mittens or boots	.+2
Missing mittens and boots.	.+4
Protected from the wind	-.2
Moving at less than 20 mph in unheated vehicle without a cab	.+1
Moving at 20-60 mph in unheated vehicle without a cab	.+2
Moving faster than 60 mph in unheated vehicle without a cab	.+3
Wearing inexpensive parka	-.1
Wearing moderately priced parka	-.2
Wearing expensive parka.	-.3
Wearing custom parka.	-.4
Wearing a space suit.	-.5

TERRAIN and MOVEMENT

Characters who travel overland without using marked roads run the risk of stumbling into crevasses (cracks in the icy surface). The danger of crevasses is further heightened by the fact that they can be hidden beneath a thin layer of ice and snow. An intelligently outfitted convoy of vehicles moving over unmarked terrain usually has a large crevasse detector in the lead. Agents can procure a crevasse detector vehicle 25% of the time from any base, and with this can travel fairly safely.

The Admin should roll percentile dice once every game hour of travel and use the Terrain Chart to determine present conditions. Unmarked crevasses will not occur along marked roads or paths.

TERRAIN CHART

Dice roll	Terrain	Crevasses
01-40	Smooth	None
41-58	Rough	None
59-66	Smooth	Sm & open
67-74	Rough	Sm & open
75-78	Smooth	Sm & hidden
79-82	Rough	Sm & hidden
83-86	Smooth	Med & open
87-90	Rough	Med & open
91-92	Smooth	Med & hidden
93-94	Rough	Med & hidden
95-96	Smooth	Lg & open
97-98	Rough	Lg & open
99	Smooth	Lg & hidden
00	Rough	Lg & hidden

Rough terrain is crossed at one-half normal movement, regardless of the means of overland locomotion used.

Small crevasses are 1 - 10 centimeters wide by 10-100 centimeters long and deep. Medium crevasses are 10-100 centimeters wide by 1-10 meters long and deep. Large crevasses are 1 - 10 meters wide by 10-100 meters deep.

Agents can always avoid open crevasses (the sort that are not hidden by ice or snow crust) by simply jumping over or walking around them - except for small, open crevasses encountered during whiteout conditions; those crevasses are treated as if they were hidden.

Vehicles can cross any small crevasses without slowing down or being affected.

Any vehicle taken across a medium crevasse will be stuck for 1-10 minutes, and every passenger will take 1 Injury Point of damage from the sudden stop. Any vehicle driven across a large crevasse is stuck permanently, and every passenger takes 2 Injury Points of damage. Hidden crevasses can be detected and avoided by any character who succeeds in a percentile dice roll vs. his Coordination. Each character must make this roll if a group is spread out on foot; if more than one character occupies the same vehicle, check the driver's Coordination for success in detecting and avoiding crevasses. If a character's Coordination is

less than the dice roll, he (or his vehicle) slips and falls into the crevasse, doing damage to the individual or each passenger as follows:

Small crevasse — Twisted ankle, 1 Injury Point of damage.

Medium or large crevasse — Damage from falling (see p. 33 of the TOP SECRET Game Rulebook).

Only the lead character risks taking damage if characters travel single file on foot. Characters on foot may choose to rope themselves together. Modify all of the tied leader's damage from falling downward by one half.

TRANSPORTATION CHART

Mode of movement	Top speed (mph)	Velocity (ft/turn)	Range (miles)	Seating capacity	Chance of access
Snowshoes/skis	3	25	—	—	100%
Dogsled	25	185	1000	3	5%
Open snowmobile	65	480	144	3	90%
Cabbed snowmobile	55	405	126	2	70%
Sno-cat	30	220	370	8	50%
Sno-cat w/detector	15	110	370	6	25%
Hovercraft	75	550	330	10	—
Helicopter	120	880	300	4	25%
Cargo plane	170	1250	1500	15	95%

Top speed of a vehicle cannot be maintained indefinitely; adjust foot-per-turn figures downward proportionately when vehicles are traveling at less than top speed. *Chance of access* is the probability that any single base will have one or more pieces of the listed equipment.

Agents will almost always use one of the modes of movement given on the Transportation Chart. In dire circumstances when a character is on foot without snowshoes or skis, his base movement rate is one-half normal (walking speed 1½ mph). This rate is cut in half again, to ¾ mph, in rough terrain.

With snowshoes or skis: Characters move at normal rates (walking speed 3 mph).

Dogsled: Atlantis II has a pair of 6-dog sleds. The dogs may pull at full speed for only 15 minutes; their usual speed is four miles per hour.

Snowmobiles, open or cabbed: These vehicles are usually available at any base. When available, they can be borrowed for the mission. Cabbed snowmobiles have heated enclosures, offering protection from the elements.

Sno-cat: These are enclosed, heated vehicles with skis on the front and treads on the rear. A Sno-cat with crevasse detector is much like a regular Sno-cat, with a spiderweb framework extending from the front bumper that detects crevasses before the vehicle passes over them. The vehicle can be driven faster than 15 mph, but the detector will not function properly at higher speeds.

Hovercraft: Two of these experimental aircraft are in Antarctica, one at Ellsworth Base and the other hidden at Atlantis II. The hovercraft at Ellsworth can only be borrowed if all agents on the mission travel

in it. Since hovercraft are experimental, there is a 10% chance each hour the vehicle is driven that it will break down. An agent with an AOK value of more than 75 in Electrical or Mechanical Engineering can repair any breakdown in 1-100 minutes. Both hovercraft are enclosed and heated.

Aircraft: The Administrator must keep in mind that bad weather affects low-flying aircraft. A helicopter dropping off passengers might be hit by a whiteout, become disoriented, and crash. Parachutists jumping into gale-like winds will be blown miles off course and be subject to hazardous landings. It is suggested that the Administrator describe the weather conditions and let the agents make the decision on whether to act.

All engine-powered vehicles may carry extra fuel, which can double their maximum range. Broken windows that are not repaired will cause vehicles to cease being enclosed and heated, exposing passengers to the elements. No base will loan personnel to serve as pilots or drivers who would assist the agents on their mission.

EQUIPMENT

The standard parka consists of pants and a padded pullover coat with a hood. Face masks, goggles (sunglasses during daylight), mittens, and boots are standard supplementary clothing. Because of the increased padding of a parka, all damage from combat is halved. This includes both projectile and hand-to-hand combat.

Standard weapons should have the trigger guards removed so they can be used with gloved or mittened hands. Because of the extreme cold, most guns used outdoors will misfire on a roll of 96 and jam on a roll of 97-00 during the hit determination dice roll

of combat. Revolvers will misfire on a roll of 99-00, but will not jam. (See page 25 of the TOP SECRET Game Rulebook.)

PHYSICAL SECURITY

All exterior doors can be assumed to be locked (-/20) at night. Interior doors are locked 50% of the time. Desks, files, and drawers can be considered locked 75% of the time. Persons inside private rooms will probably have the door locked and chained as well. Security chains have a Difficulty rating of +10. Vehicles have the keys in them 5% of the time.

LIGHTING

Most rooms will have a light switch inside the door on the wall to the right, and from 1-10 light sources in the room. Unless otherwise noted, most ceiling lights operate from a light switch and are of the fluorescent-tube variety.

PERSONAL ENCOUNTERS

Whenever an agent in the main complex is outside a unit or the dome, there is a chance of encountering a passing pedestrian or seeing a random object. These encounters can occur anywhere except outdoors. The frequency of checking depends on the time of day as indicated on the following charts. A second encounter will not occur until the first encounter is ended. In some cases, the specified random encounter may not occur if the non-player character involved was injured or put out of action during an earlier encounter.

DAYTIME ENCOUNTER CHART (10am to 10pm)

Roll percentile dice for every 10 minutes.

Dice roll	Encounter
01-25	None.
26-35	Sound of footsteps.
36-45	Shadows moving on the wall in the distance.
46-50	Sound of unintelligible conversation in the distance.
51-60	Maintenance person cleaning or doing repair work. Will ignore most people unless he/she is approached.
61-70	Someone calls out a name and approaches agent with an outstretched hand in greeting. The person has mistaken the agent for someone else.
71-80	A group of 1-10 children on their way to the indoor pool. Five pet penguins accompany the children.
81-90	Security person approaches on routine circuit. He is checking doors to be sure they are locked. He will not speak to the agent or stop unless the agent stops him.
91-00	Cracking and low-level rumble of icy walls settling.

NIGHTTIME ENCOUNTER CHART
(10pm to 10am)

Roll percentile dice for every 20 minutes.

Dice roll	Encounter			
01-25	None.	71-75	Maintenance person cleaning or doing repair work. Will ignore most people unless he/she is approached.	86-90
26-35	Faint light in the distance.	76-80	Someone calls out a name and approaches the agent with a hand outstretched in greeting.	91-95
36-55	Sound of distant running footsteps headed south.		The person has mistaken the agent for someone else.	
56-65	Faint distant laughter in unknown direction.	81-85	Hysterical woman (Vera) approaches, begging group to take her away from Atlantis II, back to someplace warm.	95-00
66-70	Young couple walking hand-in-hand toward dome.			
				Security person approaches on routine circuit. He is checking doors to be sure they are locked. He will not speak or stop unless the agent stops him. Cold, chilly draft from above showers agent with minute ice crystals falling from ceiling. Five pet penguins waddle toward characters expecting to be fed. The birds will not leave until they are fed or until agents run out of sight.

PERSONAL TRAIT VALUES & WEAPONRY CHART

Name	PS	CH	W	CO	K	CD	OF	DP	EV	DA	MV	LL	HTH	SV	QRC
ABBY	63	26	40	91	29	56	74	59	41	43	159	10	104	100	
ABEL	90	46	21	64	54	56	60	55	51	55	167	11	141	106	
BILL	95	76	103	96	82	87	92	86	82	85	285	20	177	168	e, t
BONA	56	64	45	35	43	46	41	50	55	45	147	10	111	105	
CARL	72	60	75	76	62	89	83	68	75	76	236	15	147	143	
CORA	90	46	21	64	54	56	60	55	51	55	167	11	141	106	
DALE	46	92	41	40	35	95	68	66	94	65	185	9	140	160	
DAWN	73	35	57	74	85	75	75	55	55	80	205	13	128	110	
EARL	28	62	65	50	50	68	59	56	65	59	161	9	93	121	
EDNA	49	79	40	31	80	45	38	55	62	63	134	9	111	117	
FAY	63	26	40	91	29	56	74	59	41	43	159	10	104	100	
FELIX	76	49	39	24	69	71	48	37	60	70	186	12	136	97	
GAY	40	91	99	86	60	99	93	89	95	80	238	14	135	184	
GUY	85	93	88	54	95	53	54	74	73	74	226	17	158	147	
HANS	38	53	27	65	30	99	82	59	76	65	164	7	114	136	
HOPE	29	75	99	81	40	58	70	78	67	49	186	13	96	145	
IAN	40	91	61	86	60	44	65	89	68	52	145	10	108	157	
IDA	89	96	79	81	86	77	79	89	87	82	245	17	176	176	
JACK	36	91	46	89	91	46	68	90	69	74	128	8	105	159	e
JANE	33	33	27	76	68	51	64	55	42	60	111	6	75	97	e
KAREN	70	51	63	95	61	91	93	73	71	76	224	13	141	144	e
KEN	46	91	89	79	62	27	53	85	59	45	162	14	105	144	
LANA	61	45	60	76	84	65	71	61	55	75	186	12	116	116	
LANCE	94	48	66	82	87	49	66	65	49	68	209	16	143	114	
MAE	52	92	75	32	78	92	62	62	92	85	219	13	144	154	e
MARK	91	70	62	56	62	79	68	63	75	71	232	15	166	138	e
NADA	43	41	65	70	55	77	74	56	59	66	185	11	102	115	f
NEIL	33	50	79	81	86	34	58	66	42	60	146	11	75	108	f
OPAL	89	96	46	45	37	76	61	71	86	57	211	14	175	157	f
OTIS	90	50	92	99	78	63	81	75	57	71	245	18	147	132	e
PAMELA	85	51	91	70	80	47	59	61	49	64	223	18	134	110	
PAUL	66	80	70	90	68	91	91	85	86	80	227	14	152	171	d
RENE	68	105	36	53	42	56	55	79	81	49	160	10	149	160	f
RITA	95	90	94	47	61	96	72	69	93	79	285	19	188	162	e
SARA	68	70	81	93	55	90	92	82	80	73	239	15	148	162	
SAUL	70	79	90	80	62	90	85	80	85	76	250	16	155	165	d
THORA	75	94	84	74	38	42	58	84	68	40	201	16	143	152	f
TOM	100	81	35	27	35	97	62	54	89	66	232	14	189	143	e
UNA	80	66	62	94	65	61	78	80	64	63	203	14	144	144	
VERA	65	75	60	91	56	100	96	83	88	78	225	13	153	171	e
VIC	60	93	28	45	26	50	48	69	72	38	138	9	132	141	d
WADE	85	62	88	36	95	53	45	49	58	74	226	17	148	107	d
WANDA	52	89	62	54	95	33	44	72	61	64	147	11	112	133	k, t
XENIA	68	105	36	53	42	56	55	79	81	49	160	10	149	160	k, t
YANG	95	90	94	47	61	96	72	69	93	79	285	19	188	162	k, t
YING	95	90	94	47	61	96	72	69	93	79	285	19	188	162	k, t
ZEKE	68	70	81	93	55	90	92	82	80	73	239	15	148	162	k, t
ZOLA	70	79	90	80	62	90	85	80	85	76	250	16	155	165	k, t

THE PERSONNEL OF ATLANTIS II

Statistical and personal information on the residents of Atlantis II is given in the Personal Trait Values and Weaponry Chart and the Occupation and Location Chart that accompany this text.

Personal trait values are abbreviated in the chart headings: PS = Physical Strength; CH = Charm; W = Willpower; CO = Courage; K = Knowledge; CD = Coordination; OF = Offense; DP = Deception; EV = Evasion; DA = Deactivation; MV = Movement Value; LL = Life Level; HTH = Hand-to-Hand Combat Value; SV = Surprise Value. Statistics not given in these listings can easily be computed, using the traits given along with some imagination.

Those characters who carry weapons have the necessary information listed under the QRC (Quick Reference Code) column; weaponry includes a loaded gun plus one full extra clip of ammunition.

The Occupation and Location Chart uses some abbreviations: STB = Steam turbine building; QH = Quonset hut; SMB = Small metal building.

CODE NAMES

Individuals with knowledge of code names may divulge that information or acknowledge its use (as a password, rumor or whatever) as appropriate to any given situation. The use of code names by non-player characters is at the discretion of the Administrator. Player characters may encounter problems if they indiscriminately use inappropriate code names. The names and their meanings are:

Windfall: CON is attempting to make Atlantis II self-sufficient for two reasons, code-named *Wind* and *Fall*.

Wind (W): First, it is necessary to CON's survival to provide its members with the necessities of life in case they are cut off from the rest of the world. This could occur if outside countries form a blockade against CON or if a world war does break out and there is nowhere left to obtain supplies.

Fall (F): In 1959, twelve countries proclaimed a treaty that prevents any territorial claims in Antarctica from being settled for 30 years. At the moment, no country owns land in Antarctica. In 1989, CON hopes to claim part, if not all, of the continent.

Breakaway: Now that CON's crimes have become known to the world, Billeter feels the group's survival is threatened. He has instituted two new offensive plans, code-named *Break* and *Away*.

Break (B): A team of CON scientists has begun constructing small nuclear devices designed to destroy the other Antarctic bases. Billeter hopes that setting off a single nuclear explosion at a United States or Soviet base will cause an international crisis. If one side blames the other, a war could break out, increasing Billeter's chances of continental or world domination.

Away (A): If a war does not break out, Billeter plans to claim responsibility for the bomb. He will threaten to destroy other

LOCATION AND OCCUPATION CHART

Name	Sex	Occupation	Location		Code name knowledge	
			Day	Night		
ABBY	F	Botanist	Dome	#19	F	W
ABEL	M	Nuclear engineer	#68	#1	BDF	W
BILL	M	Leader	#45	#20	A B D F S	W
BONA	F	Electrical engineer	#68	#3	BDF	W
CARL	M	Mechanical engineer	#66	#4	BDF	W
CORA	F	Hydraulic engineer	STB	#1	BDF	W
DALE	M	Chemical engineer	#68	#2	BDF	W
DAWN	F	Welder	#59	#4	BDF	W
EARL	M	Fitter	#59	#3	BDF	W
EDNA	F	Maintenance	#53	#2	BDF	W
FAY	F	Maintenance	#53	#20	A B D F S	W
FELIX	M	Metal laboratory	#59	#19		W
GAY	F	Radar operator	#61	#21		W
GUY	M	Radio operator	#22	#46		W
HANS	M	Doctor	#32	#21	F	W
HOPE	F	Doctor	#15	#5	F	W
IAN	M	Nurse	#32	#25	FO	TW
IDA	F	Nurse	#15	#5	F	W
JACK	M	Cook	#13	#25	F	TW
JANE	F	Cook	#34	#5	F	W
KAREN	F	Cook's assistant	#13	#5	F	W
KEN	M	Cook's assistant	#34	#25	F	TW
LANA	F	Janitor	#22	#41		W
LANCE	M	Launderer	#29	#25		TW
MAE	F	Carpenter	#58	#6	F	TW
MARK	M	Electrician	#43	#25	F	TW
NADA	F	Babysitter	#11	#5	F	W
NEIL	M	Babysitter	#11	#25	FO	TW
OPAL	F	Teacher	#12	#5	F	W
OTIS	M	Teacher	#12	#25	FO	TW
PAMELA	F	Radio operator	#46	#5		W
PAUL	M	Vehicle mechanic	#38	#26	F	W
RENE	M	Vehicle mechanic	#38	#26	F	W
RITA	F	Nuclear assistant	#67	#6	BD	TW
SARA	F	Geologist	#64	#6	F	TW
SAUL	M	Nuclear assistant	#67	#25	BD	TW
THORA	F	Equipment operator	#66	#6	B D F	T W
TOM	M	Meteorologist	#61	#26		W
UNA	F	Metallurgist	#66	#6	F	TW
VERA	F	Plumber	#52	#6	FO	TW
VIC	M	Diesel mechanic	#51	#26	F	W
WADE	M	Purser	#27	#26	F	W
WANDA	F	Guard/pilot	#45	#5		S W
XENIA	F	Guard/pilot	#7	#45		S W
YANG	M	Guard/pilot	SMB#2	SMB#2	B	S W
YING	M	Guard/pilot	QH # 1	QH # 1,		S W
ZEKE	M	Guard	STB	STB	F	S W
ZOLA	F	Guard	#7	#45	F	S W

Antarctic bases unless Atlantis II is recognized as a political entity and given land of its own in Antarctica.

Thawout: Among the Children of Neptune are a group of dissenters who disagree with Billeter's policies and have secretly joined together into a conspiracy against Billeter. They call themselves "625" after the numbers of the housing units they live in (Units #6 and #25). The code names they use are *Thaw* and *Out*.

Thaw (T): This is the code name for an act sabotaging Billeter's projects. Thora is responsible for "accidentally" releasing the

radioactive dust up the chimney from Unit #66, alerting the ill-fated scientific inspection team. Agents who are captured by Billeter's forces may be freed by members of "625" performing a *Thaw* operation.

Out (O): The members of "625" want to escape Atlantis II with the 20 children from the nursery (Unit #11) and school (Unit #12). They will try to slip a message to any Atlantis II visitor asking the visitor to help them escape.

Dustcloud (D): While workers were constructing a nuclear weapon, an accident occurred in the nuclear laboratory. This

accident forced radioactive dust up an exhaust pipe to the surface. The laboratory was not contaminated, but the surface snow and the pipe were.

Snowbank (S): This is the code name for quieting all who visit Atlantis II. All unwelcome visitors are silenced after leaving so they can't tell anyone what they have seen. The SCAR investigation team was the victim of a *Snowbank* operation. Small holes were punched in their plane's fuel tanks so they would run low on gas and either have to return or crash. Billeter may be planning to *Snowbank* the player characters by sabotaging their vehicles (Administrator's choice).

LANGUAGES

All agents and NPCs speak fluent English. Other languages known by the pre-generated agent characters are listed in their respective dossiers. Languages other than English will possibly have limited utility on this mission — but a foreign language might be handy if two or more characters want to converse without being understood by others. The Admin can assign fluency in other languages to the personnel of Atlantis II as desired.

MILITARY INFORMATION

Agents should not be allowed indiscriminate military ordnance, use of military

resources, or the control of military personnel. If the agent's agency or government had wanted military involvement, they wouldn't have sent agents on an espionage mission in the first place.

A secret agent should never be allowed to request photographic analysis after surveillance has been conducted by a spy plane or a satellite. An agent should never be allowed the use of a cargo-carrying helicopter with rockets or given command of 25 paratroopers. Not only is such use of military force unwarranted on a low-profile espionage mission, it is expensive, wasteful, and beyond the scope of the TOP SECRET game.

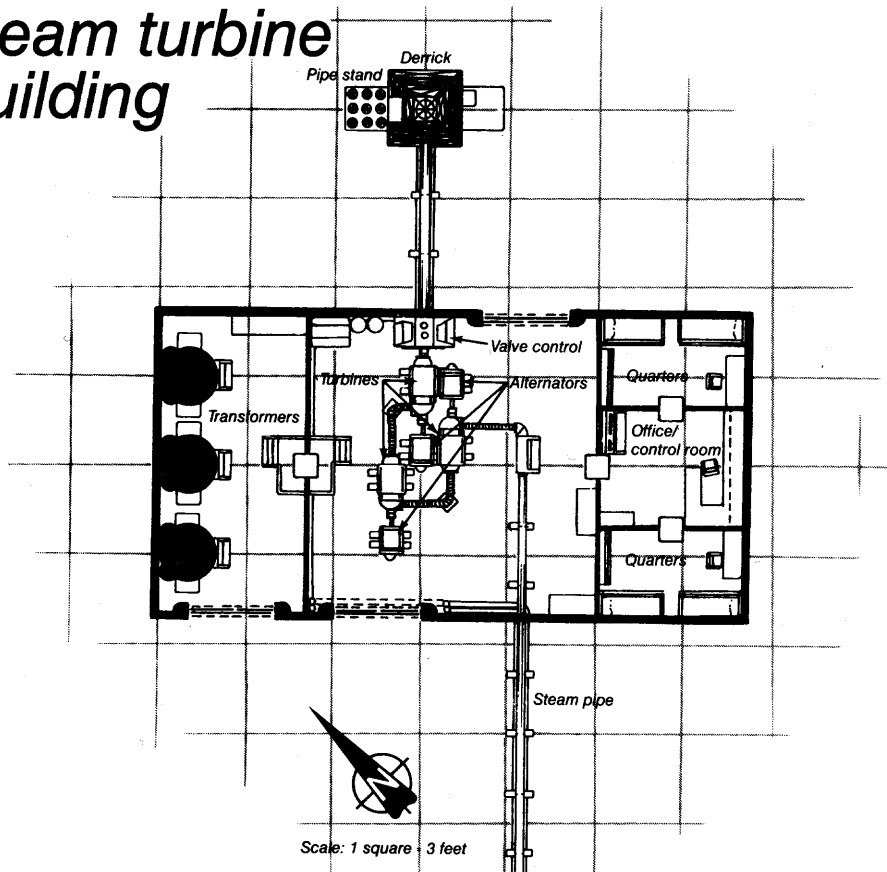
ENCOUNTER AREAS

General descriptions for encounter areas are given, but much remains for the Administrator to describe, such as furnishings and other small details.

Entry into any outdoor environment can be gained from any point outside the perimeter of a map. Those who exit the map area are assumed to have escaped any immediate danger and will generally not be pursued unless they have broken the law.

Player characters will seek information through conversation with the characters they encounter. Answers to routine or insignificant questions will usually be obtainable. For more in-depth queries, use the "Contacts" rules from the TOP SECRET game, depending on the means employed by the player characters. The Administrator should play the roles of the encountered characters during this verbal interplay.

Steam turbine building



Airport

The Atlantis II airport consists of two hangars and two sheet metal structures. All four buildings are heated by steam pipes in the floor. Each hangar contains a helicopter, a cargo plane, and a Sno-cat, all fueled and ready to operate. The Sno-cats are used to maneuver aircraft, as emergency vehicles, and as transports from the airport to the main complex. Barrels of aviation fuel and gasoline surround the buildings.

Aboard each cargo plane is a 55-gallon barrel strapped down tightly with restraints. A geiger counter brought near it will detect a very hot radioactive source. The barrel contains a miniature nuclear device (security rating -/75) powerful enough to produce a crater 100 feet in diameter and a blast zone with a one-mile radius. If the device is detonated, anything within the crater will

be disintegrated. Any character in the blast zone will suffer 1-100 Injury Points. The bombs are meant to be radio-detonated on separate frequencies, but the controls to detonate the bombs are not aboard the airplanes; Billeter has the detonators in his possession.

Sheet metal building #1 contains a kennel housing 12 Alaskan huskies (+3/-1), two dogsleds with six harnesses each, and a locker of raw frozen meat.

Sheet metal building #2 contains the quarters of Yang, an 8' tall giant employed as a guard and airport caretaker. An intercom connects Yang's quarters with the security office in the main complex.

If an aircraft lands on the Atlantis II airstrip, Yang will be dispatched with lighted hand-held signals to direct the aircraft toward the parking mat in front of the airport. If the aircraft follows his signals and parks, he will assist passengers with unloading and then take them and their luggage to the west opening of the west tunnel at the main complex. Yang is armed. His parka, boots, and mittens are bulletproof.

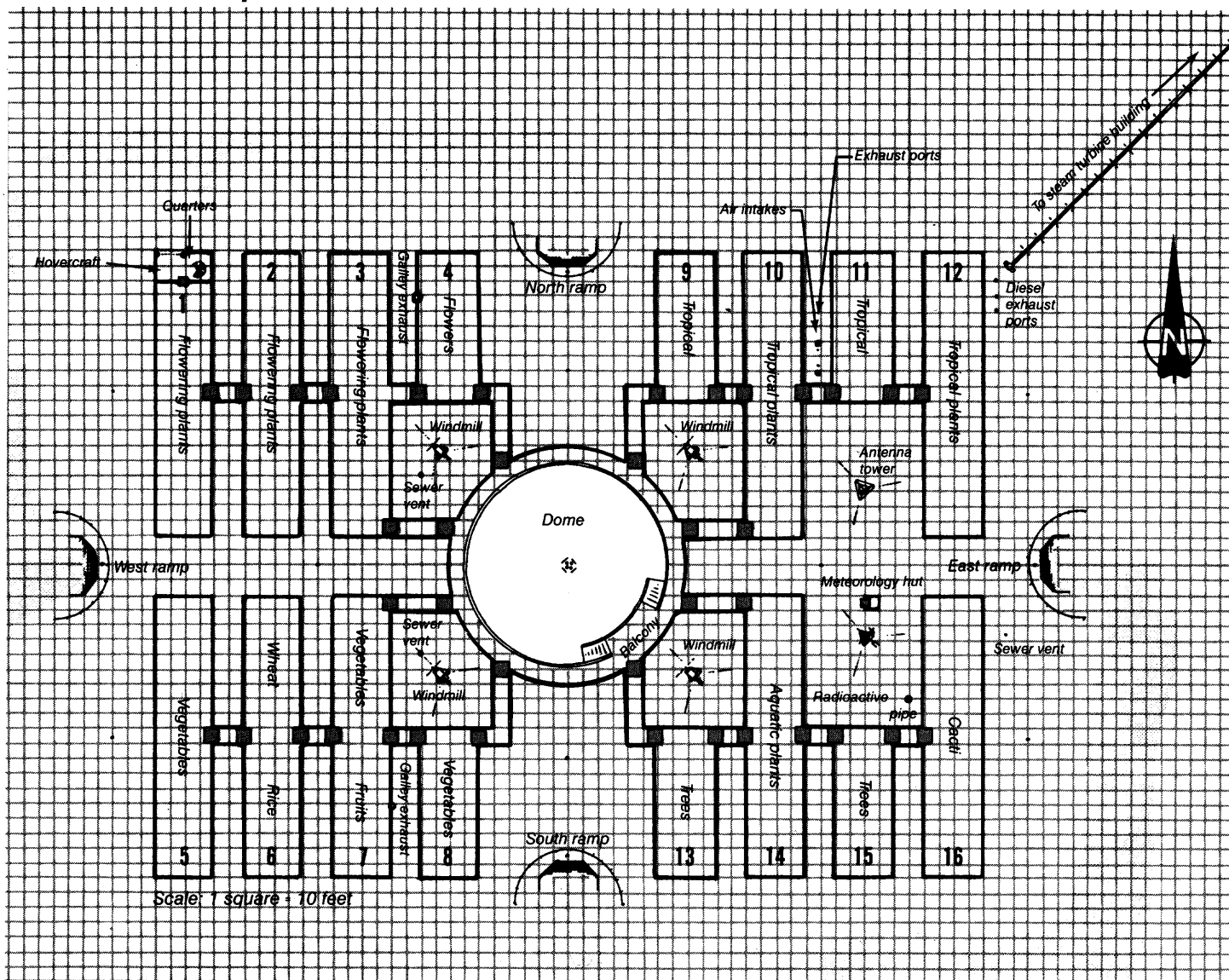
Yang has an identical twin brother, Ying, who lives in Quonset Hut #1 at the main complex. Ying is usually available to make a trip to the airport and help transport large groups of visitors, or to bring part of a group in to the main complex while Yang stays at the airport with the others. Neither Yang nor Ying will allow any visitors inside the airport buildings without supervision.

Steam turbine building

This structure stands beside the drilling platform derrick. The entire complex, including this building, is heated and powered by steam. From the derrick attached to the steam turbine building, a slushy ice-water mixture is pumped down to the geothermal rock beneath the Antarctic surface. The mixture turns to steam, which is piped back to the surface and routed against a series of turbine blades. These blades rotate generator shafts, which in turn create electricity. The steam condenses into hot water and is piped throughout the complex for heating purposes.

Zeke is quartered within the steam turbine building as a guard and technician.

Main complex, surface level



MAIN COMPLEX SURFACE LEVEL

The Quonset huts and the geodesic dome emit a violet light through their transparent walls. This violet glow is reflected on the snow outside the complex and can sometimes be seen up to a mile away or on clouds above the complex. The violet color comes from ultraviolet lamps used to raise plants in the Antarctic darkness.

The main complex is relatively silent at all times. Voices and other sounds that might carry between the huts are drowned out by the sound of the wind blowing ice crystals against the exterior walls. The dome and the Quonset huts are heated by hot water pipes that run through the concrete floors of each building.

The transparent dome and Quonset huts cannot be penetrated by standard bullets; explosives or incendiaries must be used to cut through the tough acrylic surface.

Dome

The central dome stands 45 feet above the surface of the surrounding snow and ice.

It extends another 15 feet down into the snow and is 150 feet across. The dome is composed of 665 triangular transparent panels supported by an aluminum gridwork.

Hanging inside the top of the dome are incandescent and ultraviolet lamps, and four surveillance cameras. The cameras are wired to the security control room; they point at four sections of the balcony, but do not scan the lower-level pathways, double doors, or floor.

Access to the floor of the dome is gained through four sets of double doors leading from the main tunnels of the complex. Grass-covered paths lead from each doorway, intersecting in the center of the dome's floor. The parts of the floor sectioned off by the paths contain gardens and a heated pool.

On the upper level of the dome, eight narrow corridors leading from the Quonset huts connect by doorways to the dome's balcony. Two stairways in the southeast quadrant of the balcony lead to the lower level, coming out on either side of the pool.

Beside each pair of double doors in the dome is a button that opens or closes the doors unless overridden by security.

Personnel present, Daytime: Abby.

Quonset huts

Sixteen transparent acrylic Quonset huts are connected to each other and the dome by plywood corridors. Both incandescent and ultraviolet lamps hang from the tops of each hut. Along the walls of each hut are waist-high tables filled with growing plants from around the world. Huts #1 through #4 contain flowering plants. Huts #5 through #8 contain food crops. Huts #9 through #12 contain tropical plants. Huts #13 through #16 contain trees, aquatic plants, and cacti.

All plants are grown by experimental methods. Some are started hydroponically in warm-water pipes with holes drilled in them for the roots to grow through. The seedlings are then planted in nutrient-rich soil on the waist-high tables or placed floating on Styrofoam rafts with their roots hanging in a fertilizer solution. Some vine plants climb vertical strings while others cling to

A-shaped frames, multiplying the available growing space. Ceiling-mounted conveyors move hanging root systems through nutrient-rich misting troughs. The plants respond favorably to ultraviolet light, grow to maturity, and are harvested.

Any agent with an AOK score of 75 or higher in Agriculture or Botany will be able to identify the various experimental growing methods. These methods include aeroponics, hydroponics, trickle irrigation, floating matrixes, conveying systems, intercropping, and nuticulture. Stilts, available in several of the Quonset huts, are used to reach the tops of some plants.

Quonset Hut #1 contains a plywood room with a garage-style overhead door leading to the outside. The room contains a fully fueled hovercraft, a spiral staircase leading down, and the personal belongings of Ying, the 8' tall twin brother of Yang (see the Airport section). Ying serves as a guard and is the hovercraft operator.

Ramps

Four vehicle ramps made of concrete slope from the surface down 15' to large metal double doors. These doors lead to the west, north, east, and south tunnels.

Fuel oil barrels

Although fuel oil is not often used at Atlantis II, many fuel oil barrels stand on the surface of the snow surrounding the main complex. Twenty of the oil barrels are really infrared surveillance cameras and remote-controlled gun mounts. The weapon statistics are: Heavy Machine Gun, PWV

MAIN COMPLEX SUBSURFACE LEVEL

Connecting tunnels

The double doors leading inside from the ramps all open into 20' wide tunnels that intersect with the floor of the dome. The west and east tunnels are lit, but the north and south ones are not usually illuminated. The double metal doors at the extreme ends of each tunnel have a security rating of (-/50) and a forced entry difficulty rating of 65. (See the Forced Entry rules on pp. 34-35 of the TOP SECRET rulebook.)

A closed-circuit surveillance camera is fastened to the ceiling just outside each set of double doors (eight cameras in all). The cameras are connected to monitors in Unit #45. If security personnel see someone approaching a set of doors, the doors will be opened automatically for any group led by someone wearing an Atlantis II parka (if entering from outside) or a white lab coat (if entering the dome). The doors will close and lock automatically after a person or group has passed through.

Branching off the east and west tunnels are a total of 16 side passageways that lead to subsurface units within the complex. The north and south tunnels each have two side passageways. The large tunnels and the smaller trench-like passageways surround-

95; PB 0; S -2; M -30; L -80; WS Slow; Rate 10.

Windmills

Four 60' tall, 3-bladed windmills stand around the perimeter of the dome. These generate electricity for the dome.

Chimneys

All chimneys protrude 3 feet above the surface of the ice.

The chimney on the east side of Hut #4 leads to the galley in Unit #13; the chimney on the west side of Hut #7 leads to the galley in Unit #34. One third (33%) of the time either chimney is being examined, it will be emitting warm air that smells like cooking food.

The chimneys near the northwest and southwest quadrant windmills are vents for the sewers below the restrooms in Unit #16 and Unit #31. The chimney west of Hut #16 is a vent for the sewers below the restrooms on Unit #69 and Unit #70. The chimney between Hut #6 and Hut #7 connects to the dryer vents from the laundry in Unit #29. Humid air with bits of lint are exhausted from here one third (33%) of the time. The humid air freezes when it reaches the surface and coats the chimney with ice dotted by multi-colored lint.

Four chimneys penetrate the ice between Hut #10 and Hut #11. The two large chimneys are air intakes for the diesel generators in Unit #44. The two small chimneys are exhaust ports for the same generators. If the turbines in the steam turbine building stop rotating, the two larger chimneys will pump

ing the units are not heated directly, but they are a lot warmer than the outdoors. The temperature is about freezing (32 degrees F.), and there is no wind; characters do not suffer Injury Point damage from the elements while they are in the tunnels or trenches.

Two open snowmobiles are parked near the outer double doors in the west tunnel, and two more in the east tunnel. The north and south tunnels each contain four Snowcats (with cabs) and two open snowmobiles.

Northwest Quadrant

Units #1-#4

Apartments: Each of these four apartments is the home of a CON scientist, his or her spouse, and two children.

Personnel present, night: #1, Abel and Cora; #2, Dale and Edna; #3, Bona and Earl; #4, Carl and Dawn.

Units #5 - #6

Day crew female dormitory: Eight beds line the west wall of this room. The east wall is lined with eight padlocked (-/25) lockers each containing women's clothing, personal belongings, and 1-100 dollars each. A bookshelf along the north wall is filled with novels. A videotape player and television beside the bookshelf are stacked

air in to help fuel the generators, and the two smaller ones will expel the diesel engine's exhaust gases.

Three ice-encrusted chimneys penetrate the surface beside Hut #12. These three chimneys are exhaust ports for diesel furnaces used to heat water in Unit #51. If the turbines in the steam turbine building stop rotating, these three chimneys will expel the diesel furnaces' exhaust gases.

The chimney on the east side of Hut #16 appears to be surrounded by gray rock dust. This chimney connects with the experimental ore refining machine in Unit #66. A geiger counter held near this chimney will indicate a trace of radioactivity. It was dust from this chimney, combined with blowing snow and ice crystals, which the surveillance camp detected as radioactive steam.

Antenna tower

This 100' high tower supports an antenna connected to the radio in Unit #46. Six guy wires support the antenna tower. A 2' tall triangular fence surrounds the base of the tower.

Meteorology hut

This small white wooden building is large enough for one man to squeeze inside. Weather instruments inside the hut are connected to displays and data analyzers in Unit #61. A small radar dish mounted on top of the meteorology hut rotates constantly. Just south of the meteorology hut is a wind direction indicator and an anemometer. These instruments are also connected to indicators in Unit #61.

high with videotape cassettes of classic movies.

Personnel present, night: #5, Hope, Ida, Jane, Karen, Nada, Opal, Pamela, and Wanda; #6, Mae, Rita, Sara, Thora, Una, and Vera.

Units #7 - #8

Night crew female dormitory: Eight beds line the west wall of this room. The east wall is lined with eight padlocked (-/25) lockers, six of them empty and two containing women's clothing, personal belongings, and 1-100 dollars each. The floor is carpeted in light blue shag. There are two clotheslines strung across the room with stockings and sweaters draped across them.

Personnel present, day: #7, Xenia and Zola; #8, unoccupied.

Unit #9

Theatre/Lecture hall: This area has been converted into a small movie theater. There is a blank white wall at the north end of the room. Chairs and a projector stand facing the white wall. Six general-interest, English language films are on a shelf behind the projector.

Unit #10

Recreation hall/Gymnasium: This room contains two weight machines, a set of

barbells, two workout benches, six jump ropes, two punching bags, and a treadmill. It has a padded floor.

Unit #11

Nursery: During the day this room contains two babysitters and six babies.

Personnel present, day: Nada and Neil.

Unit #12

School: During the day this room contains two teachers and fourteen children.

Personnel present, day: Opal and Otis.

Unit #13

Galley: Six large pots hang around the hood of a cooking stove. The walls are lined with well-stocked refrigerators, racks of knives, food preparation equipment, and storage cupboards. Inside the cupboards are clean dishes, serving bowls, platters, and silverware. There is usually a large pot of water boiling on the stove when the galley is occupied. (Treat boiling-water splashes as W type damage using the Hand-to-Hand rules.) A large baking oven and a butcher block fill the rest of the room. Thirty meals can be prepared and served at one time from this galley.

Personnel present, day: Jack and Karen.

Unit #14

Mess/Dining room: Eight tables with four chairs each line the east and west walls of this room. Trays of food can be picked up at the door separating the mess from the galley. A tray-return conveyor and dishwasher is along the west wall, connecting the mess deck and the galley. The water inside the dishwasher heats to 150 degrees Fahrenheit when the dishwasher is in use. Anyone unfortunate enough to come in contact with the heated water inside the dishwasher will suffer W type damage as in the Hand-to-Hand rules.

Unit #15

Females' medical facility: This unit is divided into three small rooms. The Triage room has first-aid supplies, examining equipment, and medicine on shelves along the west wall. In the center of the sterile Operating room is an operating table that doubles as a dentist's chair. Crowded into the rest of the room are an anesthetic set-up, trays, and cabinets containing surgical tools and a respirator. One locked (-/30) cabinet contains narcotics, sterile packaged dressings, and splints. The Sick room contains three hospital beds and three unlocked clothes lockers. A desk and two chairs stand near the door leading to the south.

Personnel present, day: Hope and Ida, in Sick room unless busy elsewhere.

Unit #16

Females' toilet and showers: This room contains five toilet stalls and five shower stalls. There are electric outlets above each of the five sinks. Across from the sinks are shelves holding folded towels and bars of soap, plus a bin for dirty clothing.

Unit #17

Fresh water reservoir: A cylindrical metal tank in the center of this room contains 2,000 gallons of fresh, clean water. A water pump (used to both fill and empty the tank) can be operated and/or repaired by any character with an AOK score of 75 or higher in Hydraulic Engineering.

Unit #18

Food storage: Large sacks and cardboard boxes filled with cereal, sugar, flour, beans, coffee, potatoes, dried milk, and salt line the west wall of this room. Six levels of shelves cover the east wall, each stacked with hundreds of canned goods. Every sort of food, from apricots to zucchini, can be found here.

Southwest Quadrant

Units #19 - #22

Unit #19 - Unit #22: APARTMENTS. Each of these rooms is the home of a CON family consisting of one man, one woman, and three children.

Personnel present, night: #19, Abby and Felix; #20, Bill and Fay; #21, Gay and Hans.

Personnel present, day: #22, Guy and Lana.

Units #23 - #24

Night crew male dormitory: Eight beds line the west wall of this room. The east wall is lined with eight empty, unlocked lockers. The floor is carpeted in light blue shag.

Units #25 - #26

Day crew male dormitory: Eight beds line the west wall of this chamber. The east wall is covered by eight padlocked (-/25) lockers each containing men's clothing, personal belongings, and 1-100 dollars. A bookshelf along the north wall is filled with novels. A videotape player and television beside the bookshelf are stacked high with videotape cassettes of classic movies.

Personnel present, night: #25, Ian, Jack, Ken, Lance, Mark, Neil, Otis, and Saul; #26, Paul, Rene, Tom, Vic, and Wade.

Unit #27

General stores: A vast collection of everyday objects and household items can be found here. Office supplies, eating utensils, motor oil, slippery hydraulic fluid, bolts of cloth, and color-coded electrical wire are stored in cardboard boxes stacked on metal shelves along the walls.

Personnel present, day: Wade.

Unit #28

Library: This quiet, carpeted area doubles as a meeting room. A long table surrounded by ten chairs is centered in the room. The west wall is lined with technical manuals, leisure magazines, and world maps. Along the east wall are a microfiche reader, a cabinet full of technical and engineering microfiches, a video console for

gaming or education, and shelves full of general-interest books.

Unit #29

Laundry: Among stacks of soiled security-guard uniforms are an industrial washing machine and clothes dryer. White lab coats and casual men's and women's clothing are waiting beside an unheated mangle to be pressed. Two electric irons, two ironing boards, and a sewing machine are also in the room.

Personnel present, day: Lance.

Unit #30

Clothing storage: Stacks of dry, folded towels and sheets line the west wall. Pillowcases, gray mechanic's coveralls, and five expensive parka sets are stacked along the east wall.

Unit #31

Males' toilet and showers: This room has the same features as Unit #16.

Unit #32

Males' medical facility: These three small rooms have the same furnishings and supplies as Unit #15.

Personnel present, day: Hans and Ian.

Unit #33

Mess/Dining room: This room has the same furnishings and features as Unit #14.

Unit #34

Galley: This room has the same furnishings, equipment, and features as Unit #13.

Personnel present, day: Jane and Ken.

Unit #35

Cold food storage: This interior of this unheated unit is lined with frost. The unit contains hanging sides of beef and shelves filled with sausages, cheeses, poultry, vegetables, fruit, and fish.

Unit #36

Fresh water reservoir: This room contains the same features as Unit #17.

Northeast Quadrant

Unit #37

Parts storage: The walls of this room are lined with tools and workbenches. A large supply of various nuts, bolts, nails, cotter pins, shaft keys, C-clamps, and welding rods are sorted in bins along the east wall. Screwdrivers, wrenches, electric hand tools, extension cords, and a 200-pound welding machine are on shelves along the west wall.

Unit #38

Vehicle maintenance: Dissected small engines and a myriad of engine parts are scattered on work benches along the east and west walls of this room.

Personnel present, day: Paul and Rene.

Unit #39

Heavy supplies: Electrical wire, metal

cable, hemp rope, rubber hoses, metal primer, enamel paint, light bulbs, ultraviolet lamps, small chains, and other materials are stored here.

Unit #40

General stores: This room has the same contents as Unit #27.

Unit #41

Janitorial supply: Brooms, mops, and cleaning supplies are stored here.

Personnel present, night: Lana.

Unit #42

Furniture storage: Chairs, tables, desks, beds, and mattresses fill this musty room.

Unit #43

Electrical supplies: In the center of this room is a square wooden table. The cluttered tabletop contains an oscilloscope, unfinished electronic circuit boards, one wire rack with a dozen spools of colored wire, two soldering guns, two 25-foot extension cords, and a small carbon-dioxide fire extinguisher.

Personnel present, day: Mark.

Unit #44

Standby diesel generators: Two diesel-powered generators are located in the center of this room. If the main power supply from the steam turbine building generators is disrupted, both of these generators will automatically start after five seconds of darkness. The northern generator powers all lights and electrical devices on the surface level of the main complex, the airport, and the steam turbine building. The southern generator powers all lights and electrical devices on the subsurface level of the main complex, including the dome. Electrical cables and diesel fuel lines crisscross the ceiling and walls of the room. A character with an Electrical Engineering AOK score greater than 75 will be able to short out, stop, or start either operating generator separately.

Unit #45

Security monitoring room: Six swivel chairs face a bank of 32 television screens. All controls are marked in English. Any character with a Knowledge rating of 75 or higher should be able to activate and operate any device in the room. A single, well-aimed bullet will destroy any particular device, screen, or control in the room.

Twenty of the monitoring screens show the slowly panning views from the surveillance cameras mounted in the empty fuel oil barrels outside the main complex. The images appear to be dark except for heat sources, which appear in various shades of red, orange, and yellow.

In front of each of these twenty screens is a joystick and four buttons. The **STOP PAN** button locks a camera onto a viewed target, stopping the sweep of the infrared camera above the fuel oil barrel. The camera's motion is now controlled by the joystick.

Pressing the **TARGET** button magnifies the image on the screen for more precise targeting with the joystick. If the thumb button atop the joystick is pressed, a stream of .60 caliber ammunition will be fired from the machine gun in the fuel oil barrel. The original 1000 rounds of ammo in each gun is enough to operate it for about a minute and a half.

The weapon statistics are: Heavy Machine Gun, PWV 95; PB 0; S -2; M -30; L -80; WS Slow; Rate 10.

If the **RETRACT** button is pressed, the infrared camera will be lowered into the fuel oil barrel. The camera image will appear to roll off the top of the monitor screen as the image fades to black. The **START** button raises the camera out of the barrel and starts it panning the surroundings again.

Twelve of the monitoring screens show stationary views from surveillance cameras inside the main complex. These images are in natural light. Eight of these cameras are outside the double metal doors in each of the subsurface tunnels. The other four are attached to the roof of the dome and trained on different sections of the balcony. These twelve cameras have wide-angle lenses that produce a somewhat distorted picture. The cameras are stationary and not equipped with guns; their twelve monitors do not have joysticks and control buttons in front of them. These cameras are always on and operating unless they or the monitors are disabled or damaged.

All the metal double doors enclosing the tunnels on the subsurface level of the main complex can be locked, unlocked, opened, or closed from the security control room by throwing the proper switches. An intercom links the steam turbine building and the airport with this room, so that any sound occurring at those locations can be heard. Three gas masks and a fire extinguisher hang near each of the two doors.

Personnel present, day: Bill and Wanda. Night: Xenia and Zola.

Unit #46

Radio room: This room contains a radio transmitter/receiver connected to the antenna tower on the surface.

Personnel present, day: Pamela. Night: Guy.

Units #47 - #48

Diesel fuel storage: Each of these rooms is practically filled by a huge cylindrical tank containing diesel fuel. Piping from the tank in #47 runs toward the heat plant in Unit #51; the tank in #48 is connected to the standby generators in Unit #44.

A character with an AOK score of 75 or higher in Transportation Engineering or Chemistry will recognize the smell of diesel fuel in either of these rooms. If either tank is penetrated by 20 ounces of plastique (or the equivalent), the resultant massive explosion will ignite the other tank as well. The area of Units #47, #48, and #49 will be destroyed, and everyone in those areas at the time of the blast is killed. Characters in

Units #43-#46 and #50-#54 will take 1-10 Injury Points from the explosion, and all of those areas will be moderately to severely damaged.

Both tanks are about two-thirds full at present. They are bulletproof.

Units #49 - #50

Empty rooms: These chambers may be used as cells to hold captured agents and as a storage area for captives' equipment. The outside door of each room may be padlocked (-/25) from the outside. The door leading between the rooms may be keylocked (-/20) from either side.

Unit #51

Heat plant: This room contains three auxiliary heat engines (diesel furnaces) which are used to heat water when the steam turbine building is shut down. Hot water is circulated from the heat engines through pipes in the concrete floors of each building unit, and then back to the heat engines. Fuel lines run from the heat engines to the diesel fuel storage tank in Unit #47. A character with an AOK score of 75 or higher in Construction, Hydraulic, Industrial, or Transportation Engineering will be able to operate the heat engines.

Personnel present, day: Vic.

Unit #52

Plumbing supplies: Leaning against the west wall of this room are several 1- 10 foot lengths of plastic pipe, aluminum conduit, and ducting material. Boxes of metal screws, pipe elbows, joint cement, T-fittings, caps, copper tubing, and plumbing fixtures are stacked against the east wall.

Personnel present, day: Vera.

Unit #53

Tools and storage: This room has a square metal table in its center piled high with disassembled mechanisms. Pumps, filters, valves, tubing, control boxes, intercom parts, and fan motors lie scattered about the table. Also in the room are six cans of motor oil, a five-gallon drum of slippery hydraulic fluid, one 200-pound welding machine, welding rod, and a portable cutting torch. Assorted nuts, bolts, nails, washers, and insulators are in a bin along the south wall. The cutting torch acts like a sword at point-blank range only and can inflict 1 - 10 points of flame damage per hit.

If the floor of this unit or another unit is covered with oil or hydraulic fluid, a character with a Coordination of less than 75 who tries to run on it will fall 50% of the time he steps on the surface. The oil or hydraulic fluid can only be ignited by open flame, not by a bullet or an explosion. It will not soak into icy tunnel floors, nor will it melt the ice beneath where it is burning.

Personnel present, day: Edna and Fay.

Unit #54

Parts storage: The contents of this room are the same as those of Unit #37.

Southeast Quadrant

Unit #55

Vehicle maintenance: This room has the same features as Unit #38.

Unit #56

Parts storage: This room contains the same equipment as Unit #37.

Unit #57

Wood storage: There are stacks of fresh, uncut lumber along the east and west walls of this room. Six sealed, plainly marked nail kegs stand beside the door in the south wall. The kegs contain nails ranging from 8-penny size to railroad spikes. Each keg weighs between 75 and 100 pounds. If dropped or thrown, a keg will shatter upon impact with a wall or floor.

Unit #58

Carpentry shop: Two wood lathes, a band saw, and a rotary saw are the largest tools in this room. Power hand tools include a pneumatic nail driver with a clip of 30 nails. The nail driver has a PWV of 50, an Injury Point modifier of -5, a point-blank modifier of 0, and a short-range modifier of -25. It will not fire beyond short range.

Other power tools in the room include a router, a 3/8" drill, and a power saw. Hand tools in the room are two rip saws, a cross-cut saw, two hammers, a hatchet, an axe, an adz, and a crowbar. A pair of sawhorses and a pushbroom are along the north wall.

Personnel present, day: Mae.

Unit #59

Metal shop: Two 200-pound welding machines stand near the center of this room. The walls are lined with large machine tools including metal lathes, brake presses, drills, and punches. Small hand tools include ball peen hammers, grinders, pliers, wrenches, drills, and calipers.

An acetylene torch with two 100-pound fuel tanks on a wheeled cart is ready for use. Both the oxygen and the gas must be turned on for a torch to be ignited with a spark from an igniter or by an open flame.

The room also contains 30-gallon barrels, each plainly marked in English according to its contents. The barrels contain lubricating fluid, hydraulic oil, cutting oil, cleaning solvent, motor oil, and sawdust.

Personnel present, day: Dawn, Earl, and Felix.

Unit #60

Metal storage: Bins for the storage of metal take up most of the wall space in this room. The metals range from brittle wrought iron to carbon-hardened plate. Finely tooled steel in a variety of lengths and dimensions, used for repair work, is stored here. There are also large steel plates weighing 250 pounds apiece stacked here, along with coil springs of varying sizes, and long, thin metal bars.

Strawn in front of the door to Unit #59 are the parts of a makeshift set of barbells.

The set weighs 150 pounds and can easily roll along the floor at ankle height.

Unit #61

Meteorology laboratory: Inside this lab are the gauges and equipment connected to instruments outside on the surface. Radar equipment, a thermometer, a barometer, a hygrometer, a wind gauge, and a wind direction indicator are all here.

Personnel present, day: Tom.

Unit #62

Hydrogen laboratory: This laboratory contains a table covered by apparatus and three hydrogen-filled balloons, each three feet in diameter. Any character with an AOK score of 75 or higher in Chemistry will recognize the apparatus as hydrolysis equipment. Electrical current is passed through normal drinking water. The current separates the oxygen from the hydrogen. The hydrogen is collected in tubing, pumped into a tank, and used to fill weather balloons. Popping the balloons will cause a loud but harmless explosion which can be heard outside the unit.

Unit #63

Glaciology laboratory: This lab is currently empty and unused.

Unit #64

Geology laboratory: This lab appears to be currently unused but contains pickaxes and whisk brooms. On the tables along the east and west walls are all sizes of rocks and core samples. Characters with an AOK score of 75 or higher in Geology will be able to tell that many of the samples are from igneous rock, which indicates the presence of geothermal activity. The same character will find what appear to be trace samples of gold, uranium ore, and oil shale. It will occur to the character that if the samples were collected by Atlantis II personnel, they must know that they are sitting on a veritable goldmine of natural resources. A geiger counter will detect radioactivity in the uranium ore samples.

Personnel present, day: Sara.

Unit #65

Mining equipment storage: This room contains shovels, pickaxes, rock crushers, grinders, drill bits, and a small red box containing 10 sticks of dynamite.

Unit #66

Ore refinery: This room is dominated by an experimental ore refinery machine. Any character with an AOK score of 75 or higher in Geology will be able to tell that the equipment is well used and appears to be for refining uranium. It looks like the crushed ore is dumped in one end of the machine and uranium ore is separated from the worthless rock at the other end. A geiger counter will indicate a trace of radioactivity everywhere in this room.

Personnel present, day: Carl, Thora, and Una.

Unit #67

Nuclear laboratory: A geiger counter in this room will indicate a trace of radioactivity. Any character with an AOK of 75 or higher in Geology will recognize that the lab is used for packaging uranium ore. The walls of this unit are lead-lined, and three sets of lead aprons and lead-lined gloves are available (hung on the wall when not in use) for workers and visitors to wear.

Personnel present, day: Rita and Saul.

Unit #68

Assembly area: A geiger counter in this room will detect a trace of radioactivity. The walls of this unit are lead-lined. Any character with an AOK score of 75 or higher in Industrial Engineering will immediately recognize that the room is used for assembling something extremely radioactive and dangerous. Eight ounces of plastique, two wire detonators, and an electronic timer are in the room along with various hand tools and miscellaneous equipment.

Personnel present, day: Abel, Bona, and Dale.

Units #69 - #70

Dressing rooms: Each of these units (#69 for males, #70 for females) is divided into a dressing room and a restroom. In each dressing room is an industrial-size electric clothes washer and dryer, plus other laundry accessories. Along the east wall of each dressing room are eight locked (-/30) equipment lockers. Each locker contains a white radiation protection suit with hood, breathing apparatus, boot coverings, and a dosimeter. A suit, properly worn, will protect a character from radiation indefinitely, but there is only enough air in each suit tank for 30 minutes of not too strenuous work. A suit will not protect the wearer from the effects of cold, steam, explosion, gunshot, or a hand-to-hand attack.

Unit #71

Garbage room: This room is filled with the sights and smells of garbage. Eventually, the biodegradable part will be used as plant fertilizer, and the metal and glass garbage will be separated for recycling.

Unit #72

Hot waste: This chamber contains 25 stainless-steel cylinders adorned with radioactive warning labels. Some of them contain unused radioactive core material, others contain radioactive waste dust. The cylinders all weigh the same (25 kilograms each when full, 5 kilograms when empty), and their contents cause radiation poisoning. For each minute that a character is exposed to the contents of a cylinder (only possible if one is opened or broken), that character will receive 1 Injury Point of damage each day for the rest of his or her life. (Loss of 2 pts. per day for 2 minutes' exposure, etc.) A geiger counter in this area will detect a trace of radiation if no containers are opened. If a container is opened, the geiger counter will indicate a very hot source of radiation.

WHITEOUT agent dossiers

Administrator: Photocopy this page, then clip out agent descriptions and hand them to players when their selections are made.

'The Mugger'

Assassination bureau

	PS	CH	W	CO	K	CD		
	86	60	89	86	49	78		
Language:								
English 84	OF	DP	EV	DA	MV	LL		
	82	73	69	64	273	18		
Superior Areas of Knowledge:					H T H	S V		
Engineering, Construction/Civil.					155	142		
Engineering, Hydraulic.								
Engineering, Mechanical.								
Metallurgy								
Military Science/Weaponry.								

Olga

Assassination bureau

	PS	CH	W	CO	K	CD		
	92	34	58	80	52	81		
Languages:								
Russian 92								
English 68	OF	DP	EV	DA	MV	LL		
	81	67	68	67	231	15		
Superior Areas of Knowledge:					H T H	S V		
Engineering, Construction/Civil.78	160	135	
Geology84			
Medicine/Physiology92			
Physical Education112			
Political Science/Ideology81			

'Klepto'

Confiscation bureau

	PS	CH	W	CO	K	CD		
	64	79	56	70	68	94		
Language:								
English 90	OF	DP	EV	DA	MV	LL		
	82	75	87	81	214	12		
Superior Areas of Knowledge:					H T H	S V		
Astronomy/Space Science					151	162		
Engineering, Electrical.					106			
Engineering, Mechanical.					114			
Geology					82			
Photography					90			
Psychology					76			
Social Sciences					98			

Will B. Driver

Confiscation bureau

	PS	CH	W	CO	K	CD		
	75	62	82	96	74	87		
Language:								
English 88	OF	DP	EV	DA	MV	LL		
	92	79	75	81	244	16		
Superior Areas of Knowledge:					H T H	S V		
Architecture77	150	154	
Computer Science92			
Engineering, Electrical.78			
Engineering, Transportation116			
Law.68			
Mathematics/Accounting.88			
Physics.82			

'Paper Chaser'

Confiscation bureau

	PS	CH	W	CO	K	CD		
	46	76	80	94	82	66		
Language:								
English 87	OF	DP	EV	DA	MV	LL		
	80	85	72	74	192	13		
Superior Areas of Knowledge:					H T H	S V		
Agriculture					118	157		
Botany					96			
Chemistry					84			
Ecology/Earth Sciences					74			
Engineering, Aeronautical.					118			
Engineering, Transportation					92			
Mathematics/Accounting.					106			
Social Sciences					102			

Miss Ecoute

Investigation bureau

	PS	CH	W	CO	K	CD		
	38	89	52	60	94	70		
Languages:								
English 92 Spanish 88								
Russian 91 German 40								
French 90	OF	DP	EV	DA	MV	LL		
	65	75	80	82	160	9		
Superior Areas of Knowledge:					H T H	S V		
Biology/Biochemistry.					68	118	155	
Botany.					77			
Chemistry					86			
Fine Arts					106			
Geography.					73			
Literature					98			
Photography					89			
Political Science/Ideology					91			
Religion.					64			

Pierre Piton

Investigation bureau

	PS	CH	W	CO	K	CD		
	78	75	90	88	50	96		
Languages:								
French 91								
English 73	OF	DP	EV	DA	MV	LL		
	92	82	86	73	264	17		
Superior Areas of Knowledge:					H T H	S V		
Ecology/Earth Sciences86	164	168	
Engineering, Aeronautical.94			
Engineering, Industrial78			
Geology96			
Physical Education					101			

'Dynamo'

Investigation bureau

	PS	CH	W	CO	K	CD		
	67	90	65	74	76	72		
Language:								
English 96	OF	DP	EV	DA	MV	LL		
	73	82	81	74	204	13		
Superior Areas of Knowledge:					H T H	S V		
Agriculture82	148	163	
Economics/Finance69			
Engineering, Hydraulic.84			
Law76			
Mathematics/Accounting.68			
Medicine/Physiology88			
Political Science/Ideology90			
Psychology112			